Usenet Newsgroup Archive: comp.sys.atari.8bit

1992

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Date span: 1992-01-01 through 1992-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,714

Message records with no readable body available in the source text: 3

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: I/O via the Joystick Ports on the 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-01 01:41:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan1.014113.25543@usenet.ins.cwru.edu>
Source record: 113249

There IS a GUI for the 8-bit Atari: Diamond GOS, by Reevesoft.

It comes on a 64K bank-select supercartridge, though there's also a
disk-based version.

(Physically, the cartridge is suspicously IDENTICAL to the SpartaDOS X cart.)

It works with a variety of input devices, including the Atari ST mouse.

I just got it, and I think it's great, even though I don't have it
running under SpartaDOS X very well yet. (Can anyone help me there?)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

2. HELP!!! I need an ATARI 800 keyboard... PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-01 21:31:12 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Jan1.213112.25258@ra.msstate.edu>
Source record: 113250
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sources.wanted,misc.wanted,misc.forsale.wanted

Hi friends,
I _REALLY_ need your help!!! One of my mothers TEN cat
has managed to render my Atari 800 in-operable. Some of my
keys don't work correctly on my poor, poor machine. As you
know it's almost impossible to communicate with a computer
without a fully working keyboard 8-(. The deal is that the
cat pissed on the computer and I belive it has success fully
ruined the keyboard. It might be too much corrosion in the
keyboard section of the main board.
Well, I am hoping that someone out there has pieces and
parts of one of these machines out there and they just want
to get rid of it. Of course I'll pay shipping and a little
more if you really need it! I'm also looking for schematics
on this Atari. Maybe someone out there has an Atari 8-bit
packed away somewhere like the attic, and they wouldn't miss
it! I belive you get the general Idea, so I'll close with
that thought. PLEASE E-Mail me _ANY_ responses!!!

--John Zitterkopf
EE major at Mississippi State University

jdz1@ra.msstate.edu

3. Atari on Amiga?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-01 23:25:17 UTC
From: u1795@JSP.UMontreal.CA
Message-ID: <1992Jan1.232517.3985@jsp.umontreal.ca>
Source record: 113251
Cross-posted to: comp.misc.amiga.misc,comp.sys.atari.8bit

I have an atari 130XE in my closet and I'm feeling bad for not using it.

Is it possible for my Amiga 3000 to emulate an atari 8-bits?

BTW: I'm still stucked with old bad DOS 3.0 on my atari!!

PS: If there exist a way of some sort(?) that can convert old atari infocom games to amiga, that would be just as nice! But I guess that I'm not being realistic, am I?

u1795@jsp.umontreal.ca

4. Hayes 2400 baud modem direct to SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-02 14:16:13 UTC
From: jss@swrinde.nde.swri.edu
Message-ID: <7125@swrinde.nde.swri.edu>
Source record: 113252

Is it possible to connect a Hayes 2400 baud modem directly to the SIO port, similar to the way the SX212 is connected? If it is possible, could someone please post the connection diagram for the cable to go from the modem's 25 pin D connector to the SIO port? Also, what driver is available to use such a setup with Kermit65? Thanks for any help.

5. HELP: What's the best DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-02 15:32:18 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.694366338@feldspar22>
Source record: 113254

I just got back my original 800 and a new XE Game System. I want to get back to the 8-bit world, and after using the ST at home and Suns at work, I find the 8-bit dos rather awkward. What would you say is the best dos to use, in terms of usefullness (i.e. not necessarily ease of use). If this has been discussed to death already, please email me directly. Thanks.

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* * || \----._________.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' motcid!marble!dalessio * *
* * * *
* ******************************************************** *
************************************************************
```

6. Re: Epson Laser Printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-02 20:34:36 UTC
From: bill@mwca.UUCP
Message-ID: <1947@mwca.UUCP>
Source record: 113155

In article <9112271651.AA24416@smithkline.com> poehland%phvax.dnet@SMITHKLINE.COM writes:
~>Epson is advertising a new bottom-of-the-line laser (below the EPL 7000) called
~>the "Action" laser. Presumably Centronics-compatible, etc. Sells on the street
~>for ca. $600, tho I belive list price is $895 or so.

~>Anyway, I was wndering, has anyone out there ever tried hooking up ANY kind of
~>laser directly to an 8-bit? I mean like, if you were already using an Epson
~>24-pin printer successfully with your 8bit (say, an LQ-500), if you just
~>substituted this laser for the dot-matrix would it work OK?

Should work fine, though some software may need adjusting. For instance, a
laser printer typically needs an explicity form feed to tell it when to print
a page if it didn't receive enough lines to fill it, whereas with a dot matrix
you see the partial page and advance it the rest of the way manually.
Other than software considerations, your 8-bit won't know the difference as to
what's on the other end.

~>I think next year the price will go even lower. <drool, drool>

Someone out here in the Bay Area has been advertising a 4 PPM laser printer
for $495! Don't recall the brand...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##################

7. Re: I/O via the Joystick Ports on the 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-02 20:39:18 UTC
From: news@bbn.com
Message-ID: <68062@bbn.BBN.COM>
Source record: 113253

In article <1991Dec31.161357.15560@cpqhou.uucp> matthewr@cpqhou.UUCP (Matthew Rajmaniak) writes:
>Has anyone attempted to interface a PC style mouse to an Atari Joystick
>port? Would anyone have a serial handler that might be useful?

I interfaced the Commie mouse to the Atari. It was the cheapest available at the time, $40. I wrote a few stupid picture drawing programs using it. I never did anything more useful that that, though.

BTW the driver also works with a joystick. The driver runs off a timer interrupt, and maintains XY coordinates in memory, which can be read from any language, including BASIC PEEKs. Another version does the same thing with the Atari trakball. I think the trakball one is in the umich archive. -Stan

8. Looking for Voice Synth

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 01:56:04 UTC
From: sean%asylum.utah.edu@cs.utah.edu
Message-ID: <1992Jan2.185604.26747@hellgate.utah.edu>
Source record: 113156

I'm hoping to buy one of those old Alien Group Voice Synthesizers for the Atari 800 (I'm running a 65XE). Does anybody out there have a spare?

Also looking for a good modem....

-S.

9. PD/Shareware distributors

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 16:45:48 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920103164547_71450.1050_EHB25-1@CompuServe.COM>
Source record: 113157

```
Public Domain/Shareware distributors:

AEL 8-BIT PD LIBRARY
CO BILL MARCUM
PO BOX 34183
LOUISVILLE KY 40232

B&C COMPUTERVISIONS
2730 SCOTT BLVD
SANTA CLARA CA 95050

(408) 986-9960
FAX (408) 986-9968

BELLCOM
PO BOX 1043
PETERBOROUGH, ONTARIO, CANADA K9J 7A5

BRE SOFTWARE
352 W BEDFORD AVE
SUITE 104
FRESNO CA 93711

1-800-347-6760
FAX (209) 432-2599

C&T ComputerActive
PO BOX 893
Clinton OK 73601

(405) 323-5890

MWPDS
890 N HUNTINGTON ST
MEDINA OH 44256

NOVATARI XL/XE PD LIBRARY
CO GEOFFREY DIMEGO
8612 THAMES ST
SPRINGFIELD VA 22151

TEAC (THE EDUCATOR'S ATARI CLUB)
PO BOX 1024
LAYTONVILLE CA 95454
```

10. Atari User Groups L-Z

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 16:48:54 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920103164854_71450.1050_EHB25-1@CompuServe.COM>
Source record: 113159

```
--------------------------------------------------------------------------------
Atari Computer User Groups Listing (listings L-Z) Updated 01/05/92
Editor: Lawrence Estep CompuServe: 71450,1050, Delphi: LESTEP, GEnie: L.ESTEP1
Internet: 71450.1050@COMPUSERVE.COM
--------------------------------------------------------------------------------

LOUISIANIA

NOACE
CO DAVE PORTER
PO BOX 73236
METAIRIE LA 70033

(504) 887-7505

MARYLAND (Sorted by ZIP code)

MAST*
CO BOB JOHNSON
1616B FORREST AVE
FT MEADE MD 20755

AURA*
PO BOX 7761
SILVER SPRING MD 20910

Steve Duggan (301) 890-3889

MARYLAND ATARI COMPUTER CLUB*
CO JAMES HILL
8591 WHEATFIELD WAY
ELLICOTT CITY MD 21043

(301) 461-7556

FREDERICK ATARI COMPUTER ENTHUSIASTS*
CO BUDDY SMALLWOOD
923 N MARKET ST
FREDERICK MD 21701

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WMAUG*
CO DAVID SCARPA
285-A GATES ST
PALMER MA 01069-9617

BBS (413) 589-1382
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CO RAY WALLACE
PO BOX 456
MAYNARD MA 01754

(508) 534-0699

BACS*
1 CENTER PlAZA
BOSTON MA 02108

Jerry Feldman (617) 244-3025
BBS (617) 396-4607

SSAG*
PO BOX 129
BOSTON MA 02136

Norman Boucher (617) 361-0590

NAACC
CO COMPUTER ZONE
28 E WASHINGTON ST
N ATTLEBORO MA 02760

Contacts: Joe Heroux/Secretary (508) 533-2619 GEnie address: JOE.HEROUX
Bob Levetin/President (508) 699-0430

Meetings last Tuesday except July and December at the Computer Zone on Route 1
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PO BOX 2785
SOUTHFIELD MI 48037

President: Ed Hanson (313) 675-0044

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WARREN MI 48092-3491

BBS (313) 978-7363

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PO BOX 99737
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GENESEE ATARI GROUP
PO BOX E

FLINT MI 48507

Meetings 2nd Wednesday at GMI institute, Corner of Dupont at 3rd Ave., 6:30 PM
Dues : $15/yr.
Send $1 postage or large SASE for 8-bit or ST PD catalog

Jerry Cross (313) 736-4544, CompuServe [75046,467]

FACTS BBS (313) 736-3920

CHAOS
PO BOX 16132
LANSING MI 48901

President: Leo Sell
BBS (517) 394-6852

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CO RON SCHULTHEIS
PO BOX 321
MARNE MI 49435-0321

MINNESOTA

SPACE
PO BOX 120016
NEW BRIGHTON MN 55112

President: Nathan Block

BBS (612) 488-5973

Meetings 2nd Friday, 7:30 P.M. at Falcon Heights Community Center, 2077
W. Larpenter.

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CO LOWEN OVERBY
PO BOX 5098
BILOXI MS 39534

(601) 388-1515

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PO BOX 6783
ST LOUIS MO 63144

Joan Ryan (314) 645-6431

KCAC
7837B WORNALL RD

KANSAS CITY MO 64114

(816) 363-2814

Meetings at Baptist Medical Center, 66th and Rockhill Rd. on first Tuesday

MONTANA

RATTLESNAKE ACE*
CO TOM TUCKER
PO BOX 9457
MISSOULA MT 59807

(406) 626-4410
BBS (406) 777-3992

NEBRASKA

O-ACES
PO BOX 723
PAPILLION NE 68046

Peter Killian (402) 592-542 or (402) 294-6232 (day)
CompuServe User I.D. [72017,72], GEnie: P.KILLIAN

Meetings on second and LAST Wednesday (except Nov/Dec when only 2nd Wed.) at
La Vista Recreation Center, 8116 Parkview Blvd., La Vista, NE 68128

Dues: $18.00/yr (AIM included in dues)

NEVADA

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SPARKS NV 89432

Michael O'Masey (702) 972-3659

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CO DON PETERS
51 CHEYENNE DR
NASHUA NH 03063

(603) 883-0347

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JACG*
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NEWARK NJ 07105-0206

(201) 241-4554

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ATARI COMPUTER USERS GROUP OF WESTCHESTER*
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WHITE PLAINS NY 10606

Roland Herman (914) 946-4134

RACUG*
CO RICHARD BLOCH
29 RIVERGLEN DR
THIELLS NY 10984

(914) 429-5283

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PO BOX 92
ISLIP NY 11751

CDACE*
PO BOX 511
DELMAR NY 12054

Joe Boggard (518) 785-4071
BBS (518) 237-1232

ACE OF SYRACUSE*
204 E PATRICIA Ln
N SYRACUSE NY 13212-3218

Kenneth Wickert (315) 458-6077

Backstairs BBS (315) 458-0118

ACORN
PO BOX 23676
ROCHESTER NY 14692

President: Don Allis

NORTH CAROLINA (Sorted by ZIP Code)

TCC*
CO DONALD NELSON
RT 3 BOX 760
HILLSBOROUGH NC 27278

(919) 942-2764

PTAUG
PO BOX 1073
GREENSBORO NC 27402

Meetings are on the last Wednesday of each month (except July and December)
at Folk Recreation Center, 3910 Clifton Road, Greensboro NC 27402

Dues: $15/yr
President: Danny Hartman (919) 722-9902
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PO BOX 93034
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5538 PEARL RD
PARMA OH 44129

Doug Novak (216) 845-6260
BBS (216) 582-1904

CINTARI
PO BOX 14959
CINCINNATI OH 45214

Roger Miller (513) 367-6842
Meetings 2nd Saturday

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DAYTON OH 45424

Joe Lovett (513) 847-3970

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PO BOX 161
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David Moore (503) 240-1913

PENNSYLVANIA (Sorted by ZIP code)

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PO BOX 13435
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GEnie contact: R.GIERL
BBS (412) 481-5002

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230 CLAIRMONT St
N HUNTINGTON PA 15642

Keith Krause (412) 834-5678

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Earl Hill (814) 833-9905
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Richard Basso (717) 761-3755

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LEHIGH VALLEY PA 18001

(215) 868-4856

LVAUG
PO BOX 796
WHITEHALL PA 18052-0796

General meeting 1st Thursday, SIG meeting 3rd Thursday

Jonathan Mordosky, GEnie address : J.C.MORDOSKY

A.C.U.T.E. BBS (215) 261-0620
Westex BBS (215) 776-7495

SCRANTON AREA ATARI USERS GROUP
10 4TH ST
PITTSTON PA 18640

Atari ST/TT support

Dennis Peters (717) 655-7797
GEnie address : D.PETERS18

NATUG*
PO BOX 18150
PHILADELPHIA PA 19116-0150

Allan Zaluda (215) 677-6751
BBS (215) 677-1370

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192 WEBSTER AVE
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902 VIRGINIA LN
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(605) 343-7289

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PO BOX 80101
CHATTANOOGA TN 37411

Phil Snider

KAUG*
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9109 PARKTOP LN APT C
KNOXVILLE TN 37923

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BBS (615) 691-0113

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(615) 528-7116

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Gary Sewell (214) 727-6567

DAL-ACE*
PO BOX 851872
RICHARDSON TX 75085-1872

Rachel Duke (214) 429-6134

AAAUA*
PO BOX 79-1426
SAN ANTONIO TX 78279-1426

Al Sherrill (512) 492-6633

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10953 YOGI BERRA
EL PASO TX 79934

(915) 821-2048

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MERRIFIELD VA 22116

Earl Lilley (703) 281-9017

WACUG*
13408 MARUMSCO DR
WOODBRIDGE VA 22191

Ron Dunn (703) 494-4260

GRASP
CO MICKEY ANGELL
3024 SHILOH CHURCH RD
MIDLOTHIAN VA 23112

Delphi/GEnie contact: MICKEYANGELL
BBS (804) 744-8022

STATUS*
CO BUCK MADDREY
5425 SHENSTONE CIR
VIRGINIA BEACH VA 23455

(804) 464-2100
BBS (804) 495-3905

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PO BOX 70097
BELLEVUE WA 98007

Joe Mraz (206) 747-2433

STDIO*
CO RALPH PLAGGENBURG
904 N 33RD PL
RENTON WA 98056

(206) 228-5303

STarBase*
CO STEVE DRAKE
8307 27TH NW
SEATTLE WA 98117

(206) 782-3691

R-AUG*
PO BOX 845
OAK HARBOR WA 98277

Mike Barret (206) 675-7167

TRACE*
CO TERY SCHREIBER
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POINT ROBERTS WA 98281

(604) 943-4786

KCACE*
PO BOX 2333
BREMERTON WA 98310

Bill Penner (206) 373-4840

SPSACE*
CO NICK BERRY
BOX 110576
TACOMA WA 98411-0576

(206) 759-1473

SWAG*
PO BOX 1515
VANCOUVER WA 98668-1515

Allan Cokes
BBS (206) 574-1146

ATARI ASSOCIATION OF DESERT DWELLERS*
CO RICK RAYMOND
RT 1 PO BOX 5296
RICHLAND WA 99352

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CO PETER SCHEFSKY

2714 S 11TH PL
SHEBOYGAN WI 53081

MAAUG*
PO BOX 14038
W ALLIS WI 53214

Linda Heinrich (414) 421-2376

MASTUG*
PO BOX 25679
MILWAUKEE WI 53225

Bruce Welsch (414) 463-9662

CWAUG*
CO THOMAS PTAK
217 S SCHMIDT AVE
MARSHFIELD WI 54449

(715) 387-4512

To add your user group to this listing, please send the following information to Lawrence Estep at the online service addresses listed at the top of this file, or on the Atari Scene! BBS (502) 456-4292. Your information will be confirmed via Electronic Mail, and will be added to the listing when the next update is made:

Group name
Address

Name and phone number of contact person(s)
Online service id(s) (if applicable) of contact person(s)

Meeting time(s)/location(s)

Support provided for which computers (8-bit, ST, etc.)

Additional information if available
(Bulletin Board System number, newsletter information, yearly dues, etc.).

Thanks for helping to keep this listing as accurate as possible.

-Lawrence Estep
Editor

11. Atari BBS list - 1/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 16:49:33 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920103164933_71450.1050_EHB25-2@CompuServe.COM>
Source record: 113158

```
--------------------------------------------------------------------------
THE BBS REPORT Atari 8-bit/ST Bulletin Board System Listing <Jan 1992>
Editor: Lawrence Estep CompuServe: 71450,1050, Delphi: LESTEP, GEnie L.ESTEP1
Internet: 71450.1050@COMPUSERVE.COM
--------------------------------------------------------------------------

Minimum/Maximum baud listed before each number.

Alabama-(AL)------------------------------------------------------------
HAUG 3/24 (205) 722-0900

Arizona-(AZ)------------------------------------------------------------
Danish Tower 3/24 (602) 459-6514 Star Link 1200 (602) 464-4817
Star Link 2400 (602) 464-1136

California-(CA)---------------------------------------------------------
AAUG 3/24 (714) 625-4251 ABACUS 3/24 (415) 587-8062
ACAOC 3/24 (714) 778-1228 AVACE 3/24 (805) 723-0093
BitStream 3/24 (408) 449-2150 Crime Bytes 3/24 (408) 287-8399
Desert Atarians 3/24 (619) 342-1647 Key System 3/24 (415) 352-5528
Owl's Nest 3/96 (510) 785-1290 RAM Of Ventura 3/24 (805) 987-6985
SDACE 3/24 (619) 558-7866 Sierra Online 3/24 (209) 683-4463
STu's Place 3/24 (415) 782-4023

Colorado-(CO)-----------------------------------------------------------
FRAUG 3/24 (303) 223-1297

Connecticut-(CT)--------------------------------------------------------
AUGOGH 3/24 (203) 871-0696 New Haven 3/24 (203) 776-9723
Silicon Palace 3/12 (203) 871-0696 Star 3/24 (203) 421-4861

Florida-(FL)------------------------------------------------------------
Hacker's Zone 3/24 (813) 584-2425 Harbor Lights 3/24 (813) 726-3449
MegaPlex 3/24 (813) 823-1471 St. Pete PO 3/24 (813) 821-3188
Tut's 3/24 (813) 797-8449

Georgia-(GA)------------------------------------------------------------
U Want What 3/24 (912) 471-7629

Hawaii-(HI)-------------------------------------------------------------
Dragon Masters 3/24 (808) 531-4805 Town Crier 3/24 (808) 488-8838

Idaho (ID)--------------------------------------------------------------
BAUG 3/24 (208) 362-2243 RattleSnake STat. 3/24 (208) 587-7603

Illinois-(IL)-----------------------------------------------------------
ClAUG North 3/24 (312) 889-1340 ClAUG South 3/24 (312) 422-4476
EAUG 3/24 (618) 254-6077 ICD 3/24 (815) 968-2229
```

Network:Atari 3/24 (815) 962-3084 Python 3/24 (312) 680-5105
SCA 3/24 (708) 731-7227

Indiana-(IN)----------
ACORN 3/144 (219) 744-1396 BlAST 3/24 (812) 332-0573
Data Central 3/24 (317) 543-2007 IndyServe 3/24 (317) 849-4007
MOUSE 3/24 (219) 674-5947 ST Archive 3/24 (317) 353-9326

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Kentucky Online 3/24 (502) 895-1590 LFPL Freeboard 3/24 (502) 584-4162
TrivAtari 3/24 (502) 245-0386 Twilight Zone 3/24 (502) 897-1589

Massachusetts-(MA)----------
BACS 3/24 (617) 396-4607 WMAUG 3/24 (413) 589-1382

Michigan-(MI)----------
CACE 3/24 (517) 787-5061 Carnival 3/24 (313) 235-0158
CHAOS 3/24 (517) 394-6852 EXTE 3/24 (616) 245-8259
FACTS 3/24 (313) 736-3920 MAGIC 3/24 (313) 978-7363
Molin's Den 3/24 (313) 451-0524 Nine Planes 3/24 (313) 233-6095
RIP-Call voice 1st 3/24 (616) 235-1708 RIP 24/144(616) 235-2313
STING 3/24 (616) 891-8740 Treasure CheST 3/24 (313) 973-9137

Minnesota-(MN)----------
MAST 3/24 (612) 472-6582 SPACE 3/24 (612) 488-5973

Missouri-(MO)----------
Outer Zone 3/24 (314) 291-2488

Montana-(MT)----------
Rattlesnake ACE 3/24 (406) 777-3992

Nevada-(NV)----------
Ground Zer0 3/24 (702) 435-7919

New York-(NY)----------
Backstairs 3/24 (315) 458-0118 CDACE 3/24 (518) 237-1232
Cobblestone Manor 3/24 (716) 334-8232 Computer World 3/24 (716) 247-8355
Corner Pub 3/24 (718) 351-4304 CSS Support 3/24 (716) 247-7157
Moose 3/24 (716) 381-5139

Ohio-(OH)----------
Magic Kingdom 3/24 (513) 574-5660 NOAH 3/24 (216) 582-1904
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Pennsylvania-(PA)----------
ACUTE 3/24 (215) 261-0620 Excalibur 3/24 (215) 488-9194
NATUG 3/24 (215) 677-1370 PACE 3/24 (412) 481-5002
SAGE 3/24 (814) 833-4073 Warp 10 3/24 (612) 778-9034
Westex 3/24 (215) 776-7495

Tennessee-(TN)----------
Doghouse-8 3/12 (901) 873-3244 KAUG 3/24 (615) 691-0113

MASH-COM 3/24 (901) 377-1904

Virginia-(VA)----------
GRASP 3/24 (804) 744-8022 STATUS 3/24 (804) 495-3905

Washington-(WA)----------
SWAG 3/24 (206) 574-1146

NOTE FROM THE EDITOR:

We would appreciate your comments and changes regarding this listing. Please forward them to the online service addresses listed at the top of this file, or to Lawrence Estep on The Atari Scene! BBS (502) 456-4292.

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NEXT UPDATE SCHEDULED FOR 02/01/92

12. Re: Hayes 2400 baud modem direct to SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 16:59:05 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Jan3.165905.916@merrimack.edu>
Source record: 113164

In article <7125@swrinde.nde.swri.edu>, jss@swrinde.nde.swri.edu (Jeff Stolte) writes:
> Is it possible to connect a Hayes 2400 baud modem directly to the
> SIO port, similar to the way the SX212 is connected? If it is
> possible, could someone please post the connection diagram for the
> cable to go from the modem's 25 pin D connector to the SIO port?
> Also, what driver is available to use such a setup with Kermit65?
> Thanks for any help.

Yes, I have been using packard bell 2400 direct connect for a couple of years.
The cable I have came from Supra Coporation, (I think it was called an R-verter)
On one end is the atari SIO & on the other end is the rs-232 type plug.

I've used all most every driver made for the sx-212 succesfully. If you
want to use k65 let me know. Most drivers aren't compatible with it, but I am
using it now, by loading a compatible driver, and the k65nr (with sparta
dos 3.2). If you get the modem set up let me know, and I'll see if I can send
you the files uudecoded.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

13. New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 17:18:41 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201031718.AA01053@smithkline.com>
Source record: 113160

From: PHVAX::POEHLAND 3-JAN-1992 12:16:47.59
To: INET::"com-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: New Year's 8Bit Movie Trivia Quiz

Here's a little nostalgia quiz for you old-timers. Back in the early-to-
mid eighties several popular movies featured Atari 8-bit systems or software.
I'll give clues for 3 movies. Can anyone name all three?

1.) An Air Traffic Controller is intensely studying his radarscope. A closer
inspection reveals that instead of the tracks of in-flight aircraft, the
scope display is actually running Atari "Basketball".

2.) A little kid boots up an 800XL system (complete w/1050 disk drive) &
becomes an instant expert at "Pole Position". The kid is actually half
human/half robot.

3.) A gorgeous little mama, who also happens to be an computer genius &
electronics wiz, uses an Atari 810 drive in a car hooked up to a oscillo-
scope to uncover spies who later jam the Federal Reserve computers in
Culpeper, Virginia to precipitate a worldwide financial disaster.

These are the only 3 I can think of off the top of my head. Anyone know others?
- BEN POEHLAND
The Alchemist

****

14. Two Programming Challenges for the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 17:40:16 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201031740.AA01083@smithkline.com>
Source record: 113161

I have two ideas for useful utilitiesI'd like to throw out for the temptation of you programmer-type dudes. The first is for AtariWriter-80/SpartaDOS, the second is for BobTerm/KERMIT 3.7.
In the Nov. '91 issue of Current Notes there appeared a review by Charles Cole of a nifty little patch that made AtariWriter+ compatible w/SpartaDOS 3.2 (disk-based Sparta). Known in popular parlance as "The LVAUG Patch". Among other things, this patch enabled you to leave AW+, go to DOS, & return again, plus it let you examine the directories of all drives (D1:-D8:) instead of just drives 1 & 2. Now, AtariWriter-80 is already Sparta-compatible (I've been using it w/Sparta 3.2 for over 2 years), but it's annoying not to be able to exit to DOS or view the directories of other drives. C'mon, peoples, who wants to do it? Write "The AT80 Patch", be a hero, & make a little money for yourself. (LVAUG sells their patch for $5; I think an AT80 patch should easily fetch $10 shareware fee; sell 500 of them & pocket the change.)
Regarding my second idea, I don't think anyone will argue against me if I offer the opinion that among telecom programs BobTerm has to be the best. There are others that are good, to be sure, but put it to a vote & BT will take all the prizes. There is, however, one thing missing from BT that causes it to fall just short of being the perfect universal 8bit telecom utility. All of us here on INET know what it is: BT lacks KERMIT xfer protocol. John Dunning did an excellent job with K65V3.7; his implementation of KERMIT is the nicest I've used. But gee, wouldn't it be nice if Dunning's KERMIT could somehow be grafted onto BobTerm? Maybe as an external "module" that the user could configure to autoload along with the main prog? So, who wants to try it? C'mon, you guys, these XL/XE machines can do SO much (especially when they're souped up w/extra memory & such), you KNOW most of the time we are only using them at a fraction of their capability.
It's high time for some really tough-ass programmers to crack the whip on these machines, show them who is Boss, make those lazy LSI chips really sweat! As Bob Puff's ads say, make your 8bit a real workhorse!
[BTW, last year I hit up on Bob about adding KERMIT to BT. He said he was too busy (an excuse I readily accept!) & also that weren't enough people on INTERNET/VAX systems to make the effort worthwhile. Hrrumph!! Sure would be neat if some budding INTERNET genius could show Bob he's wrong about that!]

- BEN POEHLAND
The Alchemist

****

15. Atari User Groups A-K

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 20:05:15 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920103200514_71450.1050_EHB30-1@CompuServe.COM>
Source record: 113162

```
--------------------------------------------------------------------------------
Atari Computer User Groups Listing (listings A-K) Updated 01/05/92
Editor: Lawrence Estep CompuServe: 71450,1050, Delphi: LESTEP, GEnie: L.ESTEP1
Internet: 71450.1050@COMPUSERVE.COM
--------------------------------------------------------------------------------

ALABAMA (Sorted by ZIP code)

ALABAMA ACE*
PO BOX 1205
TUSCALOOSA AL 35403-1205

Joe Moudry (205) 556-1781

HAUG*
3911 W CRESTVIEW
HUNTSVILLE AL 35816

Levin Soule (205) 534-1815
BBS (205) 722-0900

ARIZONA (Sorted by ZIP code)

NPAC*
PO BOX 36364
PHOENIX AZ 85067

Paul Parks (602) 278-2375

SVAC
PO BOX 662
CHANDLER AZ 85224

Tim Barr (602) 821-1200
Meetings: 3rd Sat., 10 AM
3234 S. Fair Lane, Tempe AZ

AIM newsletter participant

TAC*
1426 W KILBURN RD
TUCSON AZ 85705-9232

Ray Waters (602) 887-4196

ARKANSAS

LRAA*
28 JOHN HANCOCK CIR
```

JACKSONVILLE AR 72076

Keith Steensma (501) 985-2131

CALIFORNIA (Sorted by ZIP code)

(ZIP codes 90000-90999):

ICE
PO BOX 5085
TWO HARBORS CA 90704

William D. Peterson (213) 510-1807

Atari ST support
Meetings: 2nd Wed., 8 PM

LBACE*
PO BOX 92812
LONG BEACH CA 90809-2812

Lee Curtis (213) 423-2758

(ZIP codes 91000-91999):

HACKS*
249 N BRAND BLVD #321
GLENDALE CA 91206

John King Tarpinian (818) 246-7286

SCVACE
19449 NADAL ST
CANYON COUNTRY CA 91351

Mark Ostrove (805) 252-6881

8-bit meeting on 1st Thursday, 16-bit meeting on 3rd Thursday

AAUG*
PO BOX 1433
UPLAND CA 91786-1433

Todd Bane (714) 737-4329
BBS (714) 625-4251

(ZIP codes 92000-92999):

SAN DIEGO ST USERS WORKSHOP*
902 NOLAN WAY
CHULA VISTA CA 92011

Chester Edwards (619) 224-5090

ERACE*
1906 AVINEDA DEL DIABLO

ESCONDIDO CA 92025

Gary Martin (619) 489-9872

SDACE*
PO BOX 900076
SAN DIEGO CA 92120

Mike Bergman (619) 558-7866
BBS (619) 558-7866

The Desert Atarians
47-800 MADISON St #53
INDIO CA 92201

Lee Ellis (619) 342-1600
BBS (619) 342-1647

Pass Area ST Enthusiasts*
1145 WEST WESTWARD
BANNING CA 92220

Steve Miller (714) 849-7927

AUGIE*
3905 N LUGO AVE
SAN BERNARDINO CA 92404

CAJON COMPUTER CLUB*
639 W 36TH ST
SAN BERNARDINO CA 92405

Tim Adams (714) 882-6784

ACAOC
PO BOX 9419
FOUNTAIN VALLEY CA 92708

Larry Weinheimer (714) 969-9053
BBS (714) 778-1228

Meetings : 2nd Sunday at 1:00 P.M.
Fellowship Room of the North Orange Christian Church
16561 Lincoln Avenue (between Tustin Ave. & Orange-Olive Rd.)

CompuServe contact : Rick Meredith [76157,30]
GEnie address: TOPNOTCH

BBS (714) 778-1228

NOCCC ST-SIG*
3852 BALSA
IRVINE CA 92714

Dain Leese (714) 552-5185

(ZIP codes 93000-93999):

RAM OF VENTURA COUNTY*
PO Box 112
CAMARILLO CA 93011

Tim McCoy (805) 482-4788
BBS (805) 987-6985

SBACE*
PO BOX 3678
SANTA BARBARA CA 93130-3678

Avery Galbraith (805) 687-1075

BAKERSFIELD ACE*
PO BOX 40203
BAKERSFIELD CA 93308

Anthony Garcia (805) 397-9566

ATARI FEDERATION*
PO BOX 5367
VANDERBERG AFB CA 93437

Chester Hadely (805) 733-4177

SMLACE*
PO BOX 2286
ORCUTT CA 93457-2286

Eric A. Daniels (805) 929-3296

AVACE*
PO BOX 512
PALMDALE CA 93590

(805) 945-9780
BBS (805) 723-0093

SVACE
672 E ROMIE LN
SALINAS CA 93901

President: Gary Klugman [70277,1000]
Meetings : 1st Tuesday of each month
Salinas Community Center, 7:30 P.M.

BitStream BBS (408) 449-2150

(ZIP codes 94000-94999):

ABACUS
PO BOX 22212
SAN FRANCISCO CA 94122

Roger Sinasohn (415) 469-7924

GEnie contact: B.MCCLELLIN

Meetings: 1st Saturday, 10 AM Atari 8-bit, 11:30 AM General, 1 PM Atari ST

Membership: $20/yr full membership or $7.50 BBS/newsletter.

ABACUS BBS (415) 587-8062
The Owl's Nest BBS (510) 785-1290

SLCC
PO BOX 1506
SAN LEANDRO CA 94577-0374

President: Bob Barton
Meetings 1st Tuesday, ST SIG 2nd Monday
Newsletter : SLCC Journal (monthly)
Member Dues: $20/yr
Key System 8-bit BBS (415) 352-5528, Stu's Place ST BBS (415) 782-4023

CompuServe contact: Bob Wooley [75126,3446]

(ZIP codes 95000-95999):

ATARI USERS GROUP OF SOUTH SANTA CLARA COUNTY
52222 CARRYBACK AVE
SAN JOSE CA 95111

Ron Reade (408) 225-7162

Meetings 2nd Wed at San Jose Computer

BBS (408) 848-6032 Atari ST support

ST ACE OF SONOMA COUNTY*
PO BOX 4916
SANTA ROSA CA 95402

Hal Anderson (707) 542-1745

ACCESS
PO BOX 1354
SACRAMENTO CA 95812-1354

President: Mark O'Connell
All Atari 8-bit user group

COLORADO (Sorted by ZIP code)

FRAUG*
3012 ROCKBOROUGH CT
FORT COLLINS CO 80525

Jerry Belfor (303) 223-2604
BBS (303) 223-1297

PIKES PEEK AND POKE ACE*
PO BOX 17779

COLORADO SPRINGS CO 80935-7779

Rick Reaser

CONNECTICUT (Sorted by ZIP code)

AUGOGH
PO BOX 289
WINDSOR LOCKS CT 06096-0289

William Midyette (203) 870-7034, CompuServe [76406,455], GEnie W.A.MIDYETTE
1 Abbott Rd, #78, Ellington CT 06029-9501

BBS (203) 871-0696

STAUS*
176 BURNSIDE
E HARTFORD CT 06180

Brian Rufini (203) 289-7903

FCACE*
362 HATTERTOWN RD
MONROE CT 06468

Paula Burton (203) 452-1716

STAR ATARI ST ROAD RUNNERS
263 GUINEVERE RIDGE
CHESHIRE CT 06492

Lou Demetriou (203) 271 0452
BBS (203) 421-4861

DELAWARE

CDACC*
PO BOX 545
CAMDEN DE 19934

Tom Baldwin (302) 678-9411

FLORIDA (Sorted by ZIP code)

ABLE
CO HADLEY NELSON
PO BOX 1172
WINTER PARK FL 32790

PACE
12500 ULMERTON RD LOT 196
LARGO FL 34644

President: Joan Raia
Meetings: 1st Saturday, 2 P.M., Largo Public Library, 351 E. Bay Dr.
Dues: $10/yr per family

Hacker's Zone BBS (813) 584-2425, Tut's BBS (813) 797-8449

Newsletter: The PACESetter
4663 60th Street North
Kenneth City FL 33709

GEORGIA

MGAUG*
CO PETE MILLER
115 FEAGIN MILL RD
WARNER ROBINS GA 31088

(912) 328-8758

IDAHO (Sorted by ZIP code)

RACE
301 BIRCH ST
MOUNTAIN HOME ID 83647

Meetings: 3rd Tuesday, 7 P.M.-Pizza Express

Carson Walden (208) 587-7476
Dues: $10/yr w/1 free PD disk

Rattlesnake STation BBS (208) 587-7603

BAUG
CO FRANK CHAN
3073 S RIBA RIDGE WAY
BOISE ID 83709

(208) 376-5603
BBS (208) 362-2243

ILLINOIS (Sorted by ZIP code)

SCA*
CO ALVIN RIESBECK
PO BOX 7226
ROSELLE IL 60172

(708) 985-0693
BBS (708) 231-7227

ClAUG North
Meetings: Wright College, 3400 N Austin Ave, Chicago IL 60634
3rd Saturday, 11 A.M.
BBS: (312) 889-1340

ClAUG South
Meetings: Daley College, 5830 W 95th St, Oak Lawn IL 60645
4th Saturday, 11 A.M.
BBS: (312) 422-4476

CLAUG
PO BOX 66583
AMF O'HARE IL 60666-0583

President: Gerry Fied

(See ClAUG North and ClAUG South above for more information)

LCACE
PO BOX 8788
WAUKEGAN IL 60079-8788

(312) 623-3815
Python BBS (312) 680-5105

Dues: $20/yr per family
Meetings: 2nd Saturday, 11 A.M.
Warren-Newport Public Library, 244 O'Plains Road, Gurnee,IL

Newsletter : LCACE News Journal

GAUG*
CO MICHAEL BURKLEY
PO BOX 55
VIOLA IL 61486

(309) 596-4152

ST INFORMATION GROUP*
CO JOE LAMBERT
1116 WOODLAWN CT
PEKIN IL 61554

CIAUG*
CO ROBERT HANDLEY
1920 E CROXTON AVE
BLOOMINGTON IL 61701-5702

(309) 828-4661

CUSTUG
PO BOX 3442
CHAMPAIGN IL 61826

(217) 356-7916

Meetings 2nd Wednesday at Urbana Free Library, Race and Elm Streets, 7:00 P.M.
Dues: $16/yr.
President: Lee Johnson
GEnie: L.JOHNSON13

EAUG*
CO HANK VIZE
2425 CRISLISA DR
ALTON IL 62002

(618) 465-0342
BBS (618) 254-6077

INDIANA (Sorted by ZIP code)

ASCII
CO DAN WARD
1752 ALIMINGO DR
INDIANAPOLIS IN 46260

(317) 254-0031
ST Archive BBS (317) 353-9326

GEnie contact: D.WARD10

IMAGE
PO BOX 1742
SOUTH BEND IN 46634-1742

Stephen Elek, Jr. (219) 291-0550, GEnie address: S.ELEK
Dues: $10/yr. per family

8-bit meetings 2nd Monday, 6 P.M.
Mishawaka-Penn Public Library, 209 E. Lincolnway, Mishawaka, IN

ST meetings 3rd Monday, 7 P.M.
St. Joseph County Public Library LaSalle Branch, 3232 W Ardmore Trail, S. Bend

MOUSE BBS (219) 674-5947

BlAST
CO BILL LORING
PO BOX 1111
BLOOMINGTON IN 47402

(812) 336-8103
BBS (812) 332-0573

GEnie contact: W.LORING1

CRAG*
CO JEFF COE
PO BOX 10995
MERRILLVILLE IN 46411-0995

IOWA

MIDWEST ATARI GROUP IOWA CHAPTER*
CO GORDIE MEYER
PO BOX 1982
AMES IA 50010

(515) 232-1252

KANSAS (Sorted by ZIP code)

FLAG*
PO BOX 3233
FORT LEAVENWORTH KS 66027

LACC*
PO BOX 1415
LAWRENCE KS 66044

Robert Drake (913) 842-5961

MIDWEST ST ATARI RESOURCE*
CO GARY LEACH
7213 MASTIN
MERRIAM KS 66203

WACE*
CO MARILYN MERICA
501 TROTTER
MAIZE KS 67101

(316) 722-1078

KENTUCKY

AEL
PO BOX 34183
LOUISVILLE KY 40232

President: William "Doug" Lampert

Atari Scene! BBS (502) 456-4292

Dues: $20/yr per family
Newsletter: $3.50/yr w/membership (mailed), $8.75/yr non member mailed

Meetings: 2nd Saturday, 11:30 A.M.
Central Jefferson County Government Center
7201 Outer Loop

DC (8-bit) Sig meetings 1st Wednesday, 7:30 P.M., Leader: Rich Link

ASTRO (ST) Sig meetings 4th Wednesday, 7:30 P.M., Leader: Jan Wilt

Location for DC & ASTRO Sigs: Bon Air Library
2816 Del Rio Place

CompuServe contacts: Lawrence Estep [71450,1050]
Bill Marcum [72750,476]
GEnie contacts: L.ESTEP1 (Lawrence Estep)
R.LINK1 (Rich Link)

SOMERSET COMPUTER USERS GROUP
RT 7 BOX 135
SOMERSET KY 42501

Joe Burton (606) 382-5371, GEnie: J.M.BURTON
Meetings 2nd Monday at 7 P.M. in Math lab of Somerset Community College

Dues: $10/yr.

16. Re: ComputerEyes

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 22:33:58 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <BJwZDB1w163w@unixland.natick.ma.us>
Source record: 113163

Chris_F_Chiesa@cup.portal.com writes:
>
> On a related note, though, what are we all planning to do when our Atari-
> compatible disk drives, cassette (well...) drives, JOYSTICKS, etc. etc.
> finally wear out? I'd LIKE to continue using my Atari for the rest of my
> life, and I expect (knock wood) that to be another 50 or 60 years...
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Thats easy Chris, Ive been stockpiling equipment here for 2 years..
Ive asked around for stuff, gotten equipment from people whove
upgraded..etc.etc..
I could write ya a long list of whats sitting in the closet unused, but
I think Im set up here with enough atari stuff to last at least 20 years.
Theres 5 cpus, an extra mio, 7 drives...4 modems, 4 printers..etc.
The only thing Id probably wish for is replacement parts.. But im
sure that BEST will not run out for quite some time, and then theres
always the local atari hackers to turn to...
Ill be with ya on an 8 bit into the 2000's at least!
-Craigr@athena.mit.edu
NOTE: this address has no mailbox so dont send email to it!
Send any private email to the above---Thanks!

17. ATARI 130XE SYSTEM FOR SALE OR DONATION

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-03 23:30:03 UTC
From: stever@wjvax.UUCP
Message-ID: <2512@wjvax.UUCP>
Source record: 113165
Cross-posted to: misc.forsale,comp.sys.atari.8bit

ATARI 130XE SYSTEM FOR SALE OR DONATION

Consists of: Atari 130XE Computer (128K, ROM Basic)
Atari 1027 Printer (Letter Quality)
Atari 1030 Modem (300 Baud)
Atari 1050 Disk Drive (5 1/4")
Commodore 1741? Color Monitor
Various Software (All the usual stuff - games,
telecommunications, spreadsheets, word
processing, etc. - 20 or so disks)
Atari Cartridges (Defender, Asteroids,
Space Invaders)

All equipment in excellent shape, with all original packaging and documentation.
I would like to either sell it (for the best reasonable offer) or donate it to
a worthy charity. Any offers or suggestions will be entertained. The system is
located near Los Angeles currently.

If interested, please email to this account or call Steve
at (408) 438-4914 after 5 or leave message.

Steve Reinhold
{..!pyramid,..!decwrl!qubix}!wjvax!stever
Watkins-Johnson Co., San Jose Ca. : (408) 435-1400 x3203
--

Steve Reinhold
{..!pyramid,..!decwrl!qubix}!wjvax!stever
Watkins-Johnson Co., San Jose Ca. : (408) 435-1400 x3203

18. Re: Two Programming Challenges for the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-04 15:39:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan4.153942.15973@usenet.ins.cwru.edu>
Source record: 113166

I certainly agree on the first idea. I run AtariWriter 80 under SpartaDOS X, and I would also dearly like to be able to get back to DOS from AW80.

As for adding Kermit file trasfer to Bobterm - that would be nice, but the absence of Kermit is not why I don't use Bobterm. For me, VT100 emulation is far more important. There's no way to do full-screen editing online with Bobterm since it only does an incomplete VT52. So for me, the ultimate terminal program would either be a Kermit-65 that runs on the XEP80, or a VT850 that does Kermit file transfer.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

19. Re: Wanted - Docs for Atari 800 Assembler/Editor Cart

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-04 23:14:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52381@cup.portal.com>
Source record: 113167

MAT*RAT did a verbose text article on it use that he U/L'd to the CI$ 8-bit SIG. I'm no longer a member of CI$, but if you know someone who is, maybe they can get a copy for you.

20. new 8-bit mag (names to add to list)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-05 02:25:59 UTC
From: wilmott@utopia.rutgers.edu
Message-ID: <Jan.4.21.25.58.1992.1513@utopia.rutgers.edu>
Source record: 113168

Sorry for posting rather e-mailing this, but I lost the
email address of the person who was going to compile the
list of people definitely interested in subscribing to a
new Atari 8-bit only magazine. Anyway, Whoever you are, please
add these names to the list:

Joan Ryan
8646 Rosalie Dr.
Brentwood, MO 63144

Len Spencer
6405 Swallow Hill Dr
Orlando, FL 32818

Bob Smith
3729 Yosemite Dr
Orlando, FL 32818

Jordan Leibowitz
21 South Rhoda St
Spotswood, NJ 08884

Tom Ambrosio
V.P. CAFE Atari user group
Spring, TX

M.V.A.C.E.
PO Box 24221
Huber Hieghts, OH 45424-0221

Kyle Dain
125 Goodview Dr
Apollo, PA 15613

21. Voting Responses + comments {Re: Hey, I'm curious!!! Please reply..}

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-05 07:35:00 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Jan5.073500.8270@ra.msstate.edu>
Source record: 113169

```
------------------------------------------------------------
Results of Offical Atari 8-bit Voting Form so Far

Well, guys and gals, It looks pertty grim! Only around 27
people have answered this poll 8-(. I hope many people just
over looked this message. Anyway maybe it has something to do
with schools being out for Christmas break?

1. What machine are you currently using to access this
newsgroup? MARK only ONE.

7 Atari 8-bit
3 Atari ST
3 IBM PC/XT/AT/386/486
2 Amiga
2 MAC
4 Sun-Work Stations
7 Other

2. How do you use your 8-bit? MARK the closest response once

7 All the time for most of your computing needs
1 Programing
2 Hacking
5 Game Playing
3 Rarely
7 Collecting dust by disuse
5 Other:
1 Runs BBSs
2 WordProcessing
1 Home Finance
1 Email-Unix

3. Which Atari Systems to you have in working order? Mark all
that apply. {Got them all except 2}

8 Atari 400
12 Atari 800
13 Atari 800 XL
2 Atari 600 XL
1 Atari 1200XL
0 Atari 65 XE
11 Atari 130 XE
1 XEGS {Does this count? Game System}

4. How do you feel about an Electronic 8-bit Magazine? Mark
Only one.
```

20 For
5 Undecided/Don't care
1 Against Why?
1 Because it's Electronic
_ Other: _____

_____END of poll_____

Well, It looks like Our machines are either being
constantly used or collecting dust {pretty extreme}. Most are
of the 800 type. And we would like to see a 8-bit electronic
Magazine!
I'm going to continue this poll so that when the Students
get back to school they have a chance to vote! Thanks to all
that voted!!!! For the voting form see Message 2372 of this
newsgroup.

Later,
John Zitterkopf
jdz1@ra.msstate.edu

22. Atari 1200XL, drive, software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-06 12:49:23 UTC
From: cpetterb@glacier.sim.es.com
Message-ID: <CPETTERB.92Jan6124923@mickey.glacier.sim.es.com>
Source record: 113170
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

```
The following is for sale (everything works great):

Atari 1200XL (w/ original manual and box!)

Percom single density disk drive (w/ manual and cable)

Graphix AT printer interface

Basic XL (w/ manual)

Atari Basic

OS/A+ manual, DOS/XL manual

Syncalc (from Synapse, complete)

Home Accountant (from Continental, complete)

Family Finance (from Atari, complete)

Personal Finance (from Antic, complete)

Atari Proofreader dictionary disk (the other stuff is somewhere)

I'm selling it because I now have another computer that I use. I would
LIKE to get $100 plus shipping. I have been told by several sources that
this price is in line with the market. I would prefer to sell it as a
set, but if there are offers for parts that are reasonable, I may split
it up.

Cary
(home phone: (801)278-5817)
--

---------------
Cary Petterborg (801)582-5847 x6446
Evans & Sutherland Computer Corp. Simulation Division SLC, UT 84108
UUCP: ...!uunet!sim.es.com!cpetterb *NET: cpetterb@glacier.sim.es.com
---------------
Not everything that counts can be counted. Not everything that can be
counted counts. - Charles Garfield
```

23. Complete ATARI Mega 2 ST System for $890 or best offer

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-06 17:57:16 UTC
From: jtang@einstein.oac.uci.edu
Message-ID: <2968987B.24290@orion.oac.uci.edu>
Source record: 113179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

For $850 you will get the following:
(I'll pay shipping UPS)

ATARI MEGA II ST:
Motorola 68000 cpu
2 Megabyte RAM on board (2048 KByte)
1 3.5 disk drive (additional port for second floppy drive)
MIDI ports built in
DMA port
1 serial port
1 parallel port
2 mouse/joystick port
realtime clock with battery back-up
keyboard/mouse/2 joysticks
blitter graphics chip
3 sound channels

ATARI Color Monitor (SM124)
Tweety Board installed (for stereo sound and connections to stereo
systems)
85 MEGABYTE SCSI external Harddrive
28ms seek time
ICD FAST DMA/SCSI ADAPTER Card
ST REPLAY4 Sound Digitizer
2400baud external modem

All original system software included.
All of my atari software (shareware, games, and utilities) included.
All manuals/cables included.

(basically, everything you will need to get the system up and running
in 10 minutes)

If you are interested please drop me a line and make an offer.

thanks,
Wayne

wngai@bonnie.ics.uci.edu
wngai@net1.ics.uci.edu

24. Answers to the 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-06 22:18:59 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201062219.AA05276@smithkline.com>
Source record: 113171

Here are the answers to the 3 clues on the movie trivia quiz:

1.) The one where the radarscope displayed "Basketball" was AIRPLANE
(a spoof on all the "Airport" movies).

2.) The one that featured a half-robot kid who became an instant whiz at
"Pole Position" on the 800XL was D.A.R.R.Y.L. (I forget what the
acronym stood for, but it was the kid's name.)

3.) The one featuring a cute chick who used an 810 drive hooked up to an
oscilloscope in a car to detect hi-tech bank spies was PRIME RISK. The
general flavor of this movie was similar to "Wargames", except the male-
female roles were reversed, the girl was the hacker.

Most everyone got 1 & 2, nobody got 3. I knew 3 would be tough, the scene
showing the 810 drive probably only lasted 2 or 3 seconds.

Sorry, since no one got all 3, the Grand Prize will not be awarded.
(The Grand Prize was 10,000 shares of Atari Corp. stock, worth about $16.84
for the entire lot, if you can find someone to buy it. Too bad, looks like
I'll still be using the certificates to to ignite kindling in the fireplace,
it's cheaper than newspaper. <har-har>)

A couple folks coughed up the movies "National Lampoon's Vacation" &
"Cloak & Dagger" as additional examples of movies featuring Atari 8bits.

- BEN POEHLAND
The Alchemist

****

25. KWEST Atari User Group Meeting - Wed Jan 8/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-06 22:42:10 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Jan6.224210.13926@watmath.waterloo.edu>
Source record: 113172
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In January, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Picture Formats and Conversions for the ST.

Our 16-bit library currently has over 300 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
to attendees the January issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, Jan 8, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for details.

Hope to see you there,
Dani Roloson

26. Got a PR connection for the Atari 8-bits, Forsale?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 01:22:59 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Jan7.012259.22211@ra.msstate.edu>
Source record: 113173
Cross-posted to: comp.sys.atari.8bit,misc.wanted,misc.forsale.wanted

```
Howdy folks,
I need a CHEAP Rs-232c connector for my Atari 800!
I heard that the PR device made by ICD is a good thing. Let me know
if you wish to sell it to me for a REALLY cheap price!

Thanks,
jdz1@ra.msstate.edu
```

27. Z-mag Issue #200

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 05:36:28 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Jan7.053628.681@magnus.acs.ohio-state.edu>
Source record: 113174

```
Z-MAGAZINE issue #200 is now up on the
Atari archive (ftp atari.archive.
umich.edu in the directory atari/
8bit/new as zmag200).
```

28. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 06:45:45 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <8419.29690649@miavx1.acs.muohio.edu>
Source record: 113175

In article <9201031718.AA01053@smithkline.com>, poehland%phvax.dnet@SMITHKLINE.COM writes:
> Here's a little nostalgia quiz for you old-timers. Back in the early-to-
> mid eighties several popular movies featured Atari 8-bit systems or software.
> I'll give clues for 3 movies. Can anyone name all three?
>
> 1.) An Air Traffic Controller is intensely studying his radarscope. A closer
> inspection reveals that instead of the tracks of in-flight aircraft, the
> scope display is actually running Atari "Basketball".

That's a tough one, I don't know..

> 2.) A little kid boots up an 800XL system (complete w/1050 disk drive) &
> becomes an instant expert at "Pole Position". The kid is actually half
> human/half robot.

D.A.R.Y.L. (You also get to see him play Cavern of Mars too!)

> 3.) A gorgeous little mama, who also happens to be an computer genius &
> electronics wiz, uses an Atari 810 drive in a car hooked up to a oscillo-
> scope to uncover spies who later jam the Federal Reserve computers in
> Culpeper, Virginia to precipitate a worldwide financial disaster.

Shoot, I've seen this one, but I can't hink of the namme right now.
She also uses it to rip of ATMs.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

29. START status update

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 09:02:11 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920107090210_71450.1050_EHB15-1@CompuServe.COM>
Source record: 113176

Please disregard my previous message regarding START magazine. After further investigation, the San Francisco District Attorney's office has told me that they are closing the cases that they have against Antic Publishing. It seems that the company is in the process of shutting down completely, and there are no funds left for reimbursement for subscribers. They also told me that the publisher is now an employee with PC Home Journal magazine, and that rumors of Antic being affiliated with this magazine were confused with this fact.

They said that consumers may take Antic to small claims court to try and recover funds due them, but the time and effort involved is probably not worth the small amount owed to them.

Sorry to have to spread bad news, but things don't look good.

-Lawrence Estep

30. Re: Answers to the 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 14:42:16 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jan7.144216.14999@exu.ericsson.se>
Source record: 113177

```
In articl poehland%phvax.dnet@SMITHKLINE.COM writes:
>
> 1.) The one where the radarscope displayed "Basketball" was AIRPLANE
> (a spoof on all the "Airport" movies).

I'm pretty sure it was an Atari 2600, not one of the computers. But
the 2600 is still 8-bits, so what the heck...
--
James Hague
exuhag@exu.ericsson.se
```

31. Looking for an Eprom Burner

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 16:47:13 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jan7.164713.5062@usenet.ins.cwru.edu>
Source record: 113178

I am looking for an Eprom Burner, if anyone knows where I may purchase
one, please let me know.

Thanks.

BRiTiSH
--
Welcome to my UnderWaterWorld!
Life is a tale told by idiots. . .
I think I'll procrastinate tomorrow. . .
Rebel on the Run: People to do and things to see. . .

32. Re: Looking for an Eprom Burner

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 21:08:50 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Jan7.210850.5973@en.ecn.purdue.edu>
Source record: 113180

In article <1992Jan7.164713.5062@usenet.ins.cwru.edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
> I am looking for an Eprom Burner, if anyone knows where I may purchase
>one, please let me know.
>
>Thanks.
>
>BRiTiSH
>--
> Welcome to my UnderWaterWorld!
>Life is a tale told by idiots. . .
> I think I'll procrastinate tomorrow. . .
> Rebel on the Run: People to do and things to see. . .

I believe B&C ComputerVisions used to sell a ~$150 EPROM burner cartridge. It has been a long time since I've seen it advertised. It looked pretty neat. It was basically a cartridge with a zero insertion force socket on the top of it.

The December '85 issue of Antic (Vol 4, No 8) describes how to build an EPROM burner capable of burning 2716, 2732, and 2764 EPROMs. The parts were to cost a little more than $30 back in 1985. An assembler and debugger such as Atari's Assembler/Editor cartridge is required. (You could probably find something usable at atari.archive.umich.edu)

In case you decide to build it ... I seem to remember some minor corrections appearing in one of the following issues of Antic. I could check on that next time I go home if anyone is interested.
--
+ - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - +

33. Re: Looking for an Eprom Burner

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 21:08:56 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Jan7.210856.11143@ultb.isc.rit.edu>
Source record: 113181

In article <1992Jan7.164713.5062@usenet.ins.cwru.edu>, ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
> I am looking for an Eprom Burner, if anyone knows where I may purchase
> one, please let me know.
>
> Thanks.
>
If you are looking for an EPROM burner for the 8-bit, Computer Software Services sells one. Actually, they have two versions: the standard burner, and a gang (2 at a time) burner.

If memory serves, the standard burner sells for $169, and the gang burner is $199.

__\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /__
___\ BITNET: clf3678@ritvax (716)436-3078 /___
____\ Usenet: clf3678@ultb.rit.edu 1200/2400 baud, 130MB /____
_____\ GEnie: C.FREEMESSER STark BBS software /_____
----

34. Old German 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-07 21:28:43 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Jan7.212843.12420@ultb.isc.rit.edu>
Source record: 113182

A query for the 8-bit gurus out there:

A few years ago, I used to have this cool game for the 8-bit that came
from Germany. If I remember correctly, you were like a bird or a guy
on a bird, looking for the pieces of the King's crown. I believe
the king sat in a throne on the "far left" of the scrolling screen.
There was lightning (and I think water) to avoid. I also remember
something about eggs, but I may be mistaken.

Anyways, does anybody know the name of this game? I can't remember
what it was, and it's driving me crazy!

____
__\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /__
___\ BITNET: clf3678@ritvax (716)436-3078 /___
____\ Usenet: clf3678@ultb.rit.edu 1200/2400 baud, 130MB /____
_____\ GEnie: C.FREEMESSER STark BBS software /_____
----

35. C compiler for 8-bit???

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 00:00:59 UTC
From: boltonja@sarah.cs.rose-hulman.edu
Message-ID: <1992Jan8.000059.24624@cs.rose-hulman.edu>
Source record: 113183

Hi folks. I am interested in finding a C compiler (preferably free) for ATARI 8-bit computers. If anyone has one, drop me a line at boltonja@cs.rose-hulman.edu

hmm... it seems someone has been playing with my name info--- Ralph the Wonder Llama? well, I'll fix that soon.

Also, does anyone have an atari which could make a coco running OS9 look BAD???

Jerry Bolton

36. Re: Epson Laser Printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 03:37:01 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92007.223701JJMCWILL@MTUS5.BITNET>
Source record: 113186

I now own an Epson LQ570 after about two or three years of faithful service from a Panasonic dot matrix nine pin. Guess what? Daisy Dot III won't work properly on the Epson and it was great with the Panasonic. Some compatibility on that Epson! I'm not happy. It came with drivers for all sorts of MSDOS programs... USELESS!!!

Just something further to think about when considering upgrading to a more expensive printer.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

37. Re: Hayes 2400 baud modem direct to SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 03:40:25 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92007.224026JJMCWILL@MTUS5.BITNET>
Source record: 113187

I bought what was supposed to be a Rverter from a show about two years ago
and it never worked for me.. I took it apart and all connections were fine
in the cable and in the little PC board. It's really got me lost, and would
hate to see it go to waste. Perhaps a description of the official rverter
will tell me if mine is the real thing or something totally different although
I don't see how that's possible.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

38. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 03:43:00 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92007.224300JJMCWILL@MTUS5.BITNET>
Source record: 113189

Well, the pole position wiz was Daryl, and I think there were a few other movies as well although I can't think of the names. I don't know the others either.

Jeff

39. Re: Two Programming Challenges for the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 03:45:06 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92007.224506JJMCWILL@MTUS5.BITNET>
Source record: 113188

In article <1992Jan4.153942.15973@usenet.ins.cwru.edu>,
aa700@cleveland.Freenet.Edu (Michael Current) says:
>
>I certainly agree on the first idea. I run AtariWriter 80 under
>SpartaDOS X, and I would also dearly like to be able to get back to DOS
>from AW80.
>
>As for adding Kermit file trasfer to Bobterm - that would be nice, but the
>absence of Kermit is not why I don't use Bobterm. For me, VT100 emulation
>is far more important. There's no way to do full-screen editing online with
>Bobterm since it only does an incomplete VT52. So for me, the ultimate
>terminal program would either be a Kermit-65 that runs on the XEP80, or a
>VT850 that does Kermit file transfer.
>--
I have VT850 and purchased the docs, but had serious problems getting
it to run on my system, and it doesn't have the IBM PROFS keypad config.
that both VT10sq and omnicom support either. Those would be a must
for me too, or to modify omnicom to have better Kermit support plus
better file transfer protocols beyond its existing XMODEM.

Jeff McWilliams

> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

40. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 04:22:37 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jan8.042237.25519@usenet.ins.cwru.edu>
Source record: 113184

In a previous article, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:

>In article <9201031718.AA01053@smithkline.com>, poehland%phvax.dnet@SMITHKLINE.COM
writes:
>> Here's a little nostalgia quiz for you old-timers. Back in the early-to-
>> mid eighties several popular movies featured Atari 8-bit systems or software.
>> I'll give clues for 3 movies. Can anyone name all three?
>>
>> 1.) An Air Traffic Controller is intensely studying his radarscope. A closer
>> inspection reveals that instead of the tracks of in-flight aircraft, the
>> scope display is actually running Atari "Basketball".
>
> That's a tough one, I don't know..

Airplane.

>> 2.) A little kid boots up an 800XL system (complete w/1050 disk drive) &
>> becomes an instant expert at "Pole Position". The kid is actually half
>> human/half robot.
>
> D.A.R.Y.L. (You also get to see him play Cavern of Mars too!)
>
>> 3.) A gorgeous little mama, who also happens to be an computer genius &
>> electronics wiz, uses an Atari 810 drive in a car hooked up to a oscillo-
>> scope to uncover spies who later jam the Federal Reserve computers in
>> Culpeper, Virginia to precipitate a worldwide financial disaster.
>
> Shoot, I've seen this one, but I can't hink of the namme right now.
>She also uses it to rip of ATMs.
>
It wasn't "Cloak and Dagger" was it? That movie was just one big Atari ad!

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

41. Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 04:32:14 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan8.043214.26205@usenet.ins.cwru.edu>
Source record: 113185

Are there ANY users of Diamond GOS out there? I want to hear from you!

I just puchased Diamond, and while the graphical desktop is neat, I have yet to succeed in getting ANY of the software I use to run under it.

Was I mistaken in assuming I could run such software as AtariWriter 80, VT850, and Kermit-65 from Diamond?

I run Diamond GOS on top of SpartaDOS X.

Anyone?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

42. Re: Old German 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 06:17:49 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jan8.061749.20646@usenet.ins.cwru.edu>
Source record: 113190

Re: clf3678@ultb.rit.edu (C.L. Freemesser)
[talk about an old german game about getting pieces of a crown by flying]

>Anyways, does anybody know the name of this game?

Might the game be CaveLord ? It is the only German game I know which I have
that came out around the time you mentioned, ages ago.

BRiTiSH
--
Welcome to my UnderWaterWorld!
Life is a tale told by idiots. . .
I think I'll procrastinate tomorrow. . .
Rebel on the Run: People to do and things to see. . .

43. Help with Oasis Jr.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 12:48:31 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <kRe9DB1w163w@unixland.natick.ma.us>
Source record: 113191

If anyone knows how to put up and "validate" user uploads on Oasis Jr,
please write me at Athena and let me know. Ill describe whats going on.
I set everything up, The message bases..everything!
I have (D) for a download area and (F) for a file area..
When I log in as a user, no matter what level I give it, I cant see
any of the files.. Hoever, when I log in as myself (sysop) I see every
single file on the system (EVEN THE BBS FILES) availiable to be downloaded!!
Supposedly this program only lets people download LOCKED files but I did no
lock the files that are part of the BBS!!..
Something is nutty here.
Any ideas what im doing wrong Greatly appreciated.
-Craigr@athena.mit.edu
"Please, no mail here at Unixland I dont have a mailbox here"

44. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 20:40:24 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92008.154024JJMCWILL@MTUS5.BITNET>
Source record: 113195

I have owned Diamond for quite a while now, and haven't upgraded to the new version 3 or whatever it is currently at. I quit at the previous version because EVERYTHING was crashing on my under SpartaDOS X. The Diamond Write didn't work at all for me, although Allan Reeve insists it works fine with his 130XE. I think that may be part of his problem though I doub t it, referring to the fact that he programmed all the memory drivers using a stock 130XE and only had documentation to look at when considering compatibilit y with the modified 800XL's and stuff out there. DIamond paint is okay, but that too bombs, especially when trying to use the magnifying glass.

I think those are the only Diamond applications, there were some pd small programs but nothing major. Oh, News Station was reprogrammed as a DIamond version but I never ordered that either. The GUI is pretty good, and although you are limited to about three windows open at any one time, (I think) they were not horribly slow when considering it was done on an 8 bit machine. I gave up on using it because it had couldn't really run standard programs. Oh sure they might run.. maybe, but you can just use plain old DOS to do that. The applications kept crashing, which is what turned me off. If the applications had been more solid it might have been more popular, also some additional programming support like something for 'Lightspeed C' or the Public Domain CC8 compilers would have been useful, as well as some sort of dialog box creator or something.

Jeff McWilliams

45. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 20:48:16 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620002@hpcuhe.cup.hp.com>
Source record: 113199

>Here's a little nostalgia quiz for you old-timers. Back in the early-to-
>mid eighties several popular movies featured Atari 8-bit systems or software.
>I'll give clues for 3 movies. Can anyone name all three?
>
> 1.) An Air Traffic Controller is intensely studying his radarscope. A closer
> inspection reveals that instead of the tracks of in-flight aircraft, the
> scope display is actually running Atari "Basketball".
>
Airplane! Actually, I think it is the 2600 version of basketball, but who's
counting? :-)

> 2.) A little kid boots up an 800XL system (complete w/1050 disk drive) &
> becomes an instant expert at "Pole Position". The kid is actually half
> human/half robot.
>
Other's have already answered D.A.R.Y.L.

> 3.) A gorgeous little mama, who also happens to be an computer genius &
> electronics wiz, uses an Atari 810 drive in a car hooked up to a oscillo-
> scope to uncover spies who later jam the Federal Reserve computers in
> Culpeper, Virginia to precipitate a worldwide financial disaster.
>
I saw this movie, but I can't think of it's name. Was it a made for TV movie,
or a big screen feature?

>These are the only 3 I can think of off the top of my head. Anyone know others?
> - BEN POEHLAND
> The Alchemist
>
| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

46. Docs for 2600?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-08 20:55:13 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620003@hpcuhe.cup.hp.com>
Source record: 113198

I remember seeing docs on the 2600 internals floating around the net
a while ago. Of course, I didn't save them, and I can't find them on
any of the anonymous ftp servers.

If you have any 2600 docs, could you either email them to me, or tell me where
I can ftp them from?

Thanks 1e6 in advance.

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

47. FORSALE 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 04:24:34 UTC
From: CSALO@MIAMIU.BITNET
Message-ID: <92008.232434CSALO@MIAMIU.BITNET>
Source record: 113193

```
FORSALE: ATARI 800XL
1050 DISK DRIVE
NEC COLOR MONITOR

PRICE: $150 PLUS SHIPPING

RESPOND BY "E" MAIL
```

48. Re: Hayes 2400 baud modem direct to SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 04:36:05 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jan9.043605.11912@usenet.ins.cwru.edu>
Source record: 113192

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>I bought what was supposed to be a Rverter from a show about two years ago
>and it never worked for me.. I took it apart and all connections were fine
>in the cable and in the little PC board. It's really got me lost, and would
>hate to see it go to waste. Perhaps a description of the official rverter
>will tell me if mine is the real thing or something totally different although
>I don't see how that's possible.
>

I dunno if this is what I'm talking about but, I'm wondering if it's possible
to connect a Hayes 2400 baud modem via the joystick ports?

All that would be needed is TTL->RS232 and vice versa which I believe
are already available on chips.
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

49. 800XL TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 04:49:54 UTC
From: CSALO@MIAMIU.BITNET
Message-ID: <92008.234954CSALO@MIAMIU.BITNET>
Source record: 113194

```
TRADE: 800XL FOR: APPLE II E CPU
1050 DISK DRIVE
NEC COLOR MONITOR

RESPOND BY "E" MAIL
```

50. 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 16:42:21 UTC
From: endter@pioneer.arc.nasa.gov
Message-ID: <1992Jan9.164221.17197@riacs.edu>
Source record: 113197

What is the difference between an Atari 600XL and an Atari 800XL? If a 600XL has 64k memory is it the same as an 800XL?

Thanks,

Bill

51. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 17:52:35 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920109175234_71450.1050_EHB27-1@CompuServe.COM>
Source record: 113196

I have the following Atari 8-bit items that I would like to clear out of
my storage area, as I am awaiting some more extra 8-bit items to arrive
and want to have room for them. Please leave mail to 71450.1050@COMPUSERVE.COM
if interested in any of these items.

Items that I will give to anyone interested for the cost of shipping:

Atari 1027 Letter Quality printer w/all accessories (needs work)

Atari 1010 program recorder only (needs adjustment)

Atari 1020 plotter (needs new print spool) w/paper, pens, manual and
Joystick Sketchpad cassette

Items that I will sell for the best offer:

Computer Preparation for the SAT software/How To Prepare for the SAT book

Atari 800XL package (XL,dust cover,BASIC cart,brand new power supply, TV
switch box & connecting cable, 3 foot I/O cable)

Rana 1000 disk drive (needs adjustment)

Atari 1010 program recorder w/power supply

-Lawrence

52. 8bit Games for Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 17:54:46 UTC
From: bgervin@ncrcan.Canada.NCR.CA
Message-ID: <9420@ncrcan.Canada.NCR.CA>
Source record: 113137

Now available for a limited time in mint condition, once thought to be
gone forever, Atari 8 bit Games! for sale.

Infocom (Suspect, Spellbreaker, Cutthroats, Hitchiker's Guide to the Galaxy)
Pole Position, Crusade In Europe, Conan, Summer Games, Kennedy Approach
The Goonies, Decision in the Desert, F15 Strike Eagle, Questron
Wizard's Crown, Karateka, Mr.Do., Bruce-Lee, Ball Blazer, Ultima IV
The Great American Cross Country Road Race, Koronis Rift, The Eidolon
Flight Simulator II, Sargon III, Temple of Apshai Trilogy, Silent Service
Ms. Pac-Man (cart), Star Raiders (Cart), Tennis (Cart), Football (Cart)
Jungle Hunt (Cart)

That's over 30 Titles in all! And they all could be yours for the low cost of
$99.95 Plus Shipping & Handling. If too many people reply at this price, I'll
ship to the closest buyer (unless you offer more) and will deliver in Southern
Ontario. Order Now -- Don't be Diappointed
Barry Gervin, Home (416) 823-9127 (Evenings) or via E-Mail.

53. 8Bit Applications FOR SALE !:w

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 18:04:13 UTC
From: bgervin@ncrcan.Canada.NCR.CA
Message-ID: <9421@ncrcan.Canada.NCR.CA>
Source record: 113139

You've seen them in magazines, talked about them with your friends, now they could be yours!

Music Studio, Atariwriter Cartridge, Atari Basic Cartridge, Printshop with Companion, Visicalc, Atari Touch Tablet, Time Wise,
Family Finance, Atari Microsoft Basic II, The Home Filing Manager, Atari Log Silent Butler, Pocket Modem, Basic XE.

How much would you expect to pay for this? 200 Dollars, 300 Dollars, maybe 250? This complete package could be yours if you act fast for the low low low price of $149.95 plus S&H. But that's not all!
You'll also receive, at no extra charge to you Hundreds of interesting articles and software utilities seen in the pages of the Collector's Item - Antic Magazine. Yes, we'll include something like 20, 30 40 I don't know Antic Magazines some with monthly disks. Also to be found in this recent archeological finding is several Atari Compute's, Atari Explorer and anything else that takes up space for my Atari!
Call now (416)823-9127 evenings or e-mail. Don't be late!

54. 8Bit Bonanza of H/W/

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 18:43:45 UTC
From: bgervin@ncrcan.Canada.NCR.CA
Message-ID: <9422@ncrcan.Canada.NCR.CA>
Source record: 113138

```
R-Time 8 Cartridge
Pocket Modem
Basic XE
Indust GT DD Disk Drive
Atari 850 Interface
Atari 400 with 48k, + keyboard
Atari 800 XL w 256K (not working)
Atari 600 XL w 64K
Atari 130XE (Bad Keyboard)
Okimate 10 Color Printer with Atari Interface (Hardly Used, Lots of Ribbons)
Atari XM301 Modem

Now accepting offers for the above ..email or phone 416-823-9127
Barry Gervin
```

55. OLD GERMAN 8-BIT GAME

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-09 23:45:38 UTC
From: Jason.Williams@fquest.FidoNet.Org
Message-ID: <695053807.0@fquest.FidoNet>
Source record: 113204

I believe the name of that games is Lord of the Cave.

Yeah...It is a pretty neat game...Excellent graphics and sound.(IMHO)

56. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 00:25:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92009.192516JJMCWILL@MTUS5.BITNET>
Source record: 113202

Externally the 600XL looks pretty much like the 800XL except that the case is smaller, and the keyboard seems less comfortable due to the fact that there is no room to rest your palms when typing. Also, it is missing a monitor jack, although that can be added. It also comes stock with 16K RAM but this can be upgraded to 64K either internally or with the plug in module that plugs into the Parallel BUS. ALso the 600XL uses 2 16Kx4 DRAMS instead of 8 64Kx1 DRAMS. This makes upgrading to anything beyond 64K a pain since you would need two 256Kx4 DRAMS, and nobody makes upgrade boards like this for the 600XL. I think Innovative COncepts does make a 128K upgrade for the 600XL which is "Completely 130XE compatible", probably meaning the Antic will see the extra memory just like the 130XE.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

57. Re: Hayes 2400 baud modem direct to SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 01:44:22 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <Nc0aeB1w163w@unixland.natick.ma.us>
Source record: 113200

> to connect a Hayes 2400 baud modem via the joystick ports?
> All that would be needed is TTL->RS232 and vice versa which I believe
> are already available on chips.

Yes, but if you did this, how could you use BOBTERM? Isnt it much easier to blow off the possible difficulties of doing this sort of work by just asking here on the net for someone selling a used PR connection?
Ive seen PR connections sell for $20-40 around here.. Not only would you get a perfect modem port for a modem which works with existing software, but you would also get a printer port too... You could also keep that joystick port free.. If you decide to add an xep80 later, it wont work if it cant go into a joystick port.. The ideal setup is always an interface.

58. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 01:51:40 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <To0aeB2w163w@unixland.natick.ma.us>
Source record: 113201

endter@pioneer.arc.nasa.gov (Bill Endter RCU/DEC) writes:

> What is the difference between an Atari 600XL and an Atari 800XL? If a 60
>
>
> Thanks,
>
> Bill
>
>

Theres a few internal differences....
for one thing the 600xl has 16k I think.. I think it wasnt sold with 64k
like the 800xl was. The computer also does not have a monitor port, which
is a major problem for those who want to use XEP80's.. I know that theres
other differences, but thats what I know about. It also isnt able to be
rambo'd with ICD's memory expander.. I think my directions say that it will
only work with 1200xl's and 800xl's.. Thats another drawback.
I would say except for the following, its as good as an 800x.. It depends on
what you used it for.. For me, I would take a 600xl and rip it limb from
limb taking its keyboard and internal chips out to use as spare parts.. to
keep my 800xl going into the 2000's..

-Craigr@athena.mit.edu
(no responses or email sent to me at unixland.. they dont get here!)

59. One 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 06:44:12 UTC
From: U54136@uicvm.uic.edu
Message-ID: <92010.004412U54136@uicvm.uic.edu>
Source record: 113203

I have one 800XL collecting dust. Does anyone want it?

Make offer. Asking about $40 or $50 or best.

-Timothy Southern U54136@UICVM.UIC.EDU

60. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 18:28:55 UTC
From: news@bbn.com
Message-ID: <68210@bbn.BBN.COM>
Source record: 113105

In article <To0aeB2w163w@unixland.natick.ma.us> asgardia@unixland.natick.ma.us (Craig Rothman) writes:
>endter@pioneer.arc.nasa.gov (Bill Endter RCU/DEC) writes:
>for one thing the 600xl has 16k I think.. I think it wasnt sold with 64k
>like the 800xl was. The computer also does not have a monitor port, which
>is a major problem for those who want to use XEP80's.

Minor correction... the XEP80 connects to a joystick port. It has the
display memory built in, and has its own composite output jack. -Stan

61. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 18:51:25 UTC
From: apple.com!well!moon!cyberden!phbill
Message-ID: <ewkceB3w164w@cyberden.uucp>
Source record: 113116

> Here's a little nostalgia quiz for you old-timers. Back in the early-to
> mid eighties several popular movies featured Atari 8-bit systems or software.
> I'll give clues for 3 movies. Can anyone name all three?
>
I can't name a one... Except maybe the robot one... I've seen a movie
with a kid/robot playing an Atari, and using his robot mind to control it
and win. The people in the story thought that he was human and adopted
him & stuff.

But HEY! The 2600 is still an 8-bit, so what about Cloak
& Dagger! The entire plot runs around a single 2600 game! (I liked the
scenes with the fat guy who ran a 2600 video game shop, and they had a
bunch of games playing in the background and stuff....) Ah the
good old years!!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__

| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

62. Re: C compiler for 8-bit???

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:10:04 UTC
From: apple.com!well!moon!cyberden!phbill
Message-ID: <HRLceB4w164w@cyberden.uucp>
Source record: 113120

```
>
> Hi folks. I am interested in finding a C compiler (preferably free) for ATAR
> 8-bit computers. If anyone has one, drop me a line at boltonja@cs.rose-hulma
>
Well... I have a PD compiler I got at AtariBase BBS (408)-745-219x (x=4
or 6, and some others... multi-line! :) )... BUT!!! I HAVE NO-repeat NO
linker! So I can compile, but I can't RUN!!! ARGH! It's mainly like an
upgrade for some $$ C compilers.. :( keep asking... you'll find it!

>I< am looking for Action! and Pascal (action!'s more important, tho..)
Anyone out there have Action! that they'd be willing to give up?!

*** * * * * * * ***
* * * * * * ** * *
* * * * *** * ** *
*** * * * * * * * ACTION!!!
Bill

_________________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__

| / |\
| H E \ Y B E R |/ E N [ phbill@<watch this space> (Bill kendrick) ]
```

63. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:11:47 UTC
From: apple.com!well!moon!cyberden!phbill
Message-ID: <cuLceB5w164w@cyberden.uucp>
Source record: 113119

Here's another movie that had a BIG Atari sign in it (next to a dragon, I think... I guess it was in ChinaTown): Blade Runner!! Oh!!

But none of these compare to the 7-11 ads in one of the OO7 movies!! At least 20 on 1 street!!!??

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__

| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

64. Re: Old German 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:16:27 UTC
From: apple.com!well!moon!cyberden!phbill
Message-ID: <52LceB6w164w@cyberden.uucp>
Source record: 113115

Anyone know when and by who BROS was made? That's German I'm almost positive. And anyone know WHEN Zybex was made? They guys have all their names all over the title screen, but no date!! Thankx!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__

| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

65. GUI's can be a waste!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:23:42 UTC
From: apple.com!well!moon!cyberden!phbill
Message-ID: <8DmceB7w164w@cyberden.uucp>
Source record: 113118

Anyone notice what a waste of time and memory GUI's can be!? Even on the IBM! And Macs can be slow... So it's easy to use! I'd rather just have like a "preview" on a graphics screen for say a DTP, or howabout use big characters or something! Geeze! I have a demo. of GOE (supposedly better than Diamond), and it sucks (but hey, it's a demo.) If it ever works, I don't think I'll ever get used to the STish menu control (tocuh the bar and it comes up automatically...8-bits are too slow for that! I say CLICK them on! CLICK them OFF! Only WINDOWS for IBM works good! On the ST it WON'T GO AWAY! on the Mac you have to HOLD the button!!! I think I'll complain to them one day... (not crApple, but the guyz working on GOE..))

What was I writing this for? Oh yeah... I want to see more windows controlled stuff on just a plain 40col. screen! Sure the detail and stuff of mode8 is nice (diamond uses mode 15 (7+) correct??) But it's sooo slow!!!!!! Somebody out there has got to be smart! Make a nice GR0 mode windows "OS" or something!! Get the windows toolkit for Action! from AtariBase.. I've got it (just no action!.. I was interested mainly in what Action! looked like, and from seeing the listing, it looks ALOT like Pascal...)

Here's my 2nd request: Anyone have ACTION!??? And if so, how much would you sell it for?? Thanks! PhBiLl

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__

| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

66. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:26:22 UTC
From: apple.com!well!moon!cyberden!phbill
Message-ID: <NimceB8w164w@cyberden.uucp>
Source record: 113117

```
> What is the difference between an Atari 600XL and an Atari 800XL? If a 60
>
I think the 600XL is only 16K? Am I wrong, guys/gals??

_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__

| / |\
| H E \ Y B E R |/ E N [ phbill@<watch this space> (Bill kendrick) ]
```

67. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:27:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92010.142716JJMCWILL@MTUS5.BITNET>
Source record: 113107

In article <68210@bbn.BBN.COM>, news@bbn.com (News system owner ID) says:
>
>In article <To0aeB2w163w@unixland.natick.ma.us> asgardia@unixland.natick.ma.us
>(Craig Rothman) writes:
>>endter@pioneer.arc.nasa.gov (Bill Endter RCU/DEC) writes:
>>for one thing the 600xl has 16k I think.. I think it wasnt sold with 64k
>>like the 800xl was. The computer also does not have a monitor port, which
>>is a major problem for those who want to use XEP80's.
>
>Minor correction... the XEP80 connects to a joystick port. It has the
>display memory built in, and has its own composite output jack. -Stan

Close, Stan. The jack is an RF modulator jack for a TV. You have to
do some circuitry addition inside the 600XL and install your own
connect to get NTSC type signals for a monitor. But I do believe
one of the XE machines has a single jack for monitor and another
for audio. Maybe it was the XEGS but that doesn't seem right as
you would think it would/should have a TV connector as it was
a "game Machine". Anyone with XE systems care to straighten me out
on this??

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

68. A better OS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:37:48 UTC
From: apple.com!well!moon!cyberden!phbill
Message-ID: <P2mceB9w164w@cyberden.uucp>
Source record: 113114

I want to see an OS a lot like Windows, but it doesn't HAVE to be a slow, memory eating GUI.. What I want to do is be able to work in something like BobTerm, then go to DOS, go back to BobTerm (I can already do that, but I'll probably be hung up on!), go maybe to AtariWriter+ (or something better), and back.. This is just an idea.. I know that at least one of these programs will conflict with another, so I want to see stuff written for a software OS... I want to have the WP and modem online at the same time, and switch between them... Maybe shrink the WP window a bit and see what the modem is receiving, use a joystick or mouse or F-key or console key, or ANYTHING, and switch directly back over to the term.program, and type some stuff.. It will maybe have like a command line that will change for each window open. If you are "in" the WP, if you go to file, it will just say stuff like "load", "save", "save as", "merge", etc., but if you have the terminal program activated, it will say "send", "receive", etc.etc..

What would you people think of it?? Would it be worth the trouble?? I want input! Maybe we can all petition Robert Puff to do it!! He's smart! He made BobTerm and a bunch of (un)Arcers and stuff!! Any suggestions!?

Thanks!

PhBill

```
* ** *
* ** *
* ** *
* ** *
** ** **
*** ** ***
**** ** ****
**** ** ****
A T A R I lives!

_________________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__

| / |\
| H E \ Y B E R |/ E N [ phbill@<watch this space> (Bill kendrick) ]
```

69. Need Advice/help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 19:37:50 UTC
From: mac1@Ra.MsState.Edu
Message-ID: <mac1.695072270@Ra.MsState.Edu>
Source record: 113106

I just acquired two Atari 800XLs (No power supplies)
an Indus GT drive for Atari (again no power or bus to connect it to computer)
Loads of disks though. A 1027 printer (No power and cable again)
As is obvious that I got this package for a dirt cheap price, Can anybody
tell me how to get the missing things for less than the price of the system.
Where to look for the cables. CAn I make them ? If yes how ???

Any help will be greatly appreciated.
No help is too little or too large :-)

Thanx in advance.
Mubashir

P.S : I'm very very interested in getting this thing to work.

70. Re: Need Advice/help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-10 23:02:38 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92010.180238JJMCWILL@MTUS5.BITNET>
Source record: 113108

Hmmm. power supplies. Okay, the 800XL has a DIN 7 connector for its
power supply, but it's only a 5volt DC power supply at about 1.5 amps or
so. Looking at the connector as it would come off the power supply:

```
+5v --- * * ---- GND
+5v --- * * ---- GND
NC- * * ---- GND
NC- *
```

Any decent +5v power supply could be used for this. I currently use a
power supply that also has +12v and -12V in case I ever get a Black BOX and
need those voltages. A 5 pin DIN connector from Radio Shack will fit, just
don't mistakenly plug it into the 800XL monitor jack, as that is a 5 pin DIN
connector.

The Indus GT disk drive uses the same power supply as the Atari 1050 and
XF551 disk drives and the Rana 1000 disk drive. It's a 9VAC 31Watt output
power supply. Part No. is C017945 on the one in my hand at this moment.
You may want to order one, as I've never fooled with those, perhaps
the Alchemist has some construction tips for these buggers?
This is the same power supply for the 400, 800, and 1200XL computers
as well. Best electronics has them for $15.00.

The 1027 power supply to my recollection was heavier duty. Best Electronics
has them for $30.00 part number CO61636.

The data cables going from the computer to the 1027 printer and the
disk drive are special SIO cables and only Atari used that kind of
connector so alas you may have to order those too. Best also has these
in 1 ft. , 3 ft. , and 6 ft. lengths for 8, 10, and 12 dollars respect-
ively.

Depending on what you are using as a display, don't forget to worry
about either a monitor cable or a RF cable and TV BOX. Good luck,
I hope this helps.

Best Electronics is at 2021 The Alameda, Suite 290
San Jose, CA 95126
408-243-6950

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

71. AtariWriter wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-11 01:33:31 UTC
From: david@baervan.nmt.edu
Message-ID: <1992Jan11.013331.12389@nmt.edu>
Source record: 113109

I am looking for a CARTRIDGE version of AtariWriter. I saw and used a copy several years ago as a loaner.

Does anybody have info on MicroSoft BASIC on CARTRIDGE for the 8 bits?

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x David Fritchman david@baervan.nmt.edu your disclaimer x
x here x
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

72. XEGS (was Re: 600XL vs. 800XL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-11 06:21:49 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Jan11.062407.15731@caedm.byu.edu>
Source record: 113110

The XE Game System has three RCA-type ports; two are for monitor audio and video; the third is combined for hook-up to a TV switchbox.

73. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-11 20:33:00 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <P0JeeB1w163w@unixland.natick.ma.us>
Source record: 113111

> >for one thing the 600xl has 16k I think.. I think it wasnt sold with 64k
> >like the 800xl was. The computer also does not have a monitor port, which
> >is a major problem for those who want to use XEP80's.
>
> Minor correction... the XEP80 connects to a joystick port. It has the
> display memory built in, and has its own composite output jack. -Stan

Yep! I made a mistake. What I was really trying to say was that Atariwriter 80, (one of just 2 major programs to support the XEP80) will not load in on a computer with less than 128k. This means that you couldnt use the xep80 to do word processing on a 64k 600xl... Only the 800xl would really be expandable (rambo upgrade) to become fully xe compatable and run this program. Bobterm would run ok and work on the xep80 and an upgraded 600xl.. but there too is the problem that it doesnt have a monitor jack and so you wouldnt be able to see the 40 column menus!!!! Youd have to make some kind of switch to do 40/80 column switching on 1 terminal...
All in all... The 600xl is very limited with the XEP80...
600xl's represent parts to me.. I see them advertised for $10..
paying $30-40 for an 800xl is well worth the extra money and features.
Another thing is that the 600xl would have no trouble with using an MIO on that bus port it has, but since the 600xl doesnt have a monitor port, it would have to use a TV set. A tv set with an MIO is very difficult as the MIO sends out quite a lot of interference. It wouldnt be good to own a 600xl if you want to use the MIO... (unless you build a monitor jack somehow...).. Just my opinion..
-Craig

74. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 01:28:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92011.202804JJMCWILL@MTUS5.BITNET>
Source record: 113112

Craig,

I think you seem to misunderstand the 600XL a bit. As it comes STOCK sure
it has all the problems you mention. But it can be easily upgraded to
have a monitor jack, 64K or 128K and even the 1200XL function keys!
I have one with the monitor jack, 64K and four FN keys mounted to the right
of the cart. port. It's the most compact XL/XE and I hope to upgrade it to
128K someday as it makes a better portable computer than the 800XL.

Jeff McWilliams

75. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 04:33:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan12.043312.25835@usenet.ins.cwru.edu>
Source record: 113113

Just to correct your correction of his correction of your correction...

There are two versions of AtariWriter 80: the
130XE Version (128K), and the
800, XL, XE Version (48K).

They come on the flip sides of the same disk.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

76. New Year's 8-bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 16:44:03 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <695308877.0@tdkt.kksys>
Source record: 113133

Let us not forget the Atari Lynx that was used twice in Terminator 2!
Since this is such a receient movie, anyone who has seen is should be able to
tell what it was used for the two times it was used, so what was it used for?

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

77. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 17:14:35 UTC
From: rjg@garfield.cs.mun.ca
Message-ID: <1992Jan12.171435.894@garfield.cs.mun.ca>
Source record: 113127

I'm looking for instructions on how to upgrade a 600XL to 64K (or more). If anyone has a textfile and/or schematics describing the procedure, please email them to me, or if they're not to big, post them here. Thanks.

/|\ Russ.

--
Russell J. Gladden - rjg@garfield.cs.mun.ca _ /\
Telephone: (709) 753-5463. \'o.O'
Mail: 134-B Patrick Street, St. John's, =(___)=
Newfoundland, Canada, A1E 2T1. U

78. 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 17:48:16 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.695238496@pv3449.vincent.iastate.edu>
Source record: 113121

Hi,

I'm looking to buy an 850 interface (or PR connection would work).
I had one lined up, but the seller backed out. If you've got one to
sell, send email with your price to tgreen@iastate.edu, or call
(515) 296-8659 and ask for Todd.

Thanks.

Todd Greenfield

79. Re: C compiler for 8-bit???

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 19:27:42 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92012.142742JJMCWILL@MTUS5.BITNET>
Source record: 113123

I think that to date CC8 is the best PD compiler I've seen, somebody even

wrote some floating point routines for the thing on GEnie. About a year
ago there was alot of traffic in GEnie about it, I have all the
stuff for it and even some customized documentation I did with DDIII back
when my printer worked with it. There's quite a lot of stuff on disk for it
as far as all the linkable modules and stuff.
Email me if you are interested in getting it.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

80. Re: GUI's can be a waste!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 19:32:36 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92012.143236JJMCWILL@MTUS5.BITNET>
Source record: 113122

Regarding a Graphics 0 type window environment.... have you even looked at the Analog 8 bit Extra ? This had a program called CGM for Castel's Graphic Manager. It does what you are looking for, but I since it's copyrighted I don't think I can distribute it, even though Analog is out of business.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

81. Re: A better OS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 19:35:35 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92012.143535JJMCWILL@MTUS5.BITNET>
Source record: 113125

What you're looking for would be pretty extensive. As for doing WP and
then jumping back to Bobterm while online, I can already do that.
In fact one of the crazy things I've done started when I wanted to be able
to send a modem Break signal , something which Bobterm can't do but Omnicom
can. So I would quit Bobterm, go into Omnicom, send the break signal and
a couple commands, RESET out of Omnicom, go back into Bobterm, and continue
doing stuff online. The secret to surviving the RESET is the P:R: connection.
I had a MIO once and if you RESET the MIO would reset the RS232 port. The
P:R: Connection doesn't do that, which is really nice.

To program that kind of OS would mean A lot of work, and would require
I guess at least 256K of RAM. What you would probably do is run three
virtual computers on one machine. Not multitask, just task switch.
Each virtual computer would take up 64K so that all is saved, except the
OS extensions and stuff. Then which ever virtual machine you wanted to work
on would be copied from extended ram down into the standard 64K area.
That's one way anyway, it wouldn't allow you to peek at say the terminal
program while running the word processor though. It's a GREAT idea but
who's gonna spend that much time on such a project? I would be willing to
pay for it if it's within reason and worked properly. By the way, there
is something like this already out, meaning the task switcher, or virtual
computer thingy. I might still have it hanging around somewhere. It didn't
work too well. There was also a program called MTOS which I purchased in
1988. It stood for Multitasking Operating System. I actually had two
BASIC progams running simultaneously. It was sllooooowww though.

Interesting stuff, but it really pushes the 6502 speed and memory management
capability in the Atari 8 bit, maybe far beyond what it can handle.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

82. 8-bit publication

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-12 23:31:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92012.183151JJMCWILL@MTUS5.BITNET>
Source record: 113126

Heads Up, Atari 8-Bitters!!

This Is For YOU!

Beginning 1992, the Atari 8-bit computers- and the community of
USERS who still cherish these machines- have been officially discarded
by Atari Corporation.

BUT WE REFUSE TO ROLL OVER AND DIE AT ATARI'S COMMAND!!

We believe there are enough of us left to pursue our 8-bit
interests independently of Atari Corporation.

Would you like to see a common forum in which users, developers,
and vendors can communicate? A print medium wherein advertisers can
be assured of reaching their intended audience, and where users can
look with confidence for information about new products? A user-
oriented publication to fill the void left by the collapse of ANTIC
and ANALOG?

My name is Jeff McWilliams, and I'm a dedicated 8-bit user. I
want to present the Atari 8-bit community the chance to gather under
one publication dedicated exclusively to the Atari 8-bit computers. A
magazine that will unite our community and give it the strength it
needs to survive. A forum where users can ask tough questions and
read unvarnished product reviews. A magazine whose ads will be almost
exclusively from 8-bit vendors.

I propose a write-in campaign to Atari Interface Magazine, asking
for a separate, exclusively 8-bit magazine called "Atari Classics".
Atari Interface Magazine already has a strong presence in the Atari
community. For several years AIM has been a combined ST/8-bit magazine
whose publishers have indicated a willingness to support the Atari 8-bit
community as long as interest warrants it. NOW is the time to ask them
for our own magazine!

As Campaign Manager, I will act as the focus for this effort. Now,
you might be wondering, "WHAT CAN I DO TO HELP?". That part is EASY!

Just SEND me your NAME and POSTAL MAILING ADDRESS. I will mail you
a FREE Information Kit describing our goals in greater detail. Included
with the Kit is a stamped postcard on which you can express your
interests and willingness to subscribe to an exclusively 8-bit magazine.
(Or, if you disagree with our approach, you can just toss it away and
that will be the end of it- BUT WE DON'T THINK YOU WILL!) You'll also
be invited to indicate your willingness to PARTICIPATE in the magazine
DIRECTLY by being a regular columnist, editor, or just writing about a

special project you did or review a product you used.

Ben Poehland, the former 8-bit Editor of Current Notes Magazine, is fully supporting this campaign and has offered to donate his services to "Atari Classics" when repairs to his fire-damaged home are completed later this year.

The cutoff date for receiving the postcard responses is:

MARCH 31, 1992.

If by that time I have received 500 positive commitments via postcard, they will all be sent to AIM along with a petition requesting the formation of our proposed exclusive 8-bit publication "Atari Classics". If I receive less than 500 replies, then we will know that the 8-bit community has indeed become a lost and hopeless society.

TIME IS RUNNING OUT. THIS MAY BE THE LAST OPPORTUNITY YOU WILL HAVE TO KEEP YOUR MACHINE ALIVE AND SHARE EXPERIENCES WITH FELLOW USERS.

IMPORTANT!! Only the OFFICIAL Campaign postcards will be accepted! Those responding by other means will be mailed an Information Kit with which they can register their official response. Regrettably, due to limitations of time and cost, the Campaign will be restricted to addresses in the USA only. However, unofficial responses from outside the USA are welcome and will be included in the final count.

PLEASE DO NOT SEND MONEY! If anyone wishes to assist the Campaign, they can do so by posting this release in its unmodified entirety to other on-line services, BBS's, usergroups, friends, and vendors. Additional assistance can be rendered by gatheringnames and addresses of Atari 8-bit owners and furnishing them to me so I can mail them an Information Kit.

If you're REALLY SERIOUS about keeping your Atari 8-bit classic computer alive, be sure to obtain the Information Kit and return the included postcard appropriately filled in. Every day more 8-bits get stashed in attics or closets, or simply thrown away. Atari's Classic 8-bit computers- the 800/XL/XE machines- are every bit as useful and productive today as they were in the heyday of 8-bit technology. They deserve a better fate than the local landfill!

CONTACT ME:

Jeff McWilliams
2001 G Woodmar Drive
Houghton, MI 49931-1017
GEnie: J.MCWILLIAM3
INTERNET: jjmcwill@mtus5.mtu.edu

83. Re: A better OS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 00:31:35 UTC
From: sourada@iastate.edu
Message-ID: <sourada.695262695@vincent1.iastate.edu>
Source record: 113124

In <P2mceB9w164w@cyberden.uucp> apple.com!well!moon!cyberden!phbill writes:

>I want to see an OS a lot like Windows,
[description and examples]

Hate to dampen your spirits on this, but this just can't happen with the Atari 8bits. There are some fundamental problems: 1.79 MHz 6502 (a processor definitely _not_ designed for multitasking), pretty low resolution graphics, <1 Meg of ram unless you go to really outlandish harware, and no support from the beginning of relocatable code that doesn't assume it's got all the resources to itself. Under these conditions, it would be awfully hard to even do an effective 'switcher', where every program gets complete control while you are using it...

> * ** *
> * ** *
> * ** *
> * ** *
> ** ** **
> *** ** ***
> **** ** ****
> **** ** ****
> A T A R I lives!

I do love my ol' 8bit, but it can't be made to do everything (at least not in a finite time...) If you really want to keep the 8bits alive, you have to realize some of their limitations as well as pushing ahead...

Later,
Steven Ourada
sourada@iastate.edu
--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

84. Re: A better OS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 04:41:16 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Jan13.044116.753@magnus.acs.ohio-state.edu>
Source record: 113128

> There was also a program called MTOS which I purchased in
>1988. It stood for Multitasking Operating System. I actually had two
>BASIC progams running simultaneously. It was sllooooowww though.

It is still available, and has probably been updated. A more interesting program is Switcher, which allows you to switch between several programs, although only one may be run at a time. This has some interesting applications, including running BASIC programs as modules with machine language BBS programs.
Speaking of BBS programs, anyone out there running a BBS who would like to exchange messages with me, leave me e-mail. Internet e-mail would be a good way to exchange the messages, and would work fine for the low volume 8-bit bases get.
Also, the number to Tom Hunt's BBS, the author of MTOS and switcher, is (419) 368-4413 (The Closer To Home BBS).
Hunt recently released a program, called CGS, which allows his BBS to do color graphics. It works with Bobterm (see Z-Magazine Issue #200 for details).

85. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 05:55:20 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <Xy5geB1w163w@unixland.natick.ma.us>
Source record: 113129

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Craig,
>
> I think you seem to misunderstand the 600XL a bit. As it comes STOCK sure
> it has all the problems you mention. But it can be easily upgraded to
> have a monitor jack, 64K or 128K and even the 1200XL function keys!
> I have one with the monitor jack, 64K and four FN keys mounted to the right
> of the cart. port. It's the most compact XL/XE and I hope to upgrade it to
> 128K someday as it makes a better portable computer than the 800XL.
>
> Jeff McWilliams

Jeff, no I didnt misunderstand the 600xl at all. upgrading a 600xl isnt
cheap! Its either $25 for an atari made plug in module. OR! its $15 for a
64k upgrade kit. (check the BEST catalog if you dont believe me).
Also, The 600xl composite monitor kit is $12!!!!!
So how can you justify bothering to do all of this work on a 600xl when a
used 800xl runs $40-50 and doesnt have to be worked on at all!!!!
At the cheapest, the costs run $27!!! As for compact, that it is.
Its smaller, but I went from a 1200xl (undoubtably the FATTEST atari 8 bit
ever produced to an 800xl, the 800xl isnt a problem as to its size on my
desktop. I dont know of any XE compatable 128 memory upgrades out for a
600xl either. Just the 1200xl and 800xl.... Based on what my personal views
are and the costs, its doubtful that a 600xl would be little more than a raw
living donor for my 800xl..
(watch in horror!)
-Craig

86. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 05:59:40 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <665geB2w163w@unixland.natick.ma.us>
Source record: 113130

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> Just to correct your correction of his correction of your correction...
>
> There are two versions of AtariWriter 80: the
> 130XE Version (128K), and the
> 800, XL, XE Version (48K).
>
> They come on the flip sides of the same disk.
I didnt know that! I got mine second hand.. I just got a backup copy
and the manuals (proofreader disk too).. I didnt get the original
disk, and the version I have is just the 128k one!!!!
Now I have to track down this XL version.... Any differences?
Should I bother? I have 1 xe, and a rambo 800xl anyways..
-Craig

87. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 06:02:14 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <Fa6geB3w163w@unixland.natick.ma.us>
Source record: 113131

apple.com!well!moon!cyberden!phbill writes:

>
> > What is the difference between an Atari 600XL and an Atari 800XL? If a
> >
> I think the 600XL is only 16K? Am I wrong, guys/gals??

Nope! not wrong, but theres a few more differences than that.
Thats the main one. Its also smaller and doesnt have a monitor jack.
It can be upgraded to become similar to a stock 800xl..
But its cheaper to get an 800xl used instead.

88. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 06:10:17 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <uN6geB4w163w@unixland.natick.ma.us>
Source record: 113132

rjg@garfield.cs.mun.ca (Russell Gladden) writes:

> I'm looking for instructions on how to upgrade a 600XL to 64K (or more). If
> anyone has a textfile and/or schematics describing the procedure, please
> email them to me, or if they're not to big, post them here. Thanks.

I dont have a textfile, but BEST ELECTRONICS sells everyting you need.
an atari plug in expander for $24.95 and another solder in one for $15.
Call em up! 408-243-6950
Good luck!
-CraigR@athena.mit.edu
(no mail to me at Unixland, it doesnt get here!)

89. FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 06:43:55 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92013.014355JJMCWILL@MTUS5.BITNET>
Source record: 113135

I seem to have forgotten the name of the FTP site for the Atari 8 bits.
I know it is "something"@...Umich.edu er whatever. I am interested
in getting the new zmagazine.

Jeff McWilliams

90. Re: New Year's 8-bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 18:04:40 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jan13.180440.24951@usenet.ins.cwru.edu>
Source record: 113134

In a previous article, Amos.Jackson@tdkt.kksys.com (Amos Jackson) says:

> Let us not forget the Atari Lynx that was used twice in Terminator 2!
^^^^
It is not the Lynx, but the Portfolio!

>Since this is such a receient movie, anyone who has seen is should be able to
>tell what it was used for the two times it was used, so what was it used for?

The first time it was used to get cash from an ATM, the second time it was
used to break into the vault to retrieve the Terminator parts.

BRiTiSH
--
Welcome to my UnderWaterWorld!
Life is a tale told by idiots. . .
I think I'll procrastinate tomorrow. . .
Rebel on the Run: People to do and things to see. . .

91. Re: Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 18:47:21 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620004@hpcuhe.cup.hp.com>
Source record: 113146

>I'm looking for instructions on how to upgrade a 600XL to 64K (or more). If
>anyone has a textfile and/or schematics describing the procedure, please
>email them to me, or if they're not to big, post them here. Thanks.
>
Here's a mod I made a few years ago in college.

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

==========

HOW TO UPGRADE YOUR ATARI 600XL TO 64K RAM

THIS MOD IS COPYRIGHTED BY KEN SUMRALL. HOWEVER, YOU MAY FREELY
DISTRIBUTE IT, AND MODIFY IT, AS LONG AS THIS NOTICE IS INCLUDED
IN ITS ENTIRERTY. THE AUTHOR MAY BE REACHED AT THE FOLLOWING
EMAIL ADDRESSES:
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

You will need the follow parts to perform this mod:
(2) 4464 RAM chip, 64Kx4, 150ns or faster.
Additionally, you will need chip pullers, a soldering iron, and 3 small
pieces of wire. I used wire wrap wire when I did this mod.

If the chips on your 600XL are socketed, you're in luck, otherwise, you need to
first unsolder the following chips:
(1) 74S32 location U18
(2) 74LS158 locations U5 and U6
(2) 4416 locations U11 and U12
and put sockets on the mother board in their place to make the job easier.

Now bend up pin 9 on the 74S32, and put it back in its socket on
the mother board. Bend up pin 3 on the 74LS158 in location U5, and put it
back in its socket. Also, bend up pin 10 on the 74LS158 in location U6,
and put that chip back into its socket. The last two chips you need to
change are the two RAM chips. Put the 4464 chips into the sockets at
locations U11 and U12 on the motherboard.

Now you need to install 3 wires to complete the mod. The first wire should
be connected between pin 3 of the 74LS158 at location U5, and pin 20
of the parallel bus on the 600XL. The second wire should be connected between
pin 10 of the 74LS158 at location U6, and pin 18 of the parallel bus.
The third wire connects between pin 9 of the 74S32 at location U18, and
pin 45 on the parallel bus. That's all there is to it.

==========

92. Need Advice/Help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-13 20:36:59 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201132037.AA19467@smithkline.com>
Source record: 113142

Two-bits from The Alchemist on Mubashir Cheema's cable/pwr supply
questions.
As Jeff said the pwr supplies for the disk drives are 9VAC 31W (about 3
amperes). These are not really power supplies, only transformers. Don't
bother trying to build one. Buy it. I bought several, pretty cheap (like,
$9 each) from B&C or ATV (can't recall which- check their catalogs).
ATV has a standing cut-rate offer on the special 9-pin Atari SIO cables:
3 for $10, I got some last year, they work fine. Don't bother trying to make
your own cables, I've done it & it's a pain in the butt. Cheaper to buy them.
The pwr supply for the 1027, as I recall, really is a pwr supply: I think
it puts out 9VDC unregulated.
The 1027 pwr supply is chunkier than the disk drive pwr packs which are
physically similar. Also, the plug on the 1027 is of a different diameter than
the plugs on the drive pwr paks, can't recall if it's larger or smaller. I
don't recommend you attempt to build a supply for the 1027 unless you REALLY
know what you're doing.
As Jeff mentioned, you can get most of this stuff at Best. However Best's
prices are not the Best (pun intended! sorry....). Shop around at ATV or B&C,
they have this stuff too, you could save upwards of 30%.
I don't have the address of B&C or ATV in my pocket, how about someone
uploading that info for our friend Mubashir?
For the most detailed info ever published on the power supplies for the
XL/XE computers (nitty-gritty-tekkie stuff) purchase the following back issues
of Current Notes magazine: Nov. 1990, Nov. & Dec. 1991.
1990 back issues are $2.50, 1991 back issues are $3.00.
Contact Joyce Waters, Business Manager, Current Notes Magazine, 122 N.
Johnson Rd., Sterling VA 22170 phone: (703)450-4761.
Hope this helps!

- BEN POEHLAND
The Alchemist

****

93. 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-14 01:34:10 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92013.203410JJMCWILL@MTUS5.BITNET>
Source record: 113140

Craig,

You're right on that. The 800XL is cheaper than getting a 600XL and upgrading it. I hadn't thought along those lines since I purchased mine with the 64K already installed and a friend of mine in TV repair gave me the monitor upgrade parts I needed making it cost me about $2.00 or so for the jack. Innovative Concepts DOES advertise a fully 130XE compatible 128K upgrade for the 600XL, but of course that doesn't compare with the up to 4 MEGS you can put into a 800XL, 1200XL, or 130XE using the Newell board.

Overall I still think the 1200XL is the best XL/XE that came out, especially due to the keyboard. I miss the fact that it doesn't have a parallel bus though, that would make it a real winner in my book.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

94. Re: FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-14 03:36:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan14.033651.27334@usenet.ins.cwru.edu>
Source record: 113136

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>I seem to have forgotten the name of the FTP site for the Atari 8 bits.
>I know it is "something"@...Umich.edu er whatever. I am interested
>in getting the new zmagazine.
>
>Jeff McWilliams
>

FTP to atari.archive.umich.edu (141.211.164.8)
The BART mailer, if you don't have FTP access, is called
atari@atari.archive.umich.edu

The Cleveland Free-Net Atari SIG also carries Z*Magazine:
Telnet to freenet-in-a.cwru.edu (129.22.8.82)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

95. 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-14 04:44:41 UTC
From: dt@coyote.datalog.com
Message-ID: <wcwieB1w163w@coyote.datalog.com>
Source record: 113141

Did Atari ever incorporate the 65C02 into its computers?
I was reading through my MAC/65 manual and thought the 65C02 instructions were great. Assuming that my Atari 800XL had this CPU, I tried using some of the new opcodes to no avail. I guess we have to do this upgrade ourselves, yes? How many people out there have put a 65C02 in their Atari?

Oscar Fowler
tucson.az.usa

dt@coyote.datalog.com
genie: o.fowler1
cis: 72347,1655
phone: (602) 326-8286

++++++++++++++++++++++++++

96. Re: 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-14 16:26:16 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92014.112616JJMCWILL@MTUS5.BITNET>
Source record: 113144

In article <wcwieB1w163w@coyote.datalog.com>, dt@coyote.datalog.com (Oscar Fowler) says:
>
>Did Atari ever incorporate the 65C02 into its computers?
>I was reading through my MAC/65 manual and thought the 65C02 instructions
>were great. Assuming that my Atari 800XL had this CPU, I tried using some
>of the new opcodes to no avail. I guess we have to do this upgrade
>ourselves, yes? How many people out there have put a 65C02 in their Atari?

From what I understand, the 800XL uses a customized version of the 6502 that has some buffers on some lines and such, and therefore the 65C02 is incompatible with it. I believe the 800 can use a 65C02 though. I've heard lots of talk about the 65C02 before, and this is what I remember about it.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

97. Re: FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-14 16:27:28 UTC
From: dt@coyote.datalog.com
Message-ID: <BwsJeB1w163w@coyote.datalog.com>
Source record: 113147

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> I seem to have forgotten the name of the FTP site for the Atari 8 bits.

Jeff - the address you want is:
atari.archive.umic.edu

What is the new magazine you mentioned?

Oscar Fowler
tucson.az.usa

dt@coyote.datalog.com
genie: o.fowler1
cis: 72347,1655
phone: (602) 326-8286

++++++++++++++++++++++++++

98. Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-14 18:28:00 UTC
From: smith@acpy01.att.com
Message-ID: <1992Jan14.182800.16889@devildog.att.com>
Source record: 113143

I am an Atari 800 user starting in 1983 and love the 8-bits.
Someone has recently given me 2 of their old Atari 800 systems, but
unfortunately no docs or software was included.
I have some questions about the hardware that I have never used or seen before.

* What is a Mosaic Exsel board? This board has jumpers for the 800 and 1200
computers and has 2 cables going to the motherboard. It is not hooked up.
I don't know how the jumpers should be set or which pins the cables should
be attached to on the board.

* A non-working 810 disk drive has a Happy chip on the side board. Is there
a way to know what version this is? I have no docs or software for this
chip. As a test I put this side board in a working 810, but couldn't boot
DOS. The head does seek, though.

* What are the pinouts for the 850 interface? What power supply does it take?
I have a PR Connection, but would like to have the 850 for backup.

* General question: are the power supplies for the 800 and 810 interchangeable?

Thanks.

99. hooking up 810/1050 drive to ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-15 02:47:05 UTC
From: drp9500@ultb.rit.edu
Message-ID: <1992Jan15.024705.22011@ultb.isc.rit.edu>
Source record: 113145
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know how to make the cable required to connect these two??

Or how about making a null modem cable from the 13 pin SIO port on the
8bit to a RS-232 port??

I need to transfer some files between the systems and doing it over
phone lines is VERY slow!!

any help??

thanks
Bob

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

100. Re: Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-15 13:19:29 UTC
From: rjg@garfield.cs.mun.ca
Message-ID: <1992Jan15.131929.17720@garfield.cs.mun.ca>
Source record: 113068

Thanks very much. That's just what I was looking for. I'll give it a try.

/|\ Russ.

--
Russell J. Gladden - rjg@garfield.cs.mun.ca _ /\
Telephone: (709) 753-5463. \'o.O'
Mail: 134-B Patrick Street, St. John's, =(___)=
Newfoundland, Canada, A1E 2T1. U

101. New Year's 8-bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-15 13:36:03 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <695555254.0@tdkt.kksys>
Source record: 113056

Thanks for the correction! It was just nice to see an Atari (even iif it wasn't an 8-bit being used for something besides games).

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

102. Atari power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-15 17:05:49 UTC
From: mwoodwar@balin.eecs.wsu.edu
Message-ID: <1992Jan15.170549.22432@serval.net.wsu.edu>
Source record: 113148

Is there anyone out there who knows the voltage(s) and current of an old Atari power supply. And further, do you know a source for one. Actually I know the sources...I just don't know their phone numbers. (Best Elec., etc...)

Thanks in advance

Matt Woodward
mwoodwar@eecs.wsu.edu

103. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-15 19:57:15 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92015.145715AKH104@psuvm.psu.edu>
Source record: 113149

```
OPTIONS: NOACK LOG SHORT NOTEBOOK ALL
XOPTIONS: REPLYING to NETNEWS article

Date: 15 January 1992, 14:53:33 EST
From: AKH104 at PSUVM
To: phbill at cyberden
Subject: Re: New Year's 8-Bit Movie Trivia Quiz

ARghjh...dadfad fadf $$#$#$@##@ GUYS!!! GET THE FACTS CORRECT!!!
CLOAK AND DAGGER was entirely based around the 5200!!! 5200!!!
Yes, the 5200!!! The whole store was filled with 5200 games
and there was an 800 sitting right next to the 5200 in the back of the
store!!!!! Now, can anyone tell me the name of the program
that was running on the 800????????? Let us not forget that
the sound effects from TRON were from an Atari 8-bit too!

Andrew
```

104. JIMC

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-15 21:08:13 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92015.160813JJMCWILL@MTUS5.BITNET>
Source record: 113055

> Jim Crew : e-mail jimc@midge jimc@uniface.nl jimc@uniface.uucp
> {jimc@midge}:smtp:uniface __
>
> The Netherlands [] [] [] [] [] [
>
> P.S. best e-mail address is jimc@uniface.nl

This is to Jim. Sorry fellow netters but Jim's mail bounced back to me after trying about 10 variations on his email address.
Jim, send me a letter at the following address and I will send you what you requested.

CC8 is also partially available in the CC8 subdirectory of the 8bit section at atari.archive.umich.edu.

Jeff McWilliams
2001G Woodmar Drive
Houghton, MI 49931-1017
JJMCWILL@mtus5.cts.mtu.edu

105. Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 00:03:55 UTC
From: tribe831@snake.cs.uidaho.edu
Message-ID: <1992Jan16.000355.15137@groucho>
Source record: 113150

I am considering adding a hard disk to my 800XL. As MIOs are now a rarity (no?) I'll need the Black Box. I need technical details, especially the type of drive required, and price/source info. Could someone please E-Mail the data or point me in the right direction?

Thanks,
Duane Tribe (tribe@ted.cs.uidaho.edu)

106. Re: FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 02:48:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92015.214840JJMCWILL@MTUS5.BITNET>
Source record: 113057

```
In article <BwsJeB1w163w@coyote.datalog.com>, dt@coyote.datalog.com (Oscar
Fowler) says:
>
>What is the new magazine you mentioned?
>
>
>
>Oscar Fowler
>tucson.az.usa
>
>dt@coyote.datalog.com
>genie: o.fowler1
> cis: 72347,1655
>phone: (602) 326-8286
>
>++++++++++++++++++++++++++

Oscar, are you referring to my mention of "Atari Classics"
This is what I am currently calling the 8 bit publication the write-in
campaign is being run for.

Thanks to all who replied reminding me of the ftp site.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"
```

107. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 03:03:39 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <s1gmeB1w163w@unixland.natick.ma.us>
Source record: 113151

> You're right on that. The 800XL is cheaper than getting a 600XL and upgradin
> Innovative Concepts DOES advertise a fully 130XE compatible 128K upgrade
> for the 600XL, but of course that doesn't compare with the up to 4 MEGS
> you can put into a 800XL, 1200XL, or 130XE using the Newell board.
> Overall I still think the 1200XL is the best XL/XE that came out, especially
> due to the keyboard. I miss the fact that it doesn't have a parallel bus
> though, that would make it a real winner in my book.
> Jeff McWilliams

INnovative concepts? do they have a catalog? I havent heard of them
before...WHO are these folks, and what do they sell?

108. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 03:06:31 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <k6gmeB2w163w@unixland.natick.ma.us>
Source record: 113152

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
> you can put into a 800XL, 1200XL, or 130XE using the Newell board.
>
> Overall I still think the 1200XL is the best XL/XE that came out, especially
> due to the keyboard. I miss the fact that it doesn't have a parallel bus
> though, that would make it a real winner in my book.
>
>
> Jeff McWilliams
> JJMCWILL@MTUS5.CTS.MTU.EDU
> GEnie: J.MCWILLIAM3
> "Atari 8-bit die hards never run out of power"

Yes, this we BOTH agree on. The first atari I got was a 1200xl off
the shelf the first day it was out. I had been told to not buy a
lower priced 800(tm) because a "BETTER" newer line was being released.
I loved the 1200xl, but it was annoying to use before TRANSLATOR came out.
I had a lot of stuff that wouldnt copy!!!
or work here.

109. Greetings!.. reminiscing..better OS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 03:27:51 UTC
From: cashin@winkle.bhpese.oz.au
Message-ID: <1992Jan16.132751.148@winkle.bhpese.oz.au>
Source record: 113067

I've been reading this newsgroup for a month or so now, I was really surprised there is still a band of 8-bit supporters out there. I have a 400 and an 800 at home, the 400 has a fritzed keyboard but the 800 gets a fair bit of abuse from my kids who still like Canyon climber, Crossfire Frogger PacMan etc. I pretty much ignore the Atari on account of I haven't got a printer interface so all my work gets done on CP/M machines (An Osborne O - 80k drives and 52x24 screen or a Visual 1050 - 360k & 80x24). I also have an OSI Superboard (The big memory model - 8k) - will there ever be a time when vintage computers are worth money.

Well, a few questions -

(i) is there an Australian group supporting Atari 8-bitters? Magazines, retail outlets, clubs ...?

(ii) whats the story in the US ... lots of people ... struggling group of diehards ... heaps of free software and lots of addons from the sound of it.

(iii) I thought I might get the 400 back in action (silly me). I believe there was a keyboard with real keys someone made - does anyone have this to sell (and how much).

And now for some observations re a better OS. I worked with a multitasking operating system called Oasis on a Z80 (4 Mhz). This quite happily supported 3 or 4 users doing trivial tasks such as wordprocessing. The trick was bank switched memory. Each program loaded at location 0 and had 48k to itself. The total memory (256k in our case) was in 16k lumps and you could allocate 1, 2 or 3 banks to a process. The upper 16k was common to all processes and had the OS in it. So it should be possible to fool Atari type programs in somewhat the same way.

As for speed in task switching - the 6502 usually whipped the pants off a Z80 (1Mhz v. 4Mhz) so a 1.7Mhz should be capable of the job. The actual task switch overheads can be made quite low (under 100 usec.) with hardware assist. I wrote a 2400 baud comms handler on a Commodore 64 (which has no UART) and that had to parallelise bits coming in every 433 usecs. It also had to serialise outgoing, sometimes at the same time. So there was an interrupt every 216 usecs. There was a layer over the comms which handled error detect/correct (using sliding windows and CRCs) and over all that was running BASIC. The performance hit for the comms was around 20%-40% (short packets made more work). For the sort of task switching needed (say every 2 ms to switch on TV frames) there should be buckets of time.

I don't think you will get a better OS with just software (well, maybe a bit better) so a hardware/software approach seems best. But given the

limited market and the difficulties of writing OS's (that work ;-) there would have to be general agreement on how the hardware could be changed. Is it worth it...?
Alan.

110. Re: 8bit Games for Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 03:42:02 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <RsimeB1w163w@unixland.natick.ma.us>
Source record: 113153

bgervin@ncrcan.Canada.NCR.CA (bgervin) writes:

> Now available for a limited time in mint condition, once thought to be
> gone forever, Atari 8 bit Games! for sale.
>
> Infocom (Suspect, Spellbreaker, Cutthroats, Hitchiker's Guide to the Galaxy)
> Pole Position, Crusade In Europe, Conan, Summer Games, Kennedy Approach
> The Goonies, Decision in the Desert, F15 Strike Eagle, Questron
> Wizard's Crown, Karateka, Mr.Do., Bruce-Lee, Ball Blazer, Ultima IV
> The Great American Cross Country Road Race, Koronis Rift, The Eidolon
> Flight Simulator II, Sargon III, Temple of Apshai Trilogy, Silent Service
> Ms. Pac-Man (cart), Star Raiders (Cart), Tennis (Cart), Football (Cart)
> Jungle Hunt (Cart)
>
> That's over 30 Titles in all! And they all could be yours for the low cost of
> $99.95 Plus Shipping & Handling. If too many people reply at this price, I'l
> ship to the closest buyer (unless you offer more) and will deliver in Souther
> Ontario. Order Now -- Don't be Diappointed
> Barry Gervin, Home (416) 823-9127 (Evenings) or via E-Mail.

Any chance of you selling ms pac man separately?
-Craig

Responses? Email me as Craigr@athena.mit.edu no mail to unixland.

111. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 05:33:39 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jan16.103459.9679@ryn.mro4.dec.com>
Source record: 113058

In article <92015.145715AKH104@psuvm.psu.edu>, AKH104@psuvm.psu.edu writes...

"Prime Risk" was on early Wednesday morning (Worcester, MA channel 27)

I just happened to catch the Atari 810 disk drive, not knowing that this
was one of the movies listed in the answers to the trivia quiz. I remebered
seeing the post asking what movies featured Atari 8 bit, and that that
there were 3 of them.

I thought for sure that I had found a 4th, but NOPE, it was the 3rd...

Amazed at this coincidence, as I had absolutely NO idea that this movie
was going to contain an 8-bit scene when I watched it!

John

112. Re: 8bit Games for Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 05:37:12 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <P5NmeB1w163w@unixland.natick.ma.us>
Source record: 113154

bgervin@ncrcan.Canada.NCR.CA (bgervin) writes:

Barry, Im interested in some of the things you have for sale.
I tried to mail you from here and had no luck,
COuld you send me a message to: craigr@athena.mit.edu
so that I could see what your address is, and inquire about
prices.??

-Craigr@athena.mit.edu

(no mail to Unixland, im too cheap to buy a mailbox here)

113. Re: 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 14:29:37 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <9449@mindlink.bc.ca>
Source record: 113059

> dt@coyote.datalog.com (Oscar Fowler) writes:
>
> Did Atari ever incorporate the 65C02 into its computers?
> I was reading through my MAC/65 manual and thought the 65C02 instructions
> were great. Assuming that my Atari 800XL had this CPU, I tried using some
> of the new opcodes to no avail. I guess we have to do this upgrade
> ourselves, yes? How many people out there have put a 65C02 in their Atari?

Atari never released a 65C02 machine, and it's regretful. Nice chip, isn't it?
Draws less power, too.

In the beginning, the 400 and 800 used the standard NMOS 6502 chip everyone
else used. Atari was purchasing 6502 chips in such a quantity that they were
having production runs for just Atari. Since the CPU board had a bit of TTL
glue logic on it, and some of that logic was just to massage the bus signals
from the 6502 (the SYNC line, wasn't it?), Atari had the TTL functions moved
onto the CPU chip to bring costs down. Hence the CPU rev B card had a pair
less TTL chips on it, and it used the Atari-specific '6502C' instead of a
normal 6502. The new chip wasn't completely pin compatible anymore. :(

If you can find an old CPU board, it's possible to plug a 65C02 straight in.
I've done that with one of my 400s. Or there is an upgrade or two on the
market (or used to be) that allowed you to pull the 6502C, plug a 65C02 into a
daughter card, and plug that card into the CPU socket. The daughter card
contained the TTL glue logic that's missing from the 65C02. This was the only
route for an XL/XE. Sorry, I don't know who made them or if they're still
available.

The 65C02 was especially nice for my Forth programming. The NMOS 6502 suffers
from the 'FF' bug... any JMP indirect via a 16-bit pointer when the pointer
sits on a page boundary will screw up. The Forth system did a lot of indirect
JMPs, so that saved us from scanning the object for bad JMPs after building a
new system using Synasm.

But on the other hand, the 65C02 would break any code that relied on illegal
opcodes. It's suprising just how much of it is out there. :) There were quite
a few games that would crash on the 65C02, and a couple of utilities as well.

Tom

--
Tom Klok tomtom@{templar.cynic|arkham}.wimsey.bc.ca
What, me hurry? -- Alfred E. Von Neuman a344@mindlink.bc.ca (preferred)

114. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 16:58:54 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92016.115854JJMCWILL@MTUS5.BITNET>
Source record: 113060

In article <s1gmeB1w163w@unixland.natick.ma.us>, asgardia@unixland.natick.ma.us (Craig Rothman) says:
>
>
>INnovative concepts? do they have a catalog? I havent heard of them
>before...WHO are these folks, and what do they sell?

Innovative Concepts operates out of lower Michigan. They have a catalog and I have one about 1 year old, but I'm at work so I can't offer any specifics at this time. They sell some memory upgrades for the 800XL, 600XL, and 130XE, modifications to connect the numeric keypad up to your XL so that you don't need the software driver, some Print Shop patches for the Okimate 10 printer and the new 24 pin printers YEMACYB, which is a program allowing you to print in COLOR on your printer, they also have a image scanner for the 8 bit that plugs into the cartridge port, and a BUNCH of other stuff. I will post an address and phone number when I get back home later today.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

115. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 17:03:37 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92016.120337JJMCWILL@MTUS5.BITNET>
Source record: 113061

In article <k6gmeB2w163w@unixland.natick.ma.us>, asgardia@unixland.natick.ma.us (Craig Rothman) says:
>
>
>Yes, this we BOTH agree on. The first atari I got was a 1200xl off
>the shelf the first day it was out. I had been told to not buy a
>lower priced 800(tm) because a "BETTER" newer line was being released.
>I loved the 1200xl, but it was annoying to use before TRANSLATOR came out.
>I had a lot of stuff that wouldnt copy!!!
>or work here.

I purchased my first 1200XL after I had already picked up an 600XL
and had by 800XL for years. Mine has been upgraded to 256K,
the 800XL operating system and internal Rev. C BASIC. I liked it
so much that when San Jose was advertising motherboards and Keyboards
in perfect condition for CHEAP I picked an extra of both, although I
WISH I had several spares so that I could keep conputing into
the 21st century!

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

116. CC8

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 17:27:35 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92016.122735JJMCWILL@MTUS5.BITNET>
Source record: 113062

Whoops, I stated to some people that Atari.archive.umich.edu had some
stuff on CC8, wrong, that's on CC65. Sorry about that.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

117. Re: 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 17:28:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52855@cup.portal.com>
Source record: 113063

Hey, how's it going, haven't talked to you in a long time. Jeff's right about the 800XL using a modified 6502. I have the schematics for both the 800XL & 800 and the new design eliminated about 3 chips that were used as buffers/halt line => completely incompatable without adding the back the chips although I have heard you can plug one in a 800 W/O problems. There's and old Compute article on undocumented OP Codes & I remember someone on CI$ (Tim Patrick) saying that he had an illegal code for BRA, but none of the codes matched what the 65C02 used. Chuck Stein jumped in and advised that many of the illegal OP Codes for the 6502 translated into different OP's on the 65816. IMHO: Best to use macros i.e. a BRA => SEC BCS to simulate instructions.

118. Re: hooking up 810/1050 drive to ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 17:43:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52857@cup.portal.com>
Source record: 113064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I think I have the pin-out for the Xformer cable somewhere, but it'd take me a month or two to find it <grin>. If you don't need Xmodem transfer there's a file on Atari Base (408) 745-2193 that shows how to hack a joystick cable to RS232 (RS232JOY.ARC) it'll go to 19,200 BAUD, but the ST can't capture that fast. For regular handshake type stuff, Xmodem, you can only go to 300 BAUD, but it will do two way transfers.

119. Making a null modem cable for 8bit to IBM/ST (how to)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-16 19:21:48 UTC
From: drp9500@ultb.rit.edu
Message-ID: <1992Jan16.192148.21397@ultb.isc.rit.edu>
Source record: 113065
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I had posted a request for this information and I found it on a
local BBS. Several people asked me to share what I found so
here is the file on to build the null modem cable.

PRO Null Modem Transfers

1-17-90

Circular Logic
718-351-4304

It has recently come to our attention that many Pro SysOps are having
difficulty establishing a Null Modem transfer between their BBS and
a second computer, be it ST, IBM or XL.

It is quite easy and reliable as long as the correct cable is used.

The correct pinouts are as follows:

Note: should you mess this
up and blow up yourself or your neighborhood
we assume _no_ responsiblity! Get your pins right! They are labled
on any decent brand of connector. Here are views looking at the
'business' ends of the connectors-

Male DB9 Female DB25
1 2 3 4 5 13 12 11 10 09 08 07 06 05 04 03 02 01
6 7 8 9 25 24 23 22 21 20 19 18 17 16 15 14

Atari 9 pin to Atari 9 Pin or IBM/ST 25 pin

1 DTR *	1	20 Data Terminal Ready *
2 CRX *	2	8 Data Carrier Detect *
3 XMT	4	3 Recieve Data
4 RCV	3	2 Transmitted Data
5 GND	5	7 Signal Ground
6 DSR	6	6 Not Connected
7 RTS	7	4 Request To Send
8 CTS	8	5 Clear To Send
9 NOT CONNECTED		

*** Note IMPORTANT inorder to work with Pro and or Express, Tie
(short) pins one and two (DTR/CRX) together on the XL end
(and/or pins 8 & 20 on the ST/IBM end) This insures a Carrier
Detect for the BBS.

*Note: The only lines really needed are the lines on pins 1-5 on the
XL end
(WITH the pin 1 & 2 mod as above). This swaps the Send/Recieve
lines and forces a carrier detect for the BBS and grounds both
systems.

After hooking up the cable and matching baud rates (BAUD.CMD by
Circular Logic serves nicely to temporarly step up your
BBS baud rate for a null modem transfer) bang on the RETURN key
on the remote system untill the BBS 'sees' the keypress and
starts the normal logon process.
Programs tested to work on the remote are: 850 Express,
Express Cart,Flash, DualTerm, Procomm Plus.
-Hope this helped! -Tom & Bill

I have not built the cable YET, so I don't know if it works for sure.

Bob

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

120. help with atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 00:43:48 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92016.194348JJMCWILL@MTUS5.BITNET>
Source record: 113076

```
Well, I came down to the computer lab with my IBM formatted disk in hand,
ready to FTP a whole bunch of CC65 stuff to atari.archive.umich.edu.
I logged on as anonymous, and proceeded to the 8bit section.
I tried using the 'put' command to send my files to the archive.
It didn't work, said something about access denied. Can anyone help me
so I can distribute this CC65 stuff to the rest of the 8 bit community?

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"
```

121. Calling from home...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 02:17:24 UTC
From: emarkp@ocf.berkeley.edu
Message-ID: <kncf5kINNinh@agate.berkeley.edu>
Source record: 113066

Well, I just got back from vacation and boy was it frustrating. I have an unmodified 800XL and an SX212 direct connect modem. In Sacramento there is a public unix access number, but it uses vt100 characters. I tried to find term programs that would emulate vt100, but didn't succede (well, I did find something called vt10^2, but that didn't work -- I think it needed an 850. I also found a program called Kermit65, but I couldn't get it to work properly. I loaded a handler for the SX212 before using it, but I still couldn't get it to work, and I ran out of time before I could get much help from the locals).

So now that there are more people to ask, does anyone out there know of a vt100 emulator that definately works on my system (with DOS 2.5)?

Thanks, in advance.

--
E. Mark Ping
emarkp@ocf.Berkeley.EDU

"Stand aside, I take large steps." --Michael Dorn
"Jim, you don't ask the Almighty for I.D." --McCoy
"Captain, please. Not in front of the Klingons." --Spock
"Pituita es." --Unknown Latin Scholar
"Say, that's a nice bike." --Cyberdyne Systems T1000

122. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 04:14:47 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Jan17.041447.18861@ultb.isc.rit.edu>
Source record: 113069

In article <1992Jan16.000355.15137@groucho>, tribe831@snake.cs.uidaho.edu (Mr. Duane Tribe; Esq.) writes:
> I am considering adding a hard disk to my 800XL. As MIOs are now a rarity
> (no?) I'll need the Black Box. I need technical details, especially the
> type of drive required, and price/source info. Could someone please E-Mail
> the data or point me in the right direction?
>
> Thanks,
> Duane Tribe (tribe@ted.cs.uidaho.edu)

You (or anybody else in the world) can get a free Computer Software Services catalog free just by calling the office:

Computer Software Services
716-429-5639
Monday-Friday 10am-5pm EST

The standard Black Box sells for $199.95. There are all sorts of add-ons and accessories, described in the catalog. CSS does not distribute products through other US companies, so you have to order CSS products from CSS itself. There ARE European distributors for CSS products. Again, call the office for this info.

	Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS	
	BITNET: clf3678@ritvax (716)436-3078	
	Usenet: clf3678@ultb.rit.edu 1200/2400 baud, 130MB	
	GEnie: C.FREEMESSER Transcendence BBS software	
----

123. Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 12:35:01 UTC
From: Michael.Schmidt@tdkt.kksys.com
Message-ID: <695662155.0@tdkt.kksys>
Source record: 113074

I own a Black Box. Give me a call and I can mail you a copy of the documantation that CSS sent along with the BB. I have two old 10 megs hooked up to it right now. My number is (612)-757-4192.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

124. ATARI-400

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 13:59:23 UTC
From: YD39@br1.hrz.th-darmstadt.de
Message-ID: <1992Jan17.135923.24786@infoserver.th-darmstadt.de>
Source record: 113070

Hello,
friends of the good old ATARI 8 BIT systems !

I own a ATARI 400 myself but i am not able to use ist
my keyboard got damaged !! Does anybody know how to build a
replacement for the keyboard (wirewrappin my own keyboard matrix did
not work).

Please post suggestions here in NEWS or via EMAIL to :

yd39@br1.hrz.th-darmstadt.de

thank you

Thomas B.

(University Computer Help Desk)

125. Re: Calling from home...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 14:14:35 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92017.091435JJMCWILL@MTUS5.BITNET>
Source record: 113082

Omnicom is a good one, the secret is just getting a good handler to work.
Omnicom is on the FTP site Atari.archive.umich.edu, and also is Bobterm.

Bobterm as mentioned earlier has an excellent SX212 handler in it that should
work with Omnicom although I can't verify this,, I don't have the SX212.

Jeff

126. Alternate Reality Help

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 15:52:55 UTC
From: dja1@backyard.picst.bellcore.com
Message-ID: <1992Jan17.155255.15835@walter.bellcore.com>
Source record: 113072

I know this game lives in the heart of loyal 8-bit Atarians forever, so I know that this is a good place to ask if anyone has maps or text files with hints relating to Alternate Reality: The Dungeon that they could pass along to me. Thanks!

I already have The City done, but always enjoy reading AR experiences anyway, if anyone wants (or can) pass those along as well. My main interest right now is in the Dungeon though.

Thanks again!!

"Remember, save the planet, defy authority, and watch your cholesterol!"-PLCL
"Nulla Quaestio!" Dave Arlington

127. MYDOS command line interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 15:54:23 UTC
From: news@bbn.com
Message-ID: <68343@bbn.BBN.COM>
Source record: 113071

As some of you know, I am currently modifying the DUP.SYS of MYDOS to (a) be driven by a command line instead of the menu, and (b) have it live in RAM under ROM like SpartaDOS so it can be entered without having to reload DUP.SYS.

I am making great progress, but I have run into some problems.

1. I am developing using an XEP80, and I have observed some strange behavior with the RESET key. Using stock MYDOS, when I hit RESET, the XEP80 driver continues normally. However, under my modified version, RESET causes the XEP80 driver to stop running, and the display switches back to the built-in 40 character GR.0 mode. I need to reload the XEP80 driver to get it back in.

2. Jeff McWilliams was kind enough to type in and send me information on the interface for passing command line arguments to an application, which I would like to support if possible. It seems the pointer to the command line argument is in 000A/000B, which is the DUP entry vector. I don't understand how it gets changed back so an application can JMP (000A) to exit.

Other stuff I am doing - my emacs-subset text editor for the XEP80, EMAX, coexists under ROM with DUP.SYS, so you can easily switch back and forth.

I may add a few utilities like simple versions of unix more, fgrep, diff, and tr, up to what will fit. more would go record-by-record, so you don't have to wait until the whole file is read in before you see any, like happens with copy foo,e: ; fgrep would be on literal match (non case sensitive); a simple diff can be small, I wrote a version in BASIC that turned out smaller than I expected; and tr, because I need it to convert ATASCII to my epson printer :-).
-Stan

128. Help needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 16:10:24 UTC
From: atlas@jhunix.hcf.jhu.edu
Message-ID: <1992Jan17.161024.4329@jhunix.hcf.jhu.edu>
Source record: 113073

I have the following system: 130XE, 1050 drive, xm301 modem. I recently de-mothballed the system, and am frustrated with the slow 300 baud rate of the xm301. I want to get a 1200 or 2400 baud modem...but will I have a compatability problem?? I know very little about hardware, so please keep it simple. If the info is too basic for the newsgroup, please email me at atlas@jhuvms.bitnet. Also, is there an easy and cheap way to get 80 columns for the 130XE?? Anyone know of any 8-bit bbs's in the baltimore (area code 410, used to be area 301) area? I saw a list posted last week, but none around here.
Doug

129. Re: ATARI-400

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 16:46:50 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <27334@sdcc12.ucsd.edu>
Source record: 113075

In article <1992Jan17.135923.24786@infoserver.th-darmstadt.de>
YD39@br1.hrz.th-darmstadt.de (BLOB, THOMAS) writes:
>Hello,
>friends of the good old ATARI 8 BIT systems !
>
>I own a ATARI 400 myself but i am not able to use ist
>my keyboard got damaged !! Does anybody know how to build a
>replacement for the keyboard (wirewrappin my own keyboard matrix did
>not work).

ANALOG Computing #9, from back before the dawn of man, had a good
article on how to built a full-stroke (or "real") keyboard for the
400. Other than expanding past 16K and Action!, it was the best
thing that ever happened to my 8-bit...
--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."
---

130. Personal to Dave Salo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 19:20:31 UTC
From: rmrin@cbnewsk.att.com
Message-ID: <1992Jan17.192031.17706@cbnewsk.att.com>
Source record: 113077

Dave, I tried to reply to your mail but got bounced. Please furnish
a phone number. Mine is 317 845 6629. Thanks, Dick Rickert

--

Dick Rickert AT&T Consumer Products Laboratory

131. Re: Help needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 20:33:35 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92017.153336LENNJM@PURCCVM.BITNET>
Source record: 113078

The best 1200 baud option right now is the SX212, available for
29.95 from either San Jose Computer or B & C Computervisions.

Please e-mail me if you want addresses because I don't have them
with me, also anyone who any addresses or information please contact me.

I have many SX212 compatible terminal programs and handlers, if anyone
needs them, also.

Jody Lenn

132. 1010 Recorder for sale. $20 + ship.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 22:06:39 UTC
From: gjh@cco.caltech.edu
Message-ID: <1992Jan17.220639.20849@cco.caltech.edu>
Source record: 113079

I have a 1010 program recorder I want to sell.
The price of $20 includes the transformer,
I/O cable and the recorder itself.
It is in mint condition.

In fact, I wrote the loaders for the tape verison
of Zaxxon with it for Datasoft back in the glory days.

Send email if interested.

(Buyer pays shipping.)

--
/ _ \ gjh@tybalt.caltech.edu
_____/ (818) 356-2974

133. Re: FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-17 23:21:10 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <Z2VPeB1w163w@unixland.natick.ma.us>
Source record: 113080

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> In article <BwsJeB1w163w@coyote.datalog.com>, dt@coyote.datalog.com (Oscar
> Fowler) says:
> >
> >What is the new magazine you mentioned?
> >
> >
> >
> >Oscar Fowler
> >tucson.az.usa
> >
> >dt@coyote.datalog.com
> >genie: o.fowler1
> > cis: 72347,1655
> >phone: (602) 326-8286
> >
> >++++++++++++++++++++++++++
>
> Oscar, are you referring to my mention of "Atari Classics"
> This is what I am currently calling the 8 bit publication the write-in
> campaign is being run for.
>
> Thanks to all who replied reminding me of the ftp site.
>
>
> Jeff McWilliams
> JJMCWILL@MTUS5.CTS.MTU.EDU
> GEnie: J.MCWILLIAM3
> "Atari 8-bit die hards never run out of power"

HeY! I reposted your message to the 4 area boston Atari boards.
IT also went into the atari sig on delphi, and was also reposted
to fidonets national atari 8 bit echo. In other words I kicked butt.
Send me a message at Athena, and Ill reply with my address.

-Craigr@athena.mit.edu

134. Atari Sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 01:29:59 UTC
From: davidfe@microsoft.com
Message-ID: <1992Jan18.012959.26872@microsoft.com>
Source record: 113083

In article <92015.145715AKH104@psuvm.psu.edu> AKH104@psuvm.psu.edu writes:
>Let us not forget that
>the sound effects from TRON were from an Atari 8-bit too!

not too surprising really. POKEY (the sound chip) was used rather heavily in the early eighties for most of their sound production. This includes their arcade games. And you thought they just did a good job of emulating the sounds. The reason for this was to try to keep illegal game cabinets from coming out - if you use proprietary hardware it's awfully hard to recreate from off the shelf components. Although I heard that some of the companies in the orient that were ripping off these games would just buy a bunch of Atari 8-bit computers, take POKEY out, and toss the rest as junk (although i suspeect they took a few more parts as well).

i discovered this stuff after i recognised the Atari part number for POKEY on the schematic for my Tempest machine. It happens to use a 1.5MHz 6502 for its main processor (with a "Math Box" for the vector calculations) and has only 20K of ROM in it.

david...

135. Re: help with atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 02:17:40 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan18.021740.13927@usenet.ins.cwru.edu>
Source record: 113081

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>Well, I came down to the computer lab with my IBM formatted disk in hand,
>ready to FTP a whole bunch of CC65 stuff to atari.archive.umich.edu.
>I logged on as anonymous, and proceeded to the 8bit section.
>I tried using the 'put' command to send my files to the archive.
>It didn't work, said something about access denied. Can anyone help me
>so I can distribute this CC65 stuff to the rest of the 8 bit community?

That's right. We mere mortals can only upload to the 8bit/new directory.
Then every so often someone (I THINK jrd) moves things over to their
proper places.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

136. Re: help with atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 04:39:39 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92017.233939JJMCWILL@MTUS5.BITNET>
Source record: 113084

Michael, Regarding the FTP info to the archive, thanks for it. I didn't know how it worked. My philosophy is, if I can't use that command, why tell me it's available!

Jeff McWilliams

137. 8bit <-> ST monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 16:05:06 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan18.160506.2743@fsg.com>
Source record: 113085
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is it possible to build a cable to connect an Atari ST color
monitor (SC1224) to either an Atari 800 or XEGS through the monitor
port. I'd like to set up one of my 8bits, but I don't want two
monitors on my desk. Thanks in advance.

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

138. WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 17:17:03 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan18.171703.3156@fsg.com>
Source record: 113087

I've got two 8bits in storage (an 800 and a XEGS) and I was thinking of dusting one off and upgrading it a bit. I want to do assembly language and Forth development.

Possible upgrades for the 800 include a 65C02, the Newell Fastchip, and trying to find a 32KB RAM board and either an Axlon RAM disk board or the hardware monitor board (the one that went in the fourth slot).

Upgrades for the XEGS would probably be limited to a memory upgrade to 192KB. I have a couple of concerns about upgrading the XEGS. What do people use the extra RAM for? Is it just a RAM disk, or can your programs use it? I know the 130XE was able to bank switch program memory if you didn't use a RAM disk. Can machines with more than 128KB have both a RAM disk and bank switchable program RAM? My other concern is that the cost of upgrading the XEGS is probably more than the cost of a 130XE.

What other upgrades do people consider useful?

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

139. 850 vs. P: R:

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 17:33:31 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan18.173331.3343@fsg.com>
Source record: 113086

I would like to know what peoples' experience is with the P:R:
connector. Is it completely compatible with the 850? Does it use the
same drivers? I'm considering replacing my 300 baud MPP modem with a
2400 baud modem and I'll need a serial adapter. My troubles with
getting the MPP modem to work with most software have convinced me
that I don't want to get anything that isn't 100% 850 compatible.

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

140. SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 18:43:10 UTC
From: omf@jab.tucson.az.us
Message-ID: <NuDReB1w164w@jab.tucson.az.us>
Source record: 113088

Hey folks, I just got a letter from Nick Kennedy describing the new version of SIO2PC. It sounds great!

Additions:

1) File access to disk images means you can now use disk images much larger than RAM (up to 16 MB). You can now define disk image size in any random size (in sectors, up to 65535) instead of choosing sizes from a list. Have all your Atari programs on one disk! Disk images will still be accessed as RAMdisks if possible, otherwise physical disk accesses will be used. The program still uses DOS files on the PC, no direct sector I/O.

2) You can now have your disks numbered from D1: thru D8: instead of 1 thru 4. This is for you fanatics who have 4 physical disks running already.

3) The program now answeres MYDOS (and other's) GET CONFIGURATION and SET CONFIGURATION commands, so those DOSes can be made aware of your new, large disk images.

4) You now get a warning before uninstalling a changed ramdisk which hasn't been written back to the disk.

5) There's a spiffy new COLOR user interface screen. Key fields are color coded to make it easier to see important statuses at a glance. Current PRINT_THRU status and chosen options are now displayed on screen.

6) The STATUS line is now new and improved. Two new fields tell you:
a) the current sector # being accessed, and
b) the amount of free RAM left.

7) A possible bug was killed which may have made it difficult for certain DOSes to recognize when a disk image was double density.

8) Formatting now clears the disk image to all zeros - so compression programs can work more effectively.

Current users of SIO2PC can upgrade to version 3.00 by sending $5 do Nick. This is EXTREMELY reasonable. I plan to use SIO2PC instead of getting a Black Box since I've already got a PC and there's no reason for me to go off and buy different hard drive especially for my Atari.

Nick's address is:

N. R. Kennedy
300 South Vancouver Street
Russellville, AR 72801
501-967-3843

Oscar Fowler

141. Re: Alternate Reality Help

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 20:00:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52984@cup.portal.com>
Source record: 113089

I've got a set of maps. If you give me your address, I'll send you a copy.
I really loved that game! still remember a few details, but it's been at
least 3 years since I last wandered around.

142. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 23:03:44 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92018.180344JJMCWILL@MTUS5.BITNET>
Source record: 113091

IMHO, If I had an 800 and a XEGS, I would probably upgrade the XEGS, although the 800 does have a better keyboard. With the extra memory in the XEGS (the 192K you mentioned) you could using the proper DOS such as MYDOS or SpartaDOS or SpartaDOS X, use part of it as RAMDISK and part of it for applications. For example, BASIC XE uses the extra memory. Textpro 4.56 will give you two additional windows of 16K each using 32K total of the extra RAM. Omniwrite could use ALL of your extra memory as one huge available space for writing your documents. Paperclip can use the extra memory as well if you can find that program. I am not sure how many others there are, these are a few examples. Note that Omniwriter requires the Omniview 256 chip from Newell industries. It only works in a XL/XE or XEGS. Other alternate operating systems are popular upgrades for XL/XE XEGS computers like the Omnimon XL chip from Newell Industries, which offers you a built-in machine language monitor. There's also the Ultra Speed Plus OS from C.S.S. which gives you all sorts of neat RAMDISK capabilities, high speed I/O from your modified 1050 drive, Happy 810 drive, or XF551 drive; and Translator 800 OS for those stubborn programs that normally don't like to run in an XL/XE or XEGS. If you really don't like the keyboard that comes with the XEGS, you could get a board which lets you hook up an IBM keyboard to your computer. Originally from Michael St. Pierre, Dataque now sells this board. I use a Northgate Omnikey Ultra keyboard on my 800XL, it sure beats the mushy original keyboard.

Just a few ideas...

Jeff McWilliams

143. Re: 850 vs. P: R:

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 23:12:26 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92018.181226JJMCWILL@MTUS5.BITNET>
Source record: 113092

Brian,

I have owned a P:R: connection for about a year and I really like it. Before that I had the MIO board. I can't say I've had any problems getting my favorite programs to run with it, including Bobterm, Omnicom, and Kermit65.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

144. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 23:47:14 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FXRReB3w164w@cyberden.uucp>
Source record: 113015

> Minor correction... the XEP80 connects to a joystick port. It has the
> display memory built in, and has its own composite output jack. -Stan

I'm wondering... what type of handler does it use?? I can see changing
the "E:" subroutine... (I have a print spooler that re-writes the "P:"
handler), but that would mean loading software each time you want to use
it.. hmm

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

145. Re: One 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 23:49:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <N1RReB4w164w@cyberden.uucp>
Source record: 113016

> I have one 800XL collecting dust. Does anyone want it?
Just plain old 800XL, no soft/hardware? What condition??

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

146. Re: Need Advice/help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-18 23:52:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <H7RReB5w164w@cyberden.uucp>
Source record: 113012

In reply to looking for a bunch of power supplies.. San Jose Computer
listed some in a pamphlet a while ago:

XL/XE (except 1200XL) 19.95
800-1200XL-400-810-1050 9.95
2600-5200 4.95
7800 4.95
1027 12.95

That help a bit? THey also have some for the 520ST and ST354-SF314
(who?!)... You could also try B&C Computers, who sells a little more
8-bit stuf...

San Jose COmputer: 408-995-5080
B & C Computer: 408-986-9960

San Jose, is in.. San Jose!
B & C is in Santa Clara...
(CAlifornia...)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

147. Re: A better OS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:02:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <gNsReB6w164w@cyberden.uucp>
Source record: 113008

Well... look at Appleworks (not for too long... you'll kill yourself looking at an Apple!).. It's NOT multi-tasking.. it's not EXACTLY windowed, but close.. and it's like 3-programs in one.. I could easily see some program running a term, a wp and an arc/unarc er... probably much better on a 128 or 256k atari, but it's still possible! Windows (I mean in their deadest.. text mode!) is simple... Atariwriter + has only 12k or so free for text as it is, and I barely use all of it's functions... so I'm thinking for more of a program for while you're on-line... if you can play breakout while downloading, you can definitly edit a message for send.. If somebody wanted to spend a TON of time, the y could probably make something that would allow someone to program "in" it, making their own "switchable" programs... (Action! modules, maybe??) Oh well... yeah, sure it's difficult... BUT: shoot for the moon, you may hit a star!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

148. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:10:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <y1sReB7w164w@cyberden.uucp>
Source record: 113009

I tried to backup my Atariwriter+ (mainly to fiddle with it), but nooo!
DiskComm3.2 wouldn't write it properly... Oh well... hmm... wait.. were
you taking about AW, or AW+? Hmm...

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| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

149. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:14:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <i8sReB8w164w@cyberden.uucp>
Source record: 113011

> Overall I still think the 1200XL is the best XL/XE that came out, especially
> due to the keyboard. I miss the fact that it doesn't have a parallel bus
> though, that would make it a real winner in my book.
>
Well.... I'm not too sure... either it's my 1200xl (they were faulty,
hence their end of production after 2 months) or just a bad upload.. but
I can't get several downloaded stuff to work...

On that note: Does anyone have AWESOME.DCM? It's supposedly a "stunning"
multi-segment demo.. I've tried a 1000 times downloading, filefixing,
and unDCMing it, but nooooo! I don't work!!! Help me! Anyone
have it?

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| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

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150. Mr.Wizard

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:18:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sDTReB9w164w@cyberden.uucp>
Source record: 113017

Anyone see the 1200xl on Mr.Wizard? Usually he's using the CrApple][,
but occasionally, when he wants to do graphics (hehe), he uses the
1200xl... Once he even opened it up to show what a REAL computer looks
like! Sorry...ego-trip again..

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

151. Re: New Year's 8-Bit Movie Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:24:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9mTReB10w164w@cyberden.uucp>
Source record: 113013

Tron sound effects??! I guess it's not surprising, now that I know for sure that the Atari can do 16bit freq. sound...

BUT!! In cloak and dagger---- there was Warlords up on one of the screens.. I AM SURE OF IT! I SEE IT VIVIDLY in my mind!! And was the 800 game basketball.. or am I imagining things?

Hmm.. is Ace of Aces any good? I read an Antic review and the guy got mad at the two-fire/direction way of changing views.. I wouldn't mind it because of how my firebutton works... I saw a pic of the 7800 version on the back of a ripped up and opened box at the Santa Rosa Toys (and annoying little brats that "want want want") 'R'nt Us... THey have a bunch of 1/2 new vid games for the xe/2600/7800.. actually, not THAT many, but some... Above that is little "flip"books for lynx stuff.. (front of the box picture, with the back of the box (upside down) on the back, so you'd flip it up to read about it)... Oh well.. T'R'Us don't care no more...

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

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152. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:25:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ePTReB11w164w@cyberden.uucp>
Source record: 113010

tribe831@snake.cs.uidaho.edu (Mr. Duane Tribe; Esq.) writes:

> I am considering adding a hard disk to my 800XL. As MIOs are now a rarity
> (no?) I'll need the Black Box. I need technical details, especially the
> type of drive required, and price/source info. Could someone please E-Mail
> the data or point me in the right direction?
>
> Thanks,
> Duane Tribe (tribe@ted.cs.uidaho.edu)

I too wish to get a HD for my 1200xl... but how!? I don't REALLY need
it, but I do have at least 40 meg of stuff..? (approximation)...
Oh well.. thanks for any help (in advance...I'm not a prophet..)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

153. Re: Atari power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:27:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2RTReB12w164w@cyberden.uucp>
Source record: 113014

Sources for 8-bit power supplies are: (I know of only 3 names:)

San Jose Computer : 408-995-5080 located in San Jose, CA
B & C Electronics (computers?): 408-986-9960 located in Santa Clara, CA
Best Electronics: ??? in ???

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

154. Re: GUI's can be a waste!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 00:55:43 UTC
From: d90-mno@alv.nada.kth.se
Message-ID: <1992Jan19.005543.28349@kth.se>
Source record: 113090

I have an Action! cartridge, which I dont use for anything. Email me and I will send it to you for the price of the p&p.

d90-mno@nada.kth.se

155. Atari 800XL forsale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 03:26:16 UTC
From: mac1@Ra.MsState.Edu
Message-ID: <mac1.695791576@Ra.MsState.Edu>
Source record: 113093
Cross-posted to: comp.sys.atari.8bit,misc.forsale

I have the following system forsale

1. Atari 800XL (No power)
2. GTE floppy drive (No power)
3. 1027 daisy wheel printer (No power)

You might also need those S10 cables to connect them as I don't have
any of those either. Previously I was thinking of getting this thing to
work as the power supplies and cables are pretty cheap to get. But then
my parents after realizing how much I like Amigas bought me an Amiga 500
recently. Accidentally my Uncle bought me one too, so now I have two.
One is still boxed (never opened), I could let it go for $340 obo.
Drop me email at mac1@ra.msstate.edu for more information on it.

For the Atari I'll accept almost any offer (I just need to get rid of it)

Thanx for dropping in.
Mubashir

156. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 16:40:42 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan19.164042.9681@fsg.com>
Source record: 113094

I guess I should have been a bit more specific. I have another computer (a ST) to run applications on. All I will use the 800 or XEGS for is programming. Another advantage of the 800 is that everything is socketed. Installing the Omniview chip is what killed my 130XE. I remember Omnimon/Omniview coming out on the 800, so if I can find the chips/board that is still an option on the 800. Is Newell Industries still in business? If I can find a RAM disk board, I would be pretty close to the 192KB I can get in the XEGS.

What is the difference between SpartaDOS or MYDOS and Atari DOS? I have OSS's OS/A+ and its successor (I can't remember its name). How does OS/A+ compare to these? Are either SpartaDOS or MYDOS available for the 800?

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

157. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 20:46:56 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92019.154656JJMCWILL@MTUS5.BITNET>
Source record: 113098

Newell Industries is still around, their latest product is the 1088K upgrade
for the 1200XL, 800XL, and 130XE. According to their catalog they should
still have the 800 versions of Omniview, Fastchip, and Omnimon.
Mydos is similar to AtariDOS, meaning it's a menu operated system. Its
advantages over Atari DOS 2.5 include better Ramdisk support, Hard Disk support
, subdirectories, and Double Density disk drive support, or even 720K
3.5" floppy drive support. It is also shareware.
SpartaDOS comes in several versions depending on which computer you are using.
It is similar to OS/A+ and DOS XL but better in my opinion. It supports
subdirectories and all the Command LIne Interface advantages you are used to
with OS/A+. It also supports double density, 720K drives, etc.
SpartaDOS will work better on an 800XL than an 800 due to the ability to
load part of itself under the OS ROM in an 800XL. This means more features
are packed into the DOS itself, and not as external .COM files. With an
appropriate Ramdisk however, you shouldn't notice much difference.
SpartaDOS X is a cartridge which will work in either an 800 or XL/XE
computer, but you will have less available memory in an 800, again because
with an XL or XE part of DOS gets loaded under OS ROM, or with a 130XE or
an upgraded XL/XE into XE banked memory.

Please note that since ICD Incorporated decided to dump us 8 bitters in the
fall of 1991, all their products including SpartaDOS Construction Set,
SpartaDOS X, Action!, Basic XL, BASIC XE, etc will be very difficult to
find.

Best wishes,

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

158. Atari 800 & periphs for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 21:03:15 UTC
From: vonwaadn@kuhub.cc.ukans.edu
Message-ID: <1992Jan19.150315.37055@kuhub.cc.ukans.edu>
Source record: 113095

I would like to sell my Atari 800 and components, but
don't know what they are worth. I'll put it up for bid
until January 26, 1992.

Details:
Atari 800 computer, 48K RAM, Basic XL, AtariWriter,
Asteroids cartridges
Atari 1050 dot matrix printer
Atari 810 disk drive, single density
Atari 850 interface, coverts 1 serial and 4
parallel ports
Indus GT disk drive, double density
BSR 1200 modem (Hayes compatible)
2 joysticks

Books:
Atari Sound & Graphics
Your Atari Computer
Games for the Atari
Computes! 1st & 2nd book of Atari
The Creative Atari
Atari Programming with 55 Programs
Various Atari magazines (e.g. Antic)

I used this computer through high school and it made my
life much easier. It's a good first computer.

Please send a bid to vonwaadn@kuhub.cc.ukans.edu if
you're interested.

Mark
vonwaadn@kuhub.cc.ukans.edu

159. WANTED: program for ibm that will read/write Atari floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 21:27:46 UTC
From: pjangli@afterlife.ncsc.mil
Message-ID: <1992Jan19.212746.26604@afterlife.ncsc.mil>
Source record: 113096
Cross-posted to: comp.sys.atari.8bit,alt.sources.wanted,comp.sources.wanted

I am looking for a program (source or binary) that will
run on an IBM pc or compatible and will let it read and
write to a floppy disk that was formatted on an Atari 800
floppy disk drive. Sorry if this is an FAQ. Respond via
email if possible and I'll summarize.

Thanx in advance.

--
Name: Philip J. Anglin
Mail address: pjangli@afterlife.ncsc.mil

160. Re: Atari power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 21:47:45 UTC
From: wa2ise@cbnewsb.cb.att.com
Message-ID: <1992Jan19.214745.27672@cbfsb.att.com>
Source record: 113097

In article <1992Jan15.170549.22432@serval.net.wsu.edu> mwoodwar@balin.eecs.wsu.edu (woodward matthew d - CS350) writes:
>Is there anyone out there who knows the voltage(s) and current of an old Atari
>power supply. And further, do you know a source for one. Actually I know
>the sources...I just don't know their phone numbers. (Best Elec., etc...)

All those were is a power transformer; 8 to 9 volts AC at 3 amps. Inside the plastic box is also a fuse. Use a vise to crack the glue joints to get inside. (do I need to tell you to unplug it from the powerline before you do that? :-) :-)). Maybe all you need do is replace the fuse.

161. Re: JIMC

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:06:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qXHTeB2w164w@cyberden.uucp>
Source record: 113028

>
> CC8 is also partially available in the CC8 subdirectory of the 8bit
> section at atari.archive.umich.edu.

I am wondering if anyone has a linker? I have CC8 (I think... well..
some PD C compiler).. I need the linker for it!!! All it's done is
compile a program out of an old magazine talking about languages, and
then just sit there!! Help! I've compiled! AND I CAN'T RUN THE
PROGRAM!

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

162. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:12:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <58HTeB3w164w@cyberden.uucp>
Source record: 113025

> Print Shop patches for the Okimate 10 printer and the new 24 pin printers
> YEMACYB, which is a program allowing you to print in COLOR on your
> printer, they also have a image scanner for the 8 bit that plugs into
> the cartridge port, and a BUNCH of other stuff. I will post an address
> and phone number when I get back home later today.

YEMACYB!? I've been looking for that!!! Does that work with the XMM801?
I read in an old Antic that it was from Electronical Software, and
worked on an Epson MX-80... I know that the XMM801 is espon compatible,
but not any particular Epson was ever named! How can >I< get this
catalog?? Thanks
Bill

moon!cyberden!phbill@well.sf.ca.us
(not for long!)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

163. Re: Greetings!.. reminiscing..better OS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:19:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XiiTeB4w164w@cyberden.uucp>
Source record: 113032

I think in the "better OS" you were responding to me...
And as to the band of users... it's still pretty huge! You should try
calling AtariBase BBS (Atari Corp's "Official" BBS) (408)745-2196.
Also, I'm not TOO sure about Australian user groups and stuff, but
there's GOT to be some! I have this game called Xagon which to me looks
almost as good as something on an Amiga or ST, and it was from
Austrialia (actually...an actual users group.. MACE, I think?) (who
knows how old it is, tho..) And there's a bunch of stuff from Germany...
The Europeans support all use weirdo users.. ST, 8bit, Amiga.. rarely
it seems for IBM and Mac and such.. :) I want to move to Europe!! :)

Oh well... happy computing!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

164. Re: MYDOS command line interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:23:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wPiTeB5w164w@cyberden.uucp>
Source record: 113023

Now THAT sounds spiffy! It'll be just like what I imagine SpartaDOS to
be (never used it)!!
Will this, and does SpartaDOS use .BATch files? (I think SpartaDOS, yes?)
And also, I don't even know if IBM .BATch files do this, but are they
run "in memory"? For example, you can loop back or something? Or is it
just run once, sort of like in BASIC when you do direct mode?
thanks... sounds interesting! Will it be PD,
ShareWare, or $$$? 'cuz I WANT it! :) PhBill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

165. Re: Help needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:30:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <T1iTeB6w164w@cyberden.uucp>
Source record: 113024

atlas@jhunix.hcf.jhu.edu (Douglas L Atlas) writes:

> of the xm301. I want to get a 1200 or 2400 baud modem...but will I have
> a compatability problem?? I know very little about hardware, so please

Well.. you can get an SX212 modem for $30 new from San Jose Computer (800) 726 8576 (408) 995 5080... it uses both an RS232 cable (for IBMs, STs, 850s, P:R:conn.'s), and the SIO (Atari 8-bits only)... You could just get the SX212, (SxExpress! is $10... NOT worth it.. since you alread have software)..

You SHOULD really get BobTerm (hopefully the newest, like 1.21.. I think the place that I got it from (I'm sig-op) lost all it's 8-bit files, so I'll re-u/l it soon (within a week) it's castle of Blackthorn (415) 883 2236... I'm PhBill on there as well) On AtariBase (408) 745 2196, there are some SX212 handlers (you would download it, rename it RS232.COM, and have it on the disk as you load BobTerm...) I think I got mine from AtariBase, but I will also upload it to Blackthorn, so you could get both of those there within a few weeks..:) Hope it helps!!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

166. Re: ATARI-400

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:31:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <P3iTeB7w164w@cyberden.uucp>
Source record: 113026

Action! !? Oh! I want that BADLY! WOuld you give it up (for CHEAP?)..
along with the manual (hopefully!!!)... etc?? Thnaks.. e-mail
me.

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

167. Re: 8bit <-> ST monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:38:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aFJTeB8w164w@cyberden.uucp>
Source record: 113030
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

reynolds@fsg.com (Brian Reynolds) writes:

>
> Is it possible to build a cable to connect an Atari ST color
> monitor (SC1224) to either an Atari 800 or XEGS through the monitor
> port. I'd like to set up one of my 8bits, but I don't want two
> monitors on my desk. Thanks in advance.
>
> --
> Brian Reynolds "... a drone from sector 7G."
> Fusion Systems Group
> reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

What type of input does the monitor take (never used an ST)?
If it has the composite in (like you'd hook up the switch-box to), just
plug that in.. If it has two RCA in's (Audio/Video), just get a
monitor->RCA jack.. (called a Commidore Monitor Cable in MCM's
catalog..(800) 543 4330

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

168. Re: ATARI-400

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:50:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VyJTeB11w164w@cyberden.uucp>
Source record: 113029

moon!cyberden!phbill@well.sf.ca.us writes:

> Action! !? Oh! I want that BADLY! WOuld you give it up (for CHEAP?)..
> along with the manual (hopefully!!!)... etc?? Thnaks.. e-mail
> me.
>
> _____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem_
> | / |\
> | H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]
>
> The CyberDen accepts liability or responsibility for no one-You're on your ow

Maybe nevermind... I think I've found a seller!!! :)

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

169. searching for

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:55:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <w7JTeB12w164w@cyberden.uucp>
Source record: 113027

Well.. looks like I have Mapping The Atari on it's way.. Action! looks
to be coming soon, too... I found someone willing to sell ComputerEyes
and the Parrot... I talked to StarFleet Software (very strange... lives
at his parent's house, it sounds like!!!) about his XMM801 printer
dumps/etc...
What else do I need!? (other than a HD, more RAM, another drive, and a
2400 or 4800 modem!?!!? yeah;---RIGHT!!)

I am interested in getting (what I meantioned before) YEMACYB (I can't
believe I memorized that!) It's a color screen dumper for b/w
printers... All I k-need to k-now is if it would work with an XMM801?
And also, how could I get it, and what software would it use... and,
duh.. of course... where in the hell I could get >>color<< MT80/81
printer ribbons!!!

So... let's see... anything else?? Oh..oh.. maybe a new xmm801 printer
cover... (mine's been glued back together so many times, and is covered
with so much tape over all the new cracks, that it looks TERRIBLE!!)

Well.. n-e-1 no where to get YEMACYB and an
xmm801 cover?? tanx in advance!
PhBill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

170. well well well..

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-19 22:57:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <60JTeB13w164w@cyberden.uucp>
Source record: 113031

I think I'll post my message from AtariBase about where/when people got their Atari 8-bits and whatever else.. Only 1 problem... I won't be calling them for a while (LD$$!), and I only realized that I had a capture buffer full of stuff 1/2 a sec. AFTER I turned the computer off (ARRGH!)...

I also am wondering where all these "international" people are? InterNet's supposed to be "international", isn't it??? That's what I've heard!!!

Oil wel... happy 8-bitting!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

171. Warp 10

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-20 00:28:02 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <695895653.0@tdkt.kksys>
Source record: 113100

After working non-stop since Friday morning (7:30), and more work a few weeks before that, Warp 10 is online once again. I'm too tired to go into details, and won't leave a number for it's around somewhere (I'm even too tired to remember where or when I saw it!), but I will say that after almost 3 days with no sleep, it's bedtime!!

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

172. Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-20 05:11:32 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92020.001132JJMCWILL@MTUS5.BITNET>
Source record: 113099

Previously someone inquired about Innovative Concepts and I have finally
got off my duff and written a reply.

Innovative Concepts has their own line of products, as well as carrying
a wide range of new/user atari equipment, much of which is hard to find
anywhere else. They don't publish this stuff in their normal catalog,
as they only have a few things here and there so if you are looking for
something give them a call. Here is a list of their regular product
offerings:

Easy Scan - image scanner requiring an XL/XE with 128K and an epson
compatible printer. The scanner's fiber optic cable is
actually attached to your printer's print head and the image
is fed through the printer.
SIO PORT BOX - For devices like the P: connection from ICD, the Supra Micro-
print, XM301 modem, etc. It has three SIO ports on it.
SIO Switch Box - allows you to swith SIO devices, say between two computers.

Modem Mouth - a speaker for modems with no speaker so you can hear busy tones,
etc.

Memory upgrades, 600XL to 64K or 130XE compatible 128K
800XL to 130XE compatible 128K, or Rambo XL comp. 256K
XEGS to 128K or 192K
130XE to 192K, 320K, or 576K
65XE to 128K, 192K, or 320K
Ramdrive utilities: lots of neat utilities for owners of computers with
extra RAM, not for Newell 256K owners. This comes
free with all their memory upgrade kits.
ICX-85 keypad- a modified CX-85 numeric keypad that is wired into ANY 8 bit
and works all the time. A deluxe version gives you the 1200XL
function keys on the keypad, but only for XL/XE/XEGS computers.
They also sell a kit to modify your own CX-85 keypad into an
ICX-85

Function Key Kit - a separate set of 1200XL function keys you wire into your
XL/XE computer.

Ram-AID - A guaranteed cold start switch, allowing you to reboot your
computer without powering down, which saves the contents of
extended memory.

IC 1050 Controller - allows you to write to the back (flippy) side of
disks on your 1050 disk drive without having to punch
the extra hole.
Immitator Controller - for Happy 1050 owners, gives you control over fast/

slow read write, and control of write protect.

XF35 Kit - turns your XF551 into a 720K 3.5" disk drive.

Yemacyb and Yemacyb/4 allows color printing on dot matrix printers using 4 color ribbons.

I believe they also have a new disk for Happy 1050 owners allowing true US Doubler emulation.

Innovative Concepts can be reached at:

31172 Shawn Drive
Warren, MI 48093
313-293-0730

I am in now way shape or form affiliated with Innovative Concepts.
The above descriptions only briefly describe I.C. 's products, please obtain further details before ordering.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

173. ROM listing (assembly source)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-20 12:47:45 UTC
From: jacobsen@itexjct.jct.ac.il
Message-ID: <795@itexjct.jct.ac.il>
Source record: 113101

I am looking for a documented assembly of the Atari 800 ROM.
Is there such a thing? Where can I find it?

Nitzan Chamiel
chamiel@brachot.jct.ac.il

174. Re: Atari Sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-20 19:57:19 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92020.145719AKH104@psuvm.psu.edu>
Source record: 113102

Anyone know where I could buy a coin/op Tempest machine? Or get the
code converted from a 5200 to the 8-bit computers?
Andrew

175. Re: Atari Sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-20 21:07:52 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92020.160752JJMCWILL@MTUS5.BITNET>
Source record: 113006

Andrew,

There was a version of Tempest, or a tempest look-alike rather that
Tom Hudson wrote for Analog Magazine a long time ago called Livewire.
It spelled just that as well, and worked with joystick or paddle.
I don't have it, but perhaps some on the Inet does, or maybe on GEnie?
I could look there later in the week, but may not be able to Download
it from GEnie to here even if it is there.

Jeff McWilliams

176. Mail Campaign: Update

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-20 22:51:40 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201202251.AA05174@smithkline.com>
Source record: 113103

Indications are that the Press Release posted by Jeff McWilliams a week ago on the IA8 Digest is slowly wafting its way across the various barriers that divide the 8bit community. To those of you who have been spreading the gospel to these distant parts, a hearty thanks from Campaign Headquarters.

[Definition of "Campaign Headquarters": Jeff's apartment!]

Jeff tells me we had 61 responses the first week. Not bad, considering we are mostly relying upon networks & word of mouth. However, logistical & financial planning (that's my department) for the Campaign call for an average of 100 mailings/week for 10 weeks; a total of 1000 targeted mailings. So in the weeks to come I'm hoping we'll see the weekly figures increase.

There are no doubt a few of you in this newsgroup who have't idea what this is all about, what I'm even talking about here. Not to worrry. Jeff will be periodically re-posting his original Press Release to the Net, probably every 2 weeks or so, for you laggards, slowpokes & latecomers. We apologize to those of you who probably grow weary of seeing the announcement, but we beg your indulgence for the good of the community.

A number of vendors have expressed support for our efforts, as follows:
Computer Software Services
Best Electronics
MAPDA/KO Distributors

DataQue Software declined our invitation to participate in the Campaign, tho of course there is still plenty of time for him to change his mind.

Advertising copy was sent to several publications. The following magazines have expressed support and/or agreed to run our ad:
Atari Interface Magazine
Current Notes Magazine
Atari Explorer Magazine

Coverage in AtariUser Magazine is somewhat doubtful at this time, as we were counting upon DataQue for that. Also, due to publication schedules it is uncertain whether there will be time for any news/ads to appear in Explorer prior to our ad cutoff of March 15 (the enxt issue of Explorer will be Mar/Apr, which might be too late).

There have some annoying technical/logistical difficulties which have

There were some annoying technical/logistical difficulties which have delayed the first bulk mailing. First there was the problem of printing a standard form onto the backs of the postcards. Then Jeff lost access to his copy machine when its owners realized the volume of material he wanted to run off. These problems have now been solved, the first production run of Infor-

mation Kits is now en route to Jeff, & if we are VERY lucky the first bulk mailing could go out as early as this coming Saturday (tho more realistically it will probably be next Monday or Tuesday). Jeff is manning the front lines while I cover the backfield, we are working well together, & despite the start-up problems everything appears to be on track.

I'm *dying* to tell how I solved the postcard problem. Maybe that will make a nice article in the premier issue of "Atari Classics".....

There is space on the postcards for people to add personal comments & suggestions. I doubt if that material will get entered verbatim into Jeff's database, but I'm real curious to find kind of stuff people will write there. database, but I'm real curious to find out what kind of stuff people will write there. Perhaps Jeff will give us an occasional tidbit gleaned from the cards?

If you haven't sent your mailing address to Jeff, do it now:

jjmcwill@mtus5.mtu.edu

If your mail bounces, post it to this digest, & Jeff will get it here. Remember, postal addresses only, email addresses don't count.

One last thing. When our ad copy was sent to Explorer, John Jainschigg responded with a proposal that caught the Campaign Staff by surprise. Basically Explorer offered to assume responsibility for publishing Atari Classics. Insofar as there are some controversial elements to the proposal, it was felt the best thing to do would be to upload the text of his GEnie message to this Net & monitor your responses. (The Campaign was initially targeted to getting AIM to publish our mag.) Immediately following this msg, my next post will consist of the text of Explorer's proposal, for all of you to see & evaluate.

Text to follow.....

- BEN POEHLAND
The Alchemist

****

177. Re: SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 00:07:42 UTC
From: jdd@db.toronto.edu
Message-ID: <92Jan20.190724est.9045@rock.db.toronto.edu>
Source record: 113104

omf@jab.tucson.az.us (Oscar Fowler) writes:

>Hey folks, I just got a letter from Nick Kennedy describing the new version
>of SIO2PC. It sounds great!

How about access to PC printers (Parallel port) and modems (internal
or external modems)? Or even a new K: driver which uses the PC keyboard?

Since SIO is basically a 19.2Kbps serial port, I would presume it would be
relatively easy to have a PC or other similarly equipped machine provide
complete peripheral support (disk/modem/printer) to an 8bit. This is
something I'd want to see more of.

John
--
John DiMarco jdd@cdf.toronto.edu
Computing Disciplines Facility Systems Manager jdd@cdf.utoronto.ca
University of Toronto EA201B,(416)978-1928

178. Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 00:16:12 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201210016.AA05304@smithkline.com>
Source record: 113005

Item forwarded by B.POEHLAND to J.MCWILLIAM3 K.WICKERT

Item 9071519 92/01/14 14:04

From: EXPLORER Atari Explorer

To: B.POEHLAND Benjamin L. Poehland

Dear Ben,

Now that I've read your advertisement, I have three thoughts. First, I'll have to remove Explorer's name from it, prior to publication (why would I print anything that included a line like "... are you disappointed at the declining 8-bit coverage in ... Explorer")? Second, I'd like to put it in the magazine, FREE, as a News item (after all, this is only market research, right?).

Third, and most important, I think you're all crazy for trying to start your own magazine (grin). Seriously -- why work for love, if you can work for money? 8-bit people are VERY cheap, and on the kind of response you're going to get from this ad (or from a real subscription offer), you'll be able to offset the cost of producing only a very meagre newsletter. I guarantee it.

Instead, why don't you get your people together, and decide how many magazine pages (at about 600 words per page) you can fill every two months. Then come to me with a plan, and proposed lineups for two or three "issues." I'd suggest we fill -- TIGHTLY -- about 8 pages per issue ... think you can do that?

Then here's what *I'll* do. I'll have the material art-directed so that it's beautiful, and publish it in Atari Explorer, in its own little section, under a name that you and I jointly decide upon. And I'll pay you and your colleagues for the material you supply. Cash in hand, rather than bills up-front. Sound okay?

My way, you get to hit 70,000 readers per issue, in a four-color newsstand glossy with worldwide distribution. Believe me -- it's a lot easier than publishing on your own, plus you get to be famous. All *you* have to do is supply the material and necessary illustrations (i.e., diagrams, photos of hardware, etc.), and then do some publicity to insure that subscriptions to the magazine get purchased on the basis of "vastly increased 8-bit coverage."

For this to work, there are also two other requirements. First, we have to have permission to use your name as a publicity vehicle ("Award Winning former 8-bit Editor of Current Notes"). And you have

to be willing to work with our present 8-bit Contributing Editor, the very competent and friendly Elwood J.C. Kureth.

Very truly yours,

John B. Jainschigg
Publisher/Editor
Atari Explorer Magazine
Atari Corp.

=END=

179. WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 00:43:00 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696005052.0@tdkt.kksys>
Source record: 113036

SpartaDOS v 1.1 works well with the 800. No other versions that I'm aware of will work with the 800.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

180. WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 00:51:01 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696005052.1@tdkt.kksys>
Source record: 113037

American Technica Vision
15338 Inverness St.
San Leandro, Ca. 94579

Sells all kinds of ICd stuff from the R-Time 8 cart to SpartaDOS X to SpartaDOS Construction Set. They sent me the NEWEST catalog and it has alot of hard to find items in it from Joystick inserts to chip sets and keyboard fixes.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

181. Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 00:55:02 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696005052.2@tdkt.kksys>
Source record: 113035

Interesting. I have NEVER had to punch a extra hole in my disks to write to the other side of a disk using a 1050, except to create a notch to turn off the write protect. That is with a stock 1050 AND a doubler 1050.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

182. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 01:43:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aNmVeB4w164w@cyberden.uucp>
Source record: 113052

> What is the difference between SpartaDOS or MYDOS and Atari
> DOS? I have OSS's OS/A+ and its successor (I can't remember its
> name). How does OS/A+ compare to these? Are either SpartaDOS or
> MYDOS available for the 800?
>

Well.. I don't know much about SpartaDOS, except it is run via CLI
(command line interpreter... type in commands) not a menu (like Atari @
MyDOS).. MyDOS is pretty powerful compared to AtariDOS, as it, as well
as SpartaDOS, can support subdirectories (a directory within a directory,
much like folders on Macs, STs, Amigas, and all those other Icon related
computers).. MyDOS is also PD, while SpartaDOS is $old.. Also,
SpartaDOS comes on either disk or cart, while the other 2 (being PD and
coming with the drive) are disk ONLY... This help?
))
>>
>
\ Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

183. Re: SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 06:20:57 UTC
From: omf@jab.tucson.az.us
Message-ID: <mHZVeB1w164w@jab.tucson.az.us>
Source record: 113007

jdd@db.toronto.edu (John DiMarco) writes:

> omf@jab.tucson.az.us (Oscar Fowler) writes:
>
> >Hey folks, I just got a letter from Nick Kennedy describing the new version
> >of SIO2PC. It sounds great!
>
> How about access to PC printers (Parallel port) and modems (internal
> or external modems)? Or even a new K: driver which uses the PC keyboard?

SIO2PC does support access to PC printers. It could, in theory, give access
to a modem as well. The keyboard would be more difficult, since that would
mean actually writing a new driver for the Atari, while the idea behind
SIO2PC is that the Atari remains unchanged - it is the PC which does all the
work of acting as a standard disk drive or printer.

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

184. Re: Atari Sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 07:55:23 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jan21.080148.23973@ryn.mro4.dec.com>
Source record: 113018

In article <92020.145719AKH104@psuvm.psu.edu>, AKH104@psuvm.psu.edu writes...
>
> Anyone know where I could buy a coin/op Tempest machine? Or get the
>code converted from a 5200 to the 8-bit computers?
>Andrew

Was Tempest ever released for the 5200? I remember seeing it advertised,
with a reference to a future date for release. I bought a 5200, but
heard Tempest was cancelled... I sold the 5200 shortly thereafter,
and bought an 800XL ($249 at Toy's R Us at the time), and never
heard anything else about Tempest .

Any information regarding Tempest, would be welcome...

John

185. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 15:22:48 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92021.102248JJMCWILL@MTUS5.BITNET>
Source record: 113020

Bill,

Yes, you have to load some kind of new XEP80 handler when you want to
access it, as it rewrites E:. The Atari handler also rewrites P: to give
you access to the XEP80's printer port. This is why the XEP80 won't work
with programs like Printshop, that BOOT without going to DOS, because you can't
load the driver. The printer port is also not accessible from Sparta-X
because SD-X's XEP80 driver is a screen driver only.
Daisy Dot III despite all my fooling around would also not work properly
with the Atari XEP80 handler, it couldn't recognize the printer port.
What needs to be done is an alternate OS written with the driver in ROM,
so it would be guaranteed to work ALL the TIME.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

186. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 15:29:27 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92021.102928JJMCWILL@MTUS5.BITNET>
Source record: 113021

Bob Woolley did a modification to his 1200XL that gives you the parallel bus like on the 800XL and 600XL so that you can hook up the Black BOX, MIO, or other stuff. It's for the experienced solderer though.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

187. Tempest, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 15:57:47 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1992Jan21.155747.901@jato.jpl.nasa.gov>
Source record: 113019

I remember seeing quite clearly a 5200 Tempest box shown in the background of one of the scenes of 'Cloak & Dagger'. I never saw the game for real though. I did see some games converted from 5200 versions to run on the 400/800 series. What games were made for the 5200 systems that didn't make it over to the computer systems?

I have seen Qix, Vanguard, Dig Dug, and Blueprint running on my 8-bit computer which were originally written for the now defunct 5200. (Qix and Dig Dug were *different* versions than what was released for the 400/800's). I remember a talking baseball game where the umpire called out 'strike', 'ball', etc. but never converted over. (I tried my hand at converting 'Blueprint' and was slowly successful until someone gave me the converted file to put me out of my misery.)

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a destination, it's an adventure."

188. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 17:32:08 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Jan21.173208.10679@en.ecn.purdue.edu>
Source record: 113022

```
In article <ePTReB11w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>tribe831@snake.cs.uidaho.edu (Mr. Duane Tribe; Esq.) writes:
>
>> I am considering adding a hard disk to my 800XL. As MIOs are now a rarity
>> (no?) I'll need the Black Box. I need technical details, especially the
>> type of drive required, and price/source info. Could someone please E-Mail
>> the data or point me in the right direction?
>>
>> Thanks,
>> Duane Tribe (tribe@ted.cs.uidaho.edu)
>
>I too wish to get a HD for my 1200xl... but how!? I don't REALLY need
>it, but I do have at least 40 meg of stuff..? (approximation)...
>Oh well.. thanks for any help (in advance...I'm not a prophet..)
>
>_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [ phbill@<watch this space> (Bill kendrick) ]
>
>The CyberDen accepts liability or responsibility for no one-You're on your own.

The file "bbvsmio.arc" at the atari.archive.umich.edu anonymous ftp site
contains detailed descriptions of the Black Box and MIO hard drive interfaces
for the XL/XE machines.

--
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
```

189. Re: ROM listing (assembly source)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 19:58:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53154@cup.portal.com>
Source record: 113034

B&C Computer Visions in Santa Clara CA has the 800 OS source listing &
technical ref. including schematics. (408)986-9960. Unfortunately if you
need the XL OS, I don't think it's available anywhere.
I 'think' they want $10 or $20 for the docs, but it's about 10 lbs of lit.

190. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 20:21:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan21.202132.6142@usenet.ins.cwru.edu>
Source record: 113033

One of the main objects of the campaign, as I understood it, was to create a PRINTED publication that covers the 8-bit Atari market EXCLUSIVELY. So there would be no question as to the magazine's loyalty to the 8-bits.

Do you know how many 8-bit product reviews Atari Explorer published in 1991? Exactly one: a review of ICD's Flashback!.

Atari Interface has shown it is interested in the 8-bit market.

Atari Explorer is owned by a company that does not support us, Atari Corp.

Do we want our magazine to be run by a company that does not support our market? I say not.

--

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

191. Re: JIMC

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 21:31:57 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92021.163157JJMCWILL@MTUS5.BITNET>
Source record: 113040

Bill,

I kept screwing up. I have CC65. The atari.archive.umich.edu has CC65.
It is complete. I think I also have all the extra add-ons that people
wrote and put up on GEnie, and I didn't see them in the a.a.u.e.
When I get a chance, I will try to get that stuff up on the archive, as
many people have expressed interest in it.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

192. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 21:33:41 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92021.163341JJMCWILL@MTUS5.BITNET>
Source record: 113041

Bill, get the catalog by calling or writing to the address mentioned at the
end of the Innovative Concepts posting I did a couple days ago.
Ask him about the XMM801 though, I have a friend with it and it is not
Epson comp. to my knowledge.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

193. Re: Greetings!.. reminiscing..better OS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 21:35:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92021.163530JJMCWILL@MTUS5.BITNET>
Source record: 113043

Bill,

Yes, XAGON was fantastic, as was Zybex!! I wish I could get ahold of more
of those great games!!

This BBS you mention, I would be very appreciative if you could post the
Atari Classics campaign press release on there for me.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

194. Re: MYDOS command line interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 21:37:25 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92021.163726JJMCWILL@MTUS5.BITNET>
Source record: 113042

Bill,

Regarding batch files, SpartaDOS supports them as does SpartaDOS-X.
SD-X does a better job because you can pass parameters to the batch file.
the batch file could be:

copy %1 D8:SUBDIR%2
erase %1

then calling the batch file from the Command Line like:

A:DOBAT MYFILE.DAT NEWFILE.DAT

would copy the file from A: to the subdirectory in D8:, and then erase the
original automatically.

Unfortunately, SD-X and SpartaDOS didn't handle looping or any kind of
decision making or branches. Someone at one time did make some kind of patch
for SpartaDOS that was supposed to do a branch. I tried it and it didn't work.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

195. Hardware Prices???

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 23:37:34 UTC
From: watters@mendel.genetics.washington.edu
Message-ID: <1992Jan21.233734.21092@milton.u.washington.edu>
Source record: 113038

Searching for advice:

I went burrowing through my closet the other day and came across a few things
that I would just as soon get rid of and I was hoping to get a few suggestions
as to what some of these are worth. Unfortunatly it has been TOO long
since I did much in the Atari world. Email advice would be appreciated.
The following is what was disintered:

-800
-600XL(no power supply)
-810 Drive
-Amdek 3" Drive (you read it right, NOT 3 1/2 but 3")
This includes one spare 3" drive and three 5 1/4 DD drives that
it is able to control, 20 3" disks and an XT power supply.
The spare drives and power supply were for constructing a 4 drive
unit for the Amdek's controller to run.
-850 interface
-1030 300bd modem (I can hear the Oooo's and Ahhhh's ;>)
-SX??? 300/1200bd modem
-Monitor (Green screen w/ sound)
-Printer Epson RX-80

I'm running out of closet space and I only want to keep one operational
atari system now <just for games anymore... sorry... :) > and I need to
get rid of most of this stuff. Don't know when I'll get around to selling
it but it would be better if I knew what I could get for it before I try.
thanks

mike
watters@genetics.washington.edu

196. P:R:C/MyDOS v. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-21 23:38:22 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9201212338.AA07839@smithkline.com>
Source record: 113039

In IA8 V92#9 Brian Reynolds inquired about the ICD P:R: Connector & the various DOSs.
I own 3 PRC's & 2 850's, my preference is for the PRC. The 850 is a wonderfully flexible device, w/4 rs232 ports & I think one or 2 parallel ports (can't quite recall on that). My gripe against the 850 is just that it's so darn KLUNKY. You got this box w/wires sticking out of it literally from every side, there's no way to mount it nicely, it is physically large, & it adds yet another separate power pak/cable to the impossible rat's nest behind my 800XL. In fact for most applications the 850 is overdesigned. Most users only really need one serial port & one parallel port. ICD attempted to fill the bill with a more spartan approach that was much smaller, gave you just 2 serial & one parallel port (one of the serial ports is stripped-down), & eliminated the bulky pwr pak & extra wires by drawing pwr from the computer.
I have found 3 caveats to be observed w/the PRC. First, early versions were incompatible with some software & unreliable. They finally got the bugs out with REV 4. Unfortunately theres no way to tell what rev you're getting when you buy one, they all look alike on the outside. You have to open the case & look at the circuit board for REV 4. Second, the price ICD paid for fixing the bugs was higher pwr consumption: REV 4 has 5 or 6 chips including a revamped version of their 44-pin custom SMT RIOT/ROM. Depending upon pwr supply performance & cable length, actual +V into the PRC might be too low for reliable operation. I replaced the fixed SIO cable with an SIO socket so I could use longer cables (required cutting an extra hole in the case) which didn't help any. To ensure good volts I installed a buffer cap- 220uF- across the pwr/gnd input pins on the SIO connector on the PR board; I also use a hefty supply: the Squeezed Queen described in the Nov/Dec 1991 issues of Current Notes. Thirdly, I encountered occasional failures of the PR to upload its ROM handler when called upon to do so by variuos telecom progs, usually with the result the prog wouldn't boot because it couldn't find the PR on the line. This turned out to be due to too many feet of SIO cable in my setup, & could not be solved by placing the PR earlier in the chain. The solution was an SIO amp cable from CSS. For the past year everything now works great, I take the system for granted & don't even think about it when it's in use, it just works. Might seem like a lot of trouble, but it was worth it to me just to free up workspace & get rid of the extra wires.

Brian's query RE: differences between MyDOS & Sparta is too complex for a simple answer in an electronic forum like this. Fortunately the subject was addressed, in exquisite detail, by Charles Cole in a series of articles that appeared in the Aug, Sept, & Oct. 1991 issues of Current Notes. There was also a wimpy article on the same topic in the Sept AIM, but the CN articles are far better & *highly* recommended reading for ALL 8bit owners. The articles are relatively non-technical in nature, are primarily discussions/comparisons of features, advantages, etc. of each. Any 8bitter who missed those articles, is

well-advised to snap them up while they are still available.
In fact, given the increasing rarity of ANY info on these machines, anybody
who doesn't buy up back issues of available magazines RIGHT NOW, while they're
still available, is missing the boat!

Current Notes back issues:

1987: $1.50 ea.
1988: $1.50 "
1989: $2.00 "
1990: $2.50 "
1991: $3.00 "

Write: Current Notes, Inc.
Back Issue Dept.
122 N. Johnson Rd.
Sterling, VA 22170

Call: Mrs. Joyce Waters
Business Manager
(703)450-4761

Just remember, when they are gone, they are GONE!

- BEN POEHLAND
The Alchemist

****

197. Re: Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 01:22:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92021.202240JJMCWILL@MTUS5.BITNET>
Source record: 113050

Amos,
Yes, that is what I meant. I guess I wrote it so that it was taken the wrong way. The XF551 on the other hand, does require the timing hole if you plan on formatting a "flippy" disk with it.

Jeff

198. wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 01:30:19 UTC
From: dak4923@ultb.rit.edu
Message-ID: <1992Jan22.013019.6650@ultb.isc.rit.edu>
Source record: 113045

I Wanted! atari 8bit hardware. I am looking for hardware for my
800xl. ANyone who has or knows the were abouts of any 8bit hardware and
is looking to rid of it please responde.

Here is what I am looking for:

810 or 1050 floppy drive
A hardrive
P.R connector or 850 interface
RAMdisk
memory expansion 128K-1meg
rat
compatable printer

Well I guess that thats enough for now.

nybody with any of this stuff who wants to make some
dough, please reply.
Thanxs, Doug

199. Kermit-65 problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 02:39:20 UTC
From: doom@leland.stanford.edu
Message-ID: <1992Jan22.023920.7059@leland.Stanford.EDU>
Source record: 113044

Well, I messed around with my modem a bit more (the problem, is to connect an old Atari 800 to a 1200 baud Percom via an Atari 850 interface), and I got it to the point where I could dial out and connect to another computer. There seems to be a problem with Kermit-65, though: the lower half of the screen starts out covered with bitmapped graphics garbage, and when it fills up (i.e., it should begin scrolling upwards), the graphics garbage moves up and fills the whole screen.

Does that ring any bells?

I'd guess the real solution is for me to switch software... Frank Seipel was telling me "Bobterm" is better, I'll just have to hassle with getting it out of the archive sometime and onto an atari disk...

BTW, when I say *old* Atari 800, I mean *old*. This one of those jobs where you open a compartment on the front to install cartridges (there are *two* slots inside), and when you open the door the power is shut off. I think it's only got about 48K of memory installed.

200. Re: Kermit-65 problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 04:09:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan22.040942.29597@usenet.ins.cwru.edu>
Source record: 113046

In a previous article, doom@leland.stanford.edu (Joseph Brenner) says:

>Well, I messed around with my modem a bit more (the problem,
>is to connect an old Atari 800 to a 1200 baud Percom via an
>Atari 850 interface), and I got it to the point where I
>could dial out and connect to another computer. There seems
>to be a problem with Kermit-65, though: the lower half of
>the screen starts out covered with bitmapped graphics
>garbage, and when it fills up (i.e., it should begin
>scrolling upwards), the graphics garbage moves up and fills
>the whole screen.
>
>Does that ring any bells?

I've seen this! I run Kermit-65 on a plain 128K 130XE under SpartaDOS X. I have encountered this same affliction with K-65 when I didn't have the memory configured just right. K-65 requires 48K - I would guess that either your 800 doesn't have 48K, or you have something else loaded, like a memory-hogging DOS, that's taking up memory. Kermit-65 definitely IS supposed to work on a 48K 800 - it was produced on one!

>
>I'd guess the real solution is for me to switch software...
>Frank Seipel was telling me "Bobterm" is better, I'll just
>have to hassle with getting it out of the archive sometime
>and onto an atari disk...
>

Which is better depends on what you want to use it for. For BBSing, BobTerm is the hands-down favorite. For connecting to a main-frame (i.e. VT100 emulation), I consider Kermit-65 the best. Or, if you want to do VT100 on the XEP80 eighty-column screen, VT850 is the only way to go.

>BTW, when I say *old* Atari 800, I mean *old*. This one of
>those jobs where you open a compartment on the front to
>install cartridges (there are *two* slots inside), and when
>you open the door the power is shut off. I think it's only
>got about 48K of memory installed.
>

Believe me, the readers of this group know what an 800 is. :)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

201. Re: Kermit-65 problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 05:25:56 UTC
From: doom@leland.Stanford.EDU
Message-ID: <1992Jan22.052556.29842@leland.Stanford.EDU>
Source record: 113047

Hey, I figured it out: I was trying to run Kermit with the
Basic cartridge plugged in, and for sme reason they're
incompatible. I unplugged Basic, tried it again, and no
more annoying graphics gibberish eating up the display.

Sorry I bothered you guys...
JB

202. Re: Tempest, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 05:45:24 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1992Jan22.054524.4551@usenet.ins.cwru.edu>
Source record: 113048

In a previous article, whoffman@jato.jpl.nasa.gov (Walt Hoffman) says:

>I have seen Qix, Vanguard, Dig Dug, and Blueprint running on my 8-bit
>computer which were originally written for the now defunct 5200. (Qix and
>Dig Dug were *different* versions than what was released for the 400/800's).

Does anybody have these? Especially Dig Dug. I had it, a long time ago.
It is one of the few games I had that I lost, and I would like to get
it again. Can anybody post it to the archive or send it? (This MIGHT
ber illegal, if so, then disregard this! :-))

Kev
--
Kevin White INET: ar630@cleveland.Freenet.Edu
"That's great it starts with an earthquake, birds and snakes and aeroplanes,
Lenny Bruce is not afraid....."
R.E.M., "It's the End of the World As We Know It (and I Feel Fine)

203. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 06:13:14 UTC
From: jonc@status.gen.nz
Message-ID: <R5qyeB1w164w@status.gen.nz>
Source record: 113049

poehland%phvax.dnet@SMITHKLINE.COM writes:

> Item forwarded by B.POEHLAND to J.MCWILLIAM3 K.WICKERT
>
> Item 9071519 92/01/14 14:04
>
> From: EXPLORER Atari Explorer
>
> To: B.POEHLAND Benjamin L. Poehland
>
-- Contents deleted --
>
>
> My way, you get to hit 70,000 readers per issue, in a four-color
> newsstand glossy with worldwide distribution. Believe me -- it's a
> lot easier than publishing on your own, plus you get to be famous.

Well there is news to me I have _NEVER_ seen an Atari Explorer in
New Zealand for sale at all over the last 12 years so I guess this
is not quite right ...

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

204. Printer Help

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 17:23:24 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92022.122324JJMCWILL@MTUS5.BITNET>
Source record: 112955

I have been doing my EE lab reports on my W.P. and have recently run
into the need to use Greek symbols, as is the EE way I suppose.
I am using a Epson LQ570 24 pin printer.
I finally figured out how to print the Greek symbols that come in the
standard USA character set in the Printer, after days of Italics
instead, and banging my head against a wall. Anyway, to my surprise
I realized they are only the Capitol Greek symbols, and I am missing
the one that looks like a small w, which stands for angular velocity
ya know, w=2(PI)f (sorry I don't know it's name, kill me...)
So I looked in the manual on how to maybe just redefine some of those
stupid EPSON graphics characters into small Greek symbols.
The manual is sketchy at best on how to do this, and I tried and tried
to down load custom characters into the printer to no avail.
The manual really irritates me because in comparison to the Panasonic
1091i I used to own the Epson technical section sucks dirt.
The Panasonic manual clearly explained each and every command, listing
exceptions to how each command worked, how to reverse each command,
and BASIC examples of how to use every command.
Heck, it even included templates for designing your own Character Sets!

I am planning on writing Epson, either cursing them for such a
horrible technical section, or requesting the additional information
that I need to clarify what the heck I am doing wrong.
Can you give me any clues as how to further pursue this project?
Anything would be helpful.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

205. Re: ROM listing (assembly source)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 17:31:40 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620005@hpcuhe.cup.hp.com>
Source record: 112960

>
> I am looking for a documented assembly of the Atari 800 ROM.
>Is there such a thing? Where can I find it?
>
Sure. Call B & C Computervisions and ask for the OS Source listings. They
are for the original 800, not the XL/XE, but they are still very useful.
I think it sells for about $10.00.

The documentation consists of comments in the source, but it is very well
commented.

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

206. sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 17:37:23 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.696101843@vincent1.iastate.edu>
Source record: 113051

Hi,

I'm trying to build the sio2pc interface from the file
sio2pc212.arc at atari.archive.umich.edu. I was wondering
if anyone has made this version and had it work. I'm a
little confused because I read in some file something
about getting rid of an inverter. Now I can't find where
that was, and I don't know if I have the correct schematic
for the software. The data line to the Atari was not in
Tri-state when it should have been, and the command line
was low instead of high (or at least that's what the
status line showed).

I've got the data sheets for the ICs, but no DMM to check
voltages with. Did anyone have these same problems?
How can I get ahold of Nick Kennedy (does he have email)?

Thanks.

Todd Greenfield
tgreen@iastate.edu

207. memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 17:51:52 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.696102712@vincent1.iastate.edu>
Source record: 113053

Hi,

I'd like to add some memory to my 800xl. I downloaded the files
addmem? from the atari archives. What are those QUA etc extensions
about? Is the 256K upgrade a good one?
What are the standard for compatibility with the most software?
I already have some 41256 RAMs that I'd like to put to use.
Any and all suggestions, comments are welcome.

Todd Greenfield

208. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 19:06:08 UTC
From: jsd@owlnet.rice.edu
Message-ID: <1992Jan22.190608.24404@rice.edu>
Source record: 113054

In article <aNmVeB4w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Well.. I don't know much about SpartaDOS, except it is run via CLI
>(command line interpreter... type in commands) not a menu (like Atari @
>MyDOS).. MyDOS is pretty powerful compared to AtariDOS, as it, as well
>as SpartaDOS, can support subdirectories (a directory within a directory,
>much like folders on Macs, STs, Amigas, and all those other Icon related
>computers).. MyDOS is also PD, while SpartaDOS is $old.. Also,
>SpartaDOS comes on either disk or cart, while the other 2 (being PD and
>coming with the drive) are disk ONLY... This help?

What about size and speed of MyDOS as compared to AtariDOS 2.0? Does MyDOS
support RAMdisk? Will it run on my 800?
--

Shawn Joel Dube "Better men than you and I have tried to disprove
jsd@owlnet.rice.edu Ohm's Law. They're ALL gone now." -Massey, Elec 241

209. Re: Need Advice/help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-22 23:56:28 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02sq@dino.DinoCo.de>
Source record: 112956

In article <mac1.695072270@Ra.MsState.Edu> mac1@Ra.MsState.Edu (Mubashir Cheema) writes:
>
> I just acquired two Atari 800XLs (No power supplies)
> an Indus GT drive for Atari (again no power or bus to connect it to computer)
> Loads of disks though. A 1027 printer (No power and cable again)
> As is obvious that I got this package for a dirt cheap price, Can anybody
> tell me how to get the missing things for less than the price of the system.
> Where to look for the cables. CAn I make them ? If yes how ???
>
> Any help will be greatly appreciated.
> No help is too little or too large :-)
>
> Thanx in advance.
> Mubashir
>
>P.S : I'm very very interested in getting this thing to work.

You might try to contact San Jose Computers in San Jose, California. They
have a big supply of 8-bit surplus parts, as far as I know including 110V
power supplies and all kinds of cables.

Their phone number should be available through directory assistance. If you
cannot get it, email me and I will look it up for you.

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

210. Z-Mag Issue #201 up on Atari archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 00:51:56 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Jan23.005156.13212@magnus.acs.ohio-state.edu>
Source record: 112957

```
Z-Magazine Issue #201 is now up on
the atari archive. The filename is
/atari/8bit/new/zmag201
```

211. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 01:10:14 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92022.201014JJMCWILL@MTUS5.BITNET>
Source record: 112958

Shawn,

Mydos is about the same size memory wise as Atari DOS, perhaps a little bigger. It is faster when accessing some file I/O routines if I remember correctly. It can access either Axlon type Ramdisks for the 800 or RAMdisks for the XL/XE types up to 1 meg, or 4 megs.

Jeff McWilliams

212. printer help

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 01:12:20 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92022.201220JJMCWILL@MTUS5.BITNET>
Source record: 112959

Well, I got the downloadable character problem solved after bugging Epson's tech. support and getting a FAX of a sample program. Why wasn't this in the manual? From correspondance with others, earlier Epson manuals, even the predecessor to the LQ570 had better documentation and BASIC examples. The problem I discovered, the manual confuses sending "0" and CHR$(0) which boggled the whole routine.

The emergency is over, now all I need is more detailed info on bit-mapped graphics and how to figure the proportional spacing for proportional fonts. I'm in no hurry for these but I would sure appreciate obtaining this info. Epson said "We don't have proportional tables, try printing each character and measure its width by hand" Yah, right.

Jeff McWilliams

213. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 02:07:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <53cZeB7w164w@cyberden.uucp>
Source record: 112967

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Newell Industries is still around, their latest product is the 1088K upgrade
> for the 1200XL, 800XL, and 130XE. According to their catalog they should

1088K!? You didn't ACCIDENTALLY add that "0"? Hmm... I knew meg.
upgrades exsited, but STILL!? Wow!! How much can I get one for? I
have to wait until tommorow to call them. I have finals, so I get out at
about 1pm (this is PST, also I'm in High school...!), and by the time I
realized this, it was way past 5pm over there... But if you could
help give details (it's a LOT cheaper for me!!!!), that'd be GREAT!
Thanks! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

214. Re: Atari Sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 02:52:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J6eZeB1w164w@cyberden.uucp>
Source record: 112970

(Re:Tempest coin/5200conversion)

Well.. there's a game for the 8-bit called "Tempest" at some places, and
"LiveWire" at others, that's pretty good.... No "fly-in" of the screens,
but pretty challenging (I suck!)
c-ya!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

215. Re: SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 02:57:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oeFZeB2w164w@cyberden.uucp>
Source record: 112968

(Re: the sio2pc can send to pc printers)
I am wondering about Lazzzer printers!!?! Hmmm... that'd be
interesting... Memory consuming for graphics say in a DTP, but pretty
cool!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

216. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 03:08:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BwFZeB3w164w@cyberden.uucp>
Source record: 112969

(Re: XEP80 not working w/ software)
I am wondering how exactly the xep80 works, with the Atari's constantly "jumping" screen.. If, say, I had text on the top of the screen, and then a line or two of static text, that is POKEd or something, NOT calling the E: handler or PRINT procedure, and this text was in a different area of memory than the rest of the screen (using a DL jump), would the xep80 work??? Thanx

PS. was that message to me??
^^
\ bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

217. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 03:09:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XyFZeB4w164w@cyberden.uucp>
Source record: 112971

Re: that arcive you named

Where!? Is that just not avaliable thru the bbs I use? Should I ask for
it? Or is it not a "message group"??? bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

218. BobTerm (1.21) Modules

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 03:15:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <28FZeB6w164w@cyberden.uucp>
Source record: 112972

Anyone have any good and useful BobTerm modules??? (I have a 1200xl,
1050 (not upgraded), 1010, xmm801, and sx212... also, the 1200xl has the
stock 48kram ....);)

BTW: Anyone have the software to the Parrot? I'm going to get it soon,
(cheap!), and they person giving away... I mean selling it to me says his
parents cannot find the s/w (he is in CA, his parents are in
Maryland...that's where the h/w is...)
Anyone have a spare copy?? :)
thanks
amazzzzed 8-bitter ''
^^
> PhBILL
\
|||
/|\

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

219. Re: MYDOS command line interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 04:01:01 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696148906.0@tdkt.kksys>
Source record: 112962

There is a file that is compatable with SpartaDOS that allows passing of parameters whrn using batch files. A local user wrote is and it works well. I just got my hands on it, and think it's great. Actually, I have around 165 utilities that I use with SpartaDOS 3.2d that allow me to do basicly everything SpartaDOS X does, up to and including keeping my hard drive directories and bitmaps on a floppy just in case. There's LOTS of stuff out here for disk based SpartaDOS users.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

220. Re: Tempest, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 04:05:02 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696148906.1@tdkt.kksys>
Source record: 112964

Ever see Packman Jr. from the 5200 run on a 4/8/xl/xe?? Works GREAT!!

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

221. Re: Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 04:07:03 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696148906.2@tdkt.kksys>
Source record: 112963

Speaking of XF551, do you have any idea why I can get one to work in ultraspeed w/ SpartaDOS 3.2d?

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

222. Explorer Idea!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 09:44:15 UTC
From: /PN=COLIN.W.HUNT/O=SPRINTINTL/ADMD=TMAILUK/C=GB/@SPRINT.COM
Message-ID: <"NGJC-1628-1787.17"*@sprint.com>
Source record: 112996

I find the offer from Explorer to do an internal 8-bit magazine puzzling. Surely, as a magazine reported to support ALL Atari computers, this would include the 8-bit by default. I've never seen a copy of Explorer, so I can't comment on its editorial comment - would someone let me have there postal address or telephone number.

Is explorer heavily biased towards the ST/TT?
Does it cover the Lynx, VCS, Portfolio, ATW?
What is its strong and weak points?

Would someone let me know.

Regards
Colin Hunt
Editor - 8:16

223. WANTED: Your old Atari 8-bit computer stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 11:25:28 UTC
From: ereidell@media.mit.edu
Message-ID: <1992Jan23.112528.18173@news.media.mit.edu>
Source record: 112961
Cross-posted to: misc.wanted,comp.sys.atari.8bit

Greetings. My name is Evan A. Reidell and
I would love to take care of the old Atari 8-bit computer
that has been sitting alone, unused and unloved for so many years
in your basement or closet or attic.

If you have such stuff
(Atari 400, 800, 600XL, 800XL, etc.)
and you've been wondering what you were going to do with it
I would like to take it off your hands.

I'm willing to pay all shipping costs to me,
plus some small fee or something... we can work it out...

Basically, I'm asking you to give me your old Atari 8-bit stuff,
so that at least it's being used somewhere, by me and my friends...
If you're interested in this "offer", send me e-mail or call (617) 225-9539.

Evan A. Reidell (ereidell@media-lab.media.mit.edu)

224. XMM801

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 11:28:58 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jan23.112858.11988@aber.ac.uk>
Source record: 112974

There seems to be some confusion over the XMM801. From a hardware point of view it is basically a Shinwa CP-80 printer, with an Atari manufactured interface card added in the back. The main boards and the mechanics were manufactured by Shinwa. Atari just put the whole lot in their own cases. AS for compatibility, well I calculate it's about 75% Epson compatible. It works with Daisy Dot 3, and will print out mode 9 graphics OK. It wont work with many commercial packages with standard Epson output. My XMM801 has a head fault at present, so I'm looking out for a second hand Shinwa. All I'll have to do is swap the mechanisms over.

The other point of this posting is to let you know that I have presently failed to find a US distributer for my new commercial release Digi-Studio. For those who don't know, Digi-Studio is a digitized music manipulator. It allows you to play music in real pitch using various digitized sounds, ranging from church bells to babies crying! It has a keyboard player, which uses the computer keyboard like a piano keybaord to play music. It has fully responsive keys, so that sound only plays for as long as a key is held down, just like a synthesizer. The second part of Digi-Studio is the tune player. This allows you to play pre-programmed tunes using any of the samples supplied. There are 5 tunes on the disk to play. The package comes with over 25 sound samples and a printed and bound manual. If you are interested in distributing Digi-Studio in the States, then please mail me on: djg0@uk.ac.aber. Alternatively, post to the net. I am very eager to make Digi-Studio available in the States, after a positive take-up in the UK. I look forward to hearing from you!

Dean Garraghty.
Email: djg0@uk.ac.aber

225. cartridge telecomm. software?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 14:04:38 UTC
From: yonder@netcom.COM
Message-ID: <1992Jan23.140438.2500yonder@netcom.COM>
Source record: 112965

Are there any telecomm. programs available on cartridge? I seem to recall that maybe there was something called telelink or something. It just seems like a incredibly cheap way to get friends of mine onto email. The could use old (cheap) atari 8-bits, fish up some (cheap) SX212 or something and they could be online. And to make it even cheaper and easier a comm. program on cartridge. I used to have a 1030 (actually I still have it somewhere I think). Didn't on of the old Atari SIO modems have a comm. program built into it somehow? Does anybody remember this? Any ideas on how this could work (or ideas on how to get people online for even cheaper) ? Seems like old dumb terminals would be a good way to go (80 columns) but where could I get a few cheap?

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@juts.ccc.amdahl.com or chrisr@leland.stanford.edu

226. The 8-bit directory at the Atari Archive.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 15:00:20 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan23.100020.8632@miavx1.acs.muohio.edu>
Source record: 112987

Does anyone know who is in charge of the 8-bit stuff at atari.archive? (Preferably a E-Mail address) The 8bit dierectory is starting to look like a real mess, and I would be willing to donate my time to check out all the software on the archive, and put it in their respective folders. (All the term programs in a telecomm directory, utilities in a util directory.) The archive is a great place for file exchange, for those of us who can't afford GEnie or CompuServ, and I would like to make it a little more easier for us to use.

Later.....

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

227. FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 15:01:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan23.100151.8633@miavx1.acs.muohio.edu>
Source record: 112988

Is there a FAQ for this newsgroups? (I've never seen one.) I would
be willing to put some time and effort into this, if there is a need.
(Which I think there is.)

Later.......

---------={{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
---------={{{{{{{{{((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

228. Re: MYDOS command line interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 15:42:02 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92023.104203JJMCWILL@MTUS5.BITNET>
Source record: 112966

Amos,

Well geesh how come I haven't seen it on GEnie or on A.A.U.E? You holding
out on us? With 165 utils for SpartaDOS, I always thought it would be great
to write a compiled manual with all the docs of all these utils in it, with
the same format as in the ICD manual. That way you don't have to hunt
through a zillion ARChives and look for DOC files when you've forgotted
what DOITTOIT.COM does.
What ya think? It would be a heck of a project. I know a lot of the soft-
ware authors say they don't want the docs and stuff changed, but if there was
an indexed list in the back of the manual stating who wrote what, and
addresses for share-ware payments, that would be pretty fair.
It would be a huge manual probably. Maybe it could be distributed as a
DDIII file or something, since that is the closest thing we have to
a standardized PDL (page description language).

Jeff McWilliams

229. Re: Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 15:46:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92023.104629JJMCWILL@MTUS5.BITNET>
Source record: 112979

Amos,

To get the XF551 to work in fast mode with Sparta DOS 3.2d requires a slight modification of the DOS. Bob Woolley did this, I called it Sparta 3.2X or something. I don't think you can run both a US doubler or similarly modified 1050 and an XF551 in high speed both at the same time though... i could be wrong. I have a Happy 1050 and never tried it.

This file I think is on GEnie, other wise I have it on hand.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

230. Re: cartridge telecomm. software?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 15:50:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92023.105001JJMCWILL@MTUS5.BITNET>
Source record: 112978

Christopher,

The Express! cartridge is a terminal program on CART like you asked.
I don't know what terminals it emulates though, besides ATASCII and
the standard ASCII. It runs about $70.00 I think. I believe there was
a Telelink cart but I know nothing about it. The 1030 modem had a
pretty horrible term program built in. But it did work in 40 columns.
To get 80 columns, you're gonna probably get the XEP80 to work with the
Express! cart.

Jeff

231. EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 17:26:54 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201231726.AA13253@smithkline.com>
Source record: 112973

Hmmmm... only 2 responses to Mr. Jainschigg's offer so far in IA8. Both of them negative. Is that all? Is it that no one has an opinion, or just no one cares?
C'mon, folks, this forum is ideal for sampling opinions on questions like this. Step up to the podium, gimme your 2-cents' worth. I need OPINIONS! (I promised John I would sample opinion on the Net- kind of a mini-survey- & get back to him.) Two responses ain't much of a statistical sample.

Please don't post responses to me, post to IA8 or CSA8 so eveyone can see.

Maybe I should try a different tack:
Is anyone out there IN FAVOR of incorporating "Atari Classics" into EXPLORER?

Or,
Do you have any personal response to ANY issue raised in Jainschigg's letter?

Pro or con, I don't care.
Just let me hear some noise from you guys on this!

Remember, we are in a critical phase, we are trying to grope our way thru murky times, to catch a glimpse of our future- if indeed there is one.

Silence equals death.

- BEN POEHLAND
The Alchemist

****

232. SX 212

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 17:57:36 UTC
From: AUDXH@ASUACAD.BITNET
Message-ID: <92023.105736AUDXH@ASUACAD.BITNET>
Source record: 112980

I am interested in finding an Atari SX-212 300/1200 baud modem.
If anyone knows of any, please mail me or:

Internet:
auepw@acvax.inre.asu.edu

Star Trek: Deep Space Nine--
Gene Roddenberry is rolling over
in his grave...

233. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 18:12:46 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92023.131247JJMCWILL@MTUS5.BITNET>
Source record: 112983

Bill,

The XEP80 uses the E: handler only. If you try to poke some data into
what is called Screen RAM, it won't show up on the screen.
The xep80 only intercepts proper calls to E: and S: and sends this to the
monitor. You end up with two video outputs, the video from your computer,
and the video from the xep80. Most people build a switch going to one monitor
so that you see either the 40 column standard screen when it's being used,
or you see the 80 column screen when you are doing XEP80 stuff, like using
Bobterm or Atariwriter 80, or whatever.

I think the only way you could intermingle the two displays would be to
take Michael St. Pierre's Genlock board, feed the XEP80 back to the genlock
input, and then the final mixed signal could go to one monitor. One catch,
the Atari XEP80 doesn't allow you to access the 40 column screen AT ALL
when you load it's handler. The Sparta-X does. In fact one stupid thing
about Sparta-X is that Flashback half pokes to memory, half writes to E:,
so you never can see the whole picture.
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

234. Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 18:16:19 UTC
From: dfischer@vax.clarku.edu
Message-ID: <23JAN92.18161919@vax.clarku.edu>
Source record: 112975

These games have got my interest a-flarin'. If anyone has any info on how one would go about getting these games it would be most appreciated. Take care!

Beescuma ::: dfischer@vax.clarku.edu
I imply transfigurance!

235. Re: 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 18:31:38 UTC
From: gstovall@brchh165.bnr.ca
Message-ID: <6290@brchh104.bnr.ca>
Source record: 112976

In article <52855@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
|> Hey, how's it going, haven't talked to you in a long time. Jeff's right
|> about the 800XL using a modified 6502. I have the schematics for both the
|> 800XL & 800 and the new design eliminated about 3 chips that were used as
|> buffers/halt line => completely incompatable without adding the back the
|> chips although I have heard you can plug one in a 800 W/O problems. There's
|> and old Compute article on undocumented OP Codes & I remember someone on
|> CI$ (Tim Patrick) saying that he had an illegal code for BRA, but none of
|> the codes matched what the 65C02 used. Chuck Stein jumped in and advised that
|> many of the illegal OP Codes for the 6502 translated into different OP's
|> on the 65816. IMHO: Best to use macros i.e. a BRA => SEC BCS to simulate
|> instructions.

Where can we get schematics for the 800XL? I might like to upgrade my
800XL for the heck of it (for my infant son, who will be old enough to
play around by the time I get something finished...).
--
Gregory T. Stovall gstovall@bnr.ca
Bell-Northern Research ESN 446-7009
Richardson, Texas, USA (214) 907-7009

236. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 20:10:21 UTC
From: news@bbn.com
Message-ID: <68435@bbn.BBN.COM>
Source record: 112977

In article <BwFZeB3w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>(Re: XEP80 not working w/ software)
>I am wondering how exactly the xep80 works, with the Atari's constantly
>"jumping" screen.. If, say, I had text on the top of the screen, and
>then a line or two of static text, that is POKEd or something, NOT
>calling the E: handler or PRINT procedure, and this text was in a
>different area of memory than the rest of the screen (using a DL jump),
>would the xep80 work??? Thanx

No, the XEP80 does not see "pokes" to screen memory, nor is it
programmable with DLIs; it is mostly like a dumb terminal. The
supplied driver only activates when there are I/O calls through the E:
S: or P: handlers. The screen memory remains there, though, and there
is an XIO call that switches back to Antic graphics.

It does have one graphics mode, though, is it 320x200? I think so.
Monochrome only, no gray levels. It is invoked by a GR.8 BASIC
directive or an XIO, but is not supported with drawto or fill
commands; just byte data output. The only sw I have seen using it is
a routine done by Mat Ratcliff to display picture files. I don't know
which format.

-Stan

237. Re: WANTED: program for ibm that will read/write Atari floppy d

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 21:38:52 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53257@cup.portal.com>
Source record: 112982

I don't think there's a program that will read 128 byte sectors on an IBM
you need to have a double density drive like an US Doubler.

238. Re: 800xl vs 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 22:10:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TRw1eB7w164w@cyberden.uucp>
Source record: 113000

ARGH! Hmph! I heard, like I said before, from someone (probably a
little less knowledgable than the rest at the place) at San Jose Computer
that the xmm801 in NOT Espon compatible.. BUT!
As I will quote:

"Note: Because the XMM801's normal-density graphics function is
compaitble with Epson* printers, any screen-dump program that is
capable of dumping from an eight-bit ATARI Computer to an Epson
printer will work with the ATARI XMM801 Printer."
This is from page 45 (chapter 4: "Graphics") of my xmm801 printer owner's
manual...

So.... were they lying? I HAD PrintShop, but because I didn't know that
the xmm could accept dumps via Epson commands, I gave it back. (got it as
a present)... THEN, a couple of months later, I find my manual and read
that! Would I still be able to use printshop if I had it (or wanted
it!)?
thanks to any xmm801 users/others
bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

239. Re: Greetings!.. reminiscing..better OS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 22:18:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <c6w1eB8w164w@cyberden.uucp>
Source record: 112999

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>
> This BBS you mention, I would be very appreciative if you could post the
> Atari Classics campaign press release on there for me.

Sure! I'll post on the following: (if you e-mail me it, por favor.. I
always get mixed up, or turn of the computer before closing a capture!!!)
AtariBase (called internationally, Atari Corp's own bbs) 408-745-2196
ABACUS (user group..pretty famous) (San Fran) }415-587-8062
BAAUG (user group) (SF? Somewhere around there) 408-986-0215
SCCAUG (user group) (Santa Clara, again in the SF Bay Area) 408-848-6032
West Coast Syndicate (8-bit bbs! oh!.. it also uses net mail... it's run
on Carina II) 415-438-9387 (might now me >510<-438-9387)

Those, and this sig in Internet are all I usually call for 8-bit stuff..
everywhere else (here, and about 3 other bbs) are for mail... oh,
eggg-ziting!

But, please.. I think I lost that message,and this base doesn't
keep messages around for very long (they get overwritten).. e-mail the
post to me... thanks!!!
|||Phbill
|||
/|\
/ | \

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

240. Re: wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 22:22:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uBX1eB9w164w@cyberden.uucp>
Source record: 112997

Well.. like .. SOMEBODY said (only caputered a bit), Newell Industries
sells a 1088k upgrade (even up to 4096!!) for the 1200xl, 800xl, 130xe.
San Jose Computer (800-726-8576) sells 810 for $99, 1050 for $149 (might
have gone up, or ran out)... I don't see any other stuff, but I'm also
getting a Css catalog a-comin' in the mail... e-mail me if you want me
to look around on some bbs' around here that support ataris..

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

241. Re: Kermit-65 problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 22:24:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RFX1eB10w164w@cyberden.uucp>
Source record: 112998

BobTerm is avaliable at AtariBase BBS, and I'm going to upload the newer version that I have (I've got three) to the bbs I am sig-op at.. (that's where I got it, but then he lost 1/2 his files!!)
Ataribase is 408-745-2196, and Castle Of Blackthorn (where 1.21 will soon be... if I find the original arc) is 415-883-2236...

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

242. The "archive"

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 22:27:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2JX1eB11w164w@cyberden.uucp>
Source record: 113002

WHERE IS THE ARCHIVE!!! I am connecting to InterNet via a bbs (which
goes via a couple more bbs')...
How much stuff does this place have? If I can reach it thru here, that'd
be AWESOME! I suppose, since this is a remote location, I guess I'd have
to request stuff... I'M CONFUSED! AND I >CANT GET UP!<
thanks bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

243. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 22:27:40 UTC
From: jsd@owlnet.rice.edu
Message-ID: <1992Jan23.222740.11502@rice.edu>
Source record: 112981

In article <9201231726.AA13253@smithkline.com> poehland%phvax.dnet@SMITHKLINE.COM writes:
>Maybe I should try a different tack:
>Is anyone out there IN FAVOR of incorporating "Atari Classics" into EXPLORER?

I think that an electronic format would be best for a new 8bit magazine.
Reasons:
1> Dedicated to only 8bits, no ST.
2> The incorporation of programs would be easy
3> Amazingly cheap to distribute (since the resources for
such are already in place: USENET, INTERNET, bbs's)

A simple "reader" program could be used to view/handle all text,graphics,&code.
This program could easily be ported to a different machine like the MacinTrash
I'm using to write this followup.

I'm actually willing to write this program.

Other's opinion?

--
____

Shawn Joel Dube "Better men than you and I have tried to disprove
jsd@owlnet.rice.edu Ohm's Law. They're ALL gone now." -Massey, Elec 241

244. How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 22:34:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VVX1eB12w164w@cyberden.uucp>
Source record: 113001

How about a 3d Asteroids game? Perhaps using the Sega/S-Genesis
multi-fire button controller to its advantage?
I mainly want to make something that moves more smoothly that my old 2600
Asteroids (by the way, anyone have the 4/800/xl/xe asteroids..or a
clone?)
I would have, instead of the ship stopping its rotation when you stop
turning the j-stick, it will float a little around... I also want to
make a neater looking ship.. I think I'll have it in the IRG mode (sorry
400/800ers (well.. CTIAers, actually), and use 2 sprites for the ship (4
if I make a two player mode...hmm...)
I wonder..should I do it in TurboBasic, or use Action! instead? Can
Action! programs be easily run (i.e, no runtime, or at least no cart.
needed???)
I haven't yet received Action!, because that's in the works... (I'm soo
excited, tho, too... I always wanted something more like Pascal...)
(thanks mats!)
What do you fellow 8-bitters think???
phbill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

245. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 23:27:57 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92023.182757JJMCWILL@MTUS5.BITNET>
Source record: 112985

In article <23JAN92.18161919@vax.clarku.edu>, dfischer@vax.clarku.edu says:
>
>These games have got my interest a-flarin'. If anyone has any info on how
>one would go about getting these games it would be most appreciated. Take
>care!
>
>
>Beescuma ::: dfischer@vax.clarku.edu
>I imply transfigurance!

Well, I do have both of them. Seems there isn't enough time in a month
to post all the neat and intersesting things around on here for
everyone else.

246. Cartridge Telecomm Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-23 23:33:23 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201232333.AA14382@smithkline.com>
Source record: 112984

There was an Atari software pkg. called Telelink, it was a plug-in ROMcart. Very high defective/failure rate. Compsult will sell a bushel-basketful for $2.00 each. You might get 10 that work.

There was an early version of the software for the MPP (Supra) 300-Bd joystick modem that was a ROMcart. Primitive, tho. Not user-friendly.

The best telecomm-ROM is the EXPRESS! cart. About equal to BobTerm in performance, altho you need SpartaDOS-X tp use it w/an XEP-80 & to get the most power from it. The Cadillac of telecom-ROM, but also expensive. I paid $65 from L&Y. Plus another $60 for SDX. The most serious defect of the EXPRESS! cart is that you still need a disk drive to use it; it opens a ch. to the drive & looks for a file of bootup/configuration parameters. No drive, no boot. Dumb.

I gave up on telecom-ROM. BobTerm on disk still blows everything else away.

- BEN POEHLAND
The Alchemist

****

247. Re: SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 00:12:03 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53266@cup.portal.com>
Source record: 112992

As long as we're tossing around feature/function lists and wishlists
for SIO2PC, here's one Curt Wilbar (darkwing@cis.umassd.edu) recently
got me thinking about: instead of the PC pretending to be a disk drive
that an Atari CPU talks to:

```
+-------+ +--------+
| | SIO command frames | |
| | --------> | | "SIO2PC looks like a
| Atari |====================| SIO2PC | disk drive"
| CPU | SIO data/stat frames| |
| | <-------- | |
+-------+ +--------+
```

... could the PC pretend to be an Atari CPU and talk directly to an Atari
disk drive?:

```
+--------+ +-------+
"SIO2PC looks | | SIO command frames | |
like an Atari | | --------> | Atari |
computer" | SIO2PC |====================| disk |
| | SIO data/stat frames| drive |
| | <-------- | |
+--------+ +-------+
```

I would think this should be possible with only MINIMAL changes to the
SIO2PC architecture:

- hardware: has already achieved electrical compatibility between
the PC and the Atari SIO bus. (Possible "gotcha:" if being
"electrically compatible" with an Atari CPU on SIO is NOT the
same thing as being electrically compatible with an Atari
disk drive on SIO. I don't know enough; comments, you techies?)

- software: already knows how to interpret and generate SIO frames;
just enhance it to SEND what it currently knows how to RECEIVE,
and to RECEIVE what it currently knows how to SEND. Can't think
of any serious "gotchas" here, what with what the issues SIO2PC
software design has ALREADY OVERCOME.

For those who say "why bother," or who think that this use of SIO2PC
"defeats its own purpose" or whatever, I offer the following justifica-
tion:

It's all well and good to say that with SIO2PC we will be able to
store all our Atari files on a PC hard drive (partition, pseudo-disk
file, or whatever), but how are we going to get them there? The "re-
verse SIO2PC" above is an alternative to performing a read-and-write

COPY using the Atari CPU; the PC could suck data directly from Atari diskette and stuff it directly into the SIO2PC pseudo-disk area.

For those whose PCs and Atari's are not in the same location or the same room - for instance, who download from comp.sys.atari.8bit onto a PC in the office, then have to figure out how to transfer the files from there to their Atari disks. Reverse-SIO2PC would allow such people to bring an Atari drive to the office (or leave it there, in an unused desk drawer or something), hook it up to the PC, and put those files directly onto Atari diskette. I point out the immense popularity, despite flaky performance, of Atario and UTIL software which is currently the only way to do this sort of thing; a reverse-SIO2PC connection would blow UTIL-type all-software methods out of the water, would be incredibly popular, and would open up a heretofore unavailable market for sales of SIO2PC.

I'll be interested to see the commentary on this one!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

248. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 00:19:57 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53267@cup.portal.com>
Source record: 112994

I have to agree with Michael Current that we were/are SUPPOSEDLY trying to come up with an EXCLUSIVELY 8-BIT newsletter. Me, I don't care if it's six pages a month, mimeographed and stapled together and looking like hell -- as long as it comes regularly, has interesting articles, and I don't have to wade through four tons of ST bullcrap to FIND the 8-bit stuff.

And, I ALSO have to top what's-his-name who writes from Australia that he has never seen an Atari Explorer magazine. Well sir, I live in Rochester, NY -- home of CSS and Bob Puff -- and _I_ have ALSO never seen an issue of Atari Explorer in all the years it has supposedly been published.

You don't have to be in Australia to never hear a peep out of Atari.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

249. Atari for tots

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 04:11:42 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Jan23.231142.8644@miavx1.acs.muohio.edu>
Source record: 112924

My older sister has three children (ages 5,3, and 1) ... and her oldest kids both love to play on my ST and/or 8bit when they come over and visit. Since they don't have any type of computer/video game of their own at home, I have been considering giving them the 8bit. I mean, these guys love it so much & I think they really should get used to computers now so they're not afraid of them when they get older.

My question is this...do you think it matters whether they get some ancient computer like an Atari 800...or would it be better to give them something newer/better...or perhaps something older/cheaper like a 2600?

I have doubts on whether they'll understand how careful they would have to be with the machine...especially floppies, etc...

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

250. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 04:51:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan24.045144.23844@usenet.ins.cwru.edu>
Source record: 112989

In a previous article, moon!cyberden!phbill@well.sf.ca.us () says:

>Re: that arcive you named
>
>Where!? Is that just not avaliable thru the bbs I use? Should I ask for
>it? Or is it not a "message group"??? bill
>
>_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]
>
>The CyberDen accepts liability or responsibility for no one-You're on your own.
>

Anyone with Internet e-mail can access the atari.archive.umich.edu FTP site
via the BART mailer. To learn about BART, send a message to
atari@atari.archive.umich.edu that says nothing but this:

help
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

251. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 05:05:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan24.050513.24765@usenet.ins.cwru.edu>
Source record: 112990

RE: the continual trickle of people suggesting someone put together a new
8-bit electronic newsletter

Do you read Z*Magazine?? Do you contribute to it??

Z*Magazine is JUST FOR 8-bit ATARI USERS. And it is STILL BEING PUBLISHED.
I think Ron Kovacs deserves a lot of credit for not giving up on the concept.

If people have a better idea for an electronic forum that Z*Mag, I think
they ought to contact Mr. Kovacs and offer suggestions for change, not
suggest the creation of a competing electronic newsletter. We need to pool
our resources, not divide them.

And as we thought we beat to death before, there are all sorts of reasons why
we need a PRINTED forum for the 8-bit Atari. Only a small percentage of
8-bit Atari users are online in any way, remember? A printed magazine will
have the possibility of reaching EVERY 8-bit Atari user.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

252. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 05:09:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan24.050955.25053@usenet.ins.cwru.edu>
Source record: 112991

..as we stry still further from the subject..

Didn't we decide that BASIC XE on the XEP80 under SpartaDOS X doesn't
work? It does!!

Well, _I_ didn't think it would work, and was shocked when it did. :)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

253. Re: Z-Mag Issue #201 up on Atari archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 06:08:43 UTC
From: jonc@status.gen.nz
Message-ID: <99F3eB2w164w@status.gen.nz>
Source record: 112986

fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:

>
> Z-Magazine Issue #201 is now up on
> the atari archive. The filename is
> /atari/8bit/new/zmag201

Thanks for the post Frank....

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

254. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 07:32:10 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92024.023210JJMCWILL@MTUS5.BITNET>
Source record: 113004

MICHAEL,

I'D be very interested in the details of how you got BXE working with
SD-X and XEP80!!

Jeff McWilliams

255. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 08:14:45 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1992Jan24.081445.7884@casbah.acns.nwu.edu>
Source record: 112993

I think the Atari Explorer Proposal is a good option for 2 reasons,
1. The Atari commmunity cant afford to loss another periodical. And
incorporating a *STRONG* [Double bold hot blue strong there] 8bit
presence is a good way to shore up support for AE. If AE had
that type of coverage, Id subscribe instead of buying off the shelf.

2. I agree with the premises in the proposal, putting together a
magazine that will reach its target audiance is serious work.
AE has the reach. [But unfortunately AE has never been my first
choice for Atari News and General Information. AE IMO has
always suffered from that problem and thats why Ive never subscribed.]
If AE can be made into more of a useful magazine, more like Analog or Antic
(Analog always blew Antic away) Id be a 10 year subscriber.

--
"In every revolution there is one man, with a hand weapon"
E.R. Glover
Glover@casbah.acns.nwu.edu

256. Atari Graphics.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 08:59:28 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1992Jan24.085928.9440@casbah.acns.nwu.edu>
Source record: 112995

In my spare time I am puttering on a game for the 1200xl, Id like to know
what is the best I can do as far as resolution and color (ie
most colors with best resolution all for the least memory of course.)

all responses, in any form welcome.

--
"In every revolution there is one man, with a hand weapon"
E.R. Glover
Glover@casbah.acns.nwu.edu

257. cartridge telecomm. software?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 12:18:03 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696274222.0@tdkt.kksys>
Source record: 112916

I'm not sure it it's still being sold or not, but there is the Express Term Cart. It's a great term program, and has a protocall called L-modem. This protocall caters to PRO boards.

Basicly, if you set your parameters for auto L-modem downloads, all you have to do is locate the file you want, and hit 'D' for Download. The bbs and the cart will do the rest. You don't even have to type in a filename! Now that I think of it, American Techina Vision still sells it, but it's kind of expensive.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

258. MYDOS command line interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 12:22:04 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696274222.1@tdkt.kksys>
Source record: 112915

Well, for one, I don't have long distance (sorry 'bout that)! Anyone else who does can get right on my ststem and get these utilities, and even check out the docs that are in a seperate file sig that I have online. Believe me when I say that with all of the people who have forgotten about the Atari 8-bit, everything I get, I make it available to the users!

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

259. MYDOS command line interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 12:26:05 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696274222.2@tdkt.kksys>
Source record: 112917

By the way: Even with how I have my system set up, there are ARCed disks full of SpartaDOS utilities, as well as individual ones. With a special utility I have online, a user can use keywords to locate files, and therefore has a easy time of locating any type of file. It only takes 1 to 2 seconds to locate any of the 2000+ files I have online.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

260. Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 12:31:06 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696274222.3@tdkt.kksys>
Source record: 112914

Then I suppose there's something wrong witht drive. I have a BASIC utility that makes the modification to the DOS.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

261. Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 12:33:11 UTC
From: brent@Shiva.COM
Message-ID: <1992Jan24.123311.9077@Shiva.COM>
Source record: 113003

I have kicked my Atari 800 and 300-or-so games back to life. Shadow World (a game) interests me. What do I do when the space globules land? There seems no way to get rid of them and no way to progress in the game from that point.

262. Re: Re: Greetings!.. reminiscing..better OS

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 13:43:48 UTC
From: DrDos@gallery.UUCP
Message-ID: <114@gallery.UUCP>
Source record: 112930

Well, I remember that game Xagon...I have it on disk around here somewhere...
I still use my 8-bit a few times a week, heheh I tend to return to what I
grew up using... well since the last 70's early 80's that is...hahah it sits
happily next to my Mac II and my 386 running Qnx OS... my 256k 800xl is a
great system... I have a US Doubler installed in my 1050, and never had a
problem with anything on this system..hahah it has been in use for at least
10 years? or so...

--
-------------------------)--====-- Doctor Dos! ----------------------------
- StGNet = drdos@gallery UUCP = drdos@gallery.UUCP -
- Co-Sysop of Night Gallery BBS (818) 448-8529 Est. 1985 3/12/2400 -
-----Night Gallery - It's Not A Place....Its a State of Mind----------------

263. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 14:35:03 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan24.093503.8649@miavx1.acs.muohio.edu>
Source record: 112913

In article <9201231726.AA13253@smithkline.com>, poehland%phvax.dnet@SMITHKLINE.COM writes:
> Hmmmm... only 2 responses to Mr. Jainschigg's offer so far in IA8. Both of
> them negative. Is that all? Is it that no one has an opinion, or just no one
> cares?
> C'mon, folks, this forum is ideal for sampling opinions on questions like this.
> Step up to the podium, gimme your 2-cents' worth. I need OPINIONS! (I promised
> John I would sample opinion on the Net- kind of a mini-survey- & get back to
> him.) Two responses ain't much of a statistical sample.
>
> Please don't post responses to me, post to IA8 or CSA8 so eveyone can see.
>
> Maybe I should try a different tack:
> Is anyone out there IN FAVOR of incorporating "Atari Classics" into EXPLORER?
>
> Or,
> Do you have any personal response to ANY issue raised in Jainschigg's letter?

I feel that "Atari Classics" in the Explorer would go a lot further
than an independent magazine. (I have never heard of CN or AIM except in
this newsgroup, I wonder how many other people out there with 8-bits
feel the same way.)

The fact that I can go down to Waldenbooks or B. Daltons and pick
up an Explorer is also a very positive factor.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

264. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 14:52:40 UTC
From: dja1@backyard.picst.bellcore.com
Message-ID: <1992Jan24.145240.23358@walter.bellcore.com>
Source record: 112905

In article <53267@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
|> I have to agree with Michael Current that we were/are SUPPOSEDLY trying
|> to come up with an EXCLUSIVELY 8-BIT newsletter. Me, I don't care if it's
|> six pages a month, mimeographed and stapled together and looking like
|> hell -- as long as it comes regularly, has interesting articles, and I
|> don't have to wade through four tons of ST bullcrap to FIND the 8-bit
|> stuff.
|>
Here, Here! I couldn't have expressed it better myself. I'd take the cheapest, crappiest fanzine ever if it was all 8-bit and had good material. And I think this message base alone proves there is still enough good material that can be written about the 8-bits.

Also, I found that EXPLORER proposal to be EXTREMELY condescending. First, it says 8-bit owners are TOO CHEAP to support a magazine. Secondly, it says that 8-bit owners don't have the intelligence or know-how to enter the publishing arena, as if the track record of ATARI EXPLORER was anything to crow about on how to put out a magazine the right way. Spare me. I think we could do better than the few crumbs they were willing to toss our way in that 'proposal'!

"Remember, save the planet, defy authority, and watch your cholesterol!"-PLCL
"Nulla Quaestio!" Dave Arlington

265. Re: SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 15:00:25 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.696265225@vincent1.iastate.edu>
Source record: 112906

I just finished the sio2pc interface for atari <-> ibm. It's
pretty cool. I used an broken MPP-1150 printer interface for
the connectors & box - looks almost professional. I don't
have v3.00 of the software yet, just v2.12. Chris suggested
the following:

In <53266@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
[...]
> +--------+ +-------+
> "SIO2PC looks | | SIO command frames | |
> like an Atari | | --------> | Atari |
> computer" | SIO2PC |====================| disk |
> | | SIO data/stat frames| drive |
> | | <-------- | |
> +--------+ +-------+

> I would think this should be possible with only MINIMAL changes to the
>SIO2PC architecture:

> - hardware: has already achieved electrical compatibility between
> the PC and the Atari SIO bus. (Possible "gotcha:" if being
> "electrically compatible" with an Atari CPU on SIO is NOT the
> same thing as being electrically compatible with an Atari
> disk drive on SIO. I don't know enough; comments, you techies?)

You need to reverse the direction of the command line - instead of the
PC receiving command, it would be sending it. Could maybe do this
by adding some switches, or just build another one - parts for mine
was only about $15.

> - software: already knows how to interpret and generate SIO frames;
> just enhance it to SEND what it currently knows how to RECEIVE,
> and to RECEIVE what it currently knows how to SEND. Can't think
> of any serious "gotchas" here, what with what the issues SIO2PC
> software design has ALREADY OVERCOME.

I really wish Nick Kennedy had done it in C - I know C much better
than assembly on the PC. However, I did look at the code a little,
and I might be willing to give it a try. If I do, I'll probably
rewrite a bunch of it in C. One thing you might not have noticed is
how Nick assumes memory on the PC is his to use - he doesn't "ask" for
it like he's supposed to. This could be very dangerous, IMHO. Other
than that, the software looks pretty good.

I think an alternative to changing the hardware is to improve the pc
software for transferring files from pc -> atari disk image & back.

I'd like a program that would allow moving files freely between the pc file system and the atari disk image files. This would be almost as good as Chris's idea, since copying files from the sio2pc image to a real disk isn't hard to do.

Of course, I probably don't really have the time right now, but who knows.

Todd Greenfield

266. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 15:06:24 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jan24.150624.5184@exu.ericsson.se>
Source record: 112918

I'm against putting Atari Classics (AC) into the Explorer. IMO, the Explorer is just laid back and empty journalism. The reviews always give the thumbs up to every product; the information is often outdated or printed way too late; and, as you'd expect from a house organ, it gives the impression that all is rosy in the Atari world. And what the heck is the intended audience? ST articles, reviews of Lynx and 7800 games, stuff about the Portfolio, some 8-bit coverage--absolutely no consistency. Plus it is published a bit too sporadically for my tastes.

Everyone involved in this newsletter project should get a subscription to _The 2600 Connection_, a small newsletter dedicated solely to the ancient Atari 2600 VCS. It is slim (10 pages), but very well laid out, and--this is the important one--somehow manages to give the impression that there is vitality and excitement about the system. I don't know how they do it, but I look forward to that newsletter with the same anticipation I used to have for ANALOG. And they must be doing something right, as their subscription base is growing rapidly--they were given a significant plug in the magazine that started this discussion, Atari Explorer.

I think that something small, semi-professionally done, and with EXCELLENT AND INFORMATIVE ARTICLES AND WRITING would really take off for the 8-bits. AIM is okay, but I find that most of what they print is complete fluff, not to mention that it doesn't look much better than your average user group newsletter (which is what it is). I think someone with access to (and who's very adept with) a some quality desktop publishing software, a laser printer, decent scanner, and WHO CAN WRITE would be able to pull this off.

Believe me, if I had the above equipment, and more time than I currently do, then I would do it myself. And if the income from subscriptions and advertising covered more than printing costs, allowed me to pay contributors, and had enough left over for me to get by on (just dreaming here) then I would QUIT MY JOB AND WORK AT IT FULL TIME. Dedicated? Hell, yes. (And probably very stupid.)

Is this what you were looking for, Ben?
--
James Hague
exuhag@exu.ericsson.se

267. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 16:09:38 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jan24.160938.7613@exu.ericsson.se>
Source record: 112922

In article moon!cyberden!phbill@well.sf.ca.us writes:
>
>How about a 3d Asteroids game?

Check out Deluxe Asteroids for the 7800. It is excellent, though very
difficult. The rocks rotate in 3D, as in Blasteroids, and are shaded
and the like.

--
James Hague
exuhag@exu.ericsson.se

268. Re: 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 16:41:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53309@cup.portal.com>
Source record: 112907

B&C Computer Visions has the officious Atari service manual for $25.
They also have SAMs service guides for $20-$25. You should be able to
get a SAMs just about anywhere. B&C's number is (408)986-9960

269. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 16:50:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53310@cup.portal.com>
Source record: 112908

You'll love Action! After you get used to a word processor type editor
for programming you'll use it for everything. Takes a while to pick-up,
but the return is great. Programs will run at about 1/2 of pure ML speed
but only take 1/10 the time to write. There's a public domain run time
package that'll make stand alone programs. If you need it I can U/L it
on one of our local boards like Atari Base.

270. Undocumented OP CODES

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 17:01:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53311@cup.portal.com>
Source record: 112909

```
Here's the 'undocumented OP codes' you
requested. I might add that some of
the programs I've seen also do stuff
like have the code pass an initial
start-up decremented by 1 so you can't
disassemble it from disk. The 1st piece
of code just INCs the rest so it'll run
From Compute May, 1987 by Raeto West
INSTR ABS ABS,X ABS,Y ZER ZER,X ZER,Y (IND,X) (IND),Y IMM
ASO OF 1F 1B 07 17 ? 03 13 0B
ASL then ORA the results with the accumulator
RLA 2F 3F 3B 27 37 ? 23 33 2B
ROL then AND the result with the accumulator
LSE 4F 5F 5B 47 57 ? 43 53 ?
LSR then EOR the results with the accumulator
RRA 6F 7F 7B 67 77 ? 63 73 ?
ROR then ADC the result with the accumulator
AXS 8F ? ? 87 ? 97 83 ? ?
Store the result of A and X
LAX AF ? BF A7 B7 ? A3 B3 ?
LDA and LDX with the same data
DCM CF DF DB C7 D7 ? C3 D3 ?
DEC memory and CMP the results with the accummulator
INS EF FF FB E7 F7 ? E3 F3 ?
INC memory then SBC the result with the accumulator
ALR ? ? ? ? ? ? ? ? 4B
AND the accumulator with data then LSR the result
ARR ? ? ? ? ? ? ? ? 7B
AND the accumulator with data then ROR the result
OAL ? ? ? ? ? ? ? ? AB
ORA the accumulator with #EE, AND the result with data then TAX
SAX ? ? ? ? ? ? ? ? CB
SBC data from A AND X and store the result in X
*NOTE they gave DEX and CMP as the the instructions replaced by
this which doesn't make sense! I think this is right.
NOP 1A, 3A, 5A, 7A, DA, FA
No operation
SKB 80, 82, C2, E2, 04, 14, 34, 44, 54, 64, 74, D4, F4
Skip a byte
SKW 0C, 1C, 3C, 5C, 7C, DC, FC
```

271. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 18:03:19 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53315@cup.portal.com>
Source record: 112910

Again I agree with Michael. I'd probably have read a lot more than the two or three issues of Z*mag I've ever seen, if they were in printed, rather than electronic, form. I've never had the luxury of zapping things in via FTP and right straight out to an employer- or university-subsidized printer, and Z*mags are LONG and take a LONG time (in my opinion) to download.

Also, for what it's worth, I found Z*mag to be overly full of Atari-Corp.-bashing and other "political" news (I don't care, for instance, where Bob Brodie happens to be at any given time), and lean on programming/tech/useful stuff. I.e. I don't want to spend MY paper and MY printer ribbon on it... I *would* pay a small fee to receive it already printed and stapled on a monthly or similar schedule. Not a BIG fee though.

Call me Mr. Tightwad...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

272. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 18:10:45 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53316@cup.portal.com>
Source record: 112919

If all else fails I've got Xagon and MIGHT (I'm not sure) also have Zybex. I could probably be persuaded to UUencode and upload them here, but be warned: I don't always deliver within a reasonable time frame due to a vast number of other interests; it could be a couple of MONTHS from now...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

273. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 18:17:35 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53317@cup.portal.com>
Source record: 112920

>How about a 3d Asteroids game? Perhaps using the Sega/S-Genesis
>multi-fire button controller to its advantage?

I'm a 3D fanatic myself. You could also use the Sega 3D glasses to do TRUE 3D display; page flipping etc. is perfectly suited for this. I've been slowly piddling my way toward an Atari joystick-port adapter and software driver for exactly this plug-in, for a while now... I move slowly and with great ponderosity (probably because I spend so much time HERE instead of actually DOING things, heheh)...

>I mainly want to make something that moves more smoothly that my old 2600
>Asteroids (by the way, anyone have the 4/800/xl/xe asteroids..or a
>clone?)

I have the cartridge and I also remember seeing it pirated as a disk file back in the dim dark past...

>I would have, instead of the ship stopping its rotation when you stop
>turning the j-stick, it will float a little around... I also want to
>make a neater looking ship.. I think I'll have it in the IRG mode (sorry
>400/800ers (well.. CTIAers, actually), and use 2 sprites for the ship (4
>if I make a two player mode...hmm...)

Sounds like you're a 2600 programmer??? Is that possible??? I might buy a 2600 if I found I could actually program it...

>I wonder..should I do it in TurboBasic, or use Action! instead? Can
>Action! programs be easily run (i.e, no runtime, or at least no cart.
>needed???)

Action sure has the fastest speed-of-execution of any language I've tried on the Atari. I've tried Atari BASIC (of course), BASIC/A+, Turbo BASIC, Frost BASIC (same thing), Action!, and Kyan Pascal. I have, but haven't gotten around to trying, CC65, Draper Pascal, and a couple of other odds and ends... Of course there's always assembly language but that's not as easy to write as these others...

>I haven't yet received Action!, because that's in the works... (I'm soo
>excited, tho, too... I always wanted something more like Pascal...)
>(thanks mats!)
> What do you fellow 8-bitters think???
> phbill

I think this was a very interesting message, that's what I think! :-)

274. Re: Tempest, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 18:35:22 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92024.133522AKH104@psuvm.psu.edu>
Source record: 112911

Yes...love it...Says its been cracked by Glen the 5200 Man
another unreleased cartridge due to the mismanagement at atari.
Glen? You got Tempest?
Andrew

275. XF551 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 18:44:29 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92024.134429AKH104@psuvm.psu.edu>
Source record: 112912

I just recently obtained (through here mind you) an XF551 drive!
Wonderful piece of smallishness. Still...PROBLEMS ABOUND!!!
Here it is all jumbled and confused:

The Drive Mech that came with the unit (I'll call it the Oringinal Mech: OM)
Works fine with Single sided single density. However!!!!!! With any double
sided double density or even single sided for that matter the drive crashes.
That is...it formats slow...then Naks then if lucky DOS says do it again..
then it might work...Slow..Nak..slow...Fast. Should be Slow...Fast according
to Mr. Puff. He don't know the answer to this one either guys.
So what? Well...Good ol' me happend to have a Mitsushita mech (JVC/PANASONIC)
(I'll call it the New Mech: NM 8-). Ok...when pluggin this in to the
XF board the drive works GREAT! FANTASTIC! NO ERRORS!!!! NO MATTER WHAT!!
Well you say...must be a bad OM. (Pun) Well then why when I put the OM
in an IBM/Compatible..it works great fine!! no prob!!! even if I run
drive diags on it!!! Ok...so why the __LL doesn't then OM work in the
XF???? Why bother? Well because the NM doesn't fit in the case and
the connectors aren't long enough!!! Sorry..but I did pay $75 for the
darn thing and would like the mech to atleast function partially on the
XF.
Andrew

276. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 18:53:38 UTC
From: bill@mwca.UUCP
Message-ID: <1956@mwca.UUCP>
Source record: 112927

Sounds like a good plan to me - I think it'd be foolish to turn down an offer of free printing and distribution with little or no editorial restriction. Use electronic medium as a method to inform people that this new expanded 8-bit section exists in Atari Explorer, but don't overlook the 80% of 8-bitters who don't actively engage in modem access.

To reject this offer because AE is run by Atari Corp and Atari dropped the 8-bits would also be chopping off your nose to spite your face - what's important is doing whatever possible to ensure success of the 8-bit publication, and I don't think you have any better chance of success than to accept AE's offer.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

277. Atari 800XL computer $30 obo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 20:37:16 UTC
From: mac1@Ra.MsState.Edu
Message-ID: <mac1.696285436@Ra.MsState.Edu>
Source record: 112921
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

I still have one Atari 800XL forsale.
(i.e: No power supply or cable)
Also as I have never had a chance to use it
I cannot guarantee if its working.

Anybody for $30
Thanx
Mubashir

278. 48K Atari 400 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 21:39:22 UTC
From: jmc@engr.uark.edu
Message-ID: <1992Jan24.213922.3253@engr.uark.edu>
Source record: 112923

Attention Atari fans! I have an Atari 400 for sale, complete with several accessories:

Atari 400 console
GTIA (newer) video chip
3rd Party 48K board
410 tape drive
ALL cables, power boxes, etc. (sorry, I don't have the manuals)

Software:
Cartriges --
Gorf -- Star Raiders -- Speedway Blast -- Mountain King
Squish 'Em -- Kickback (soccer) -- Rev. A BASIC

Tapes: Too many to list. Around 50 of them, many of which I have no idea as to their contents!
Among them . . . Livewire (Tempest clone) , Galaxian, Frogger clone, Juice!, and Blue Max, just to name a few.

The whole setup is fully functional and in great condition. I'm not sure how much the thing is worth, but I'll say around $40 + shipping or best offer.

Thanks . . .
John Carmack
jmc@engr.uark.edu

279. 8-bit hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 22:10:21 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992Jan24.221021.11521@unx.sas.com>
Source record: 112769

I know the rules, so I won't post it here, but there's nothing wrong
with letting you know, is there?

I have lots of Atari 8-bit hardware and software forsale. I am posting
it to misc.forsale.computers. PLEASE take a look!

Rick Tatem

Rick Tatem __-__ _
snoret@unx.sas.com =========@ ============ *#__===___
UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
SAS Institute, Inc. _____________{ @* @

280. Re: Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 22:20:16 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92024.172016AKH104@psuvm.psu.edu>
Source record: 112925

Every notice that the color of your status line changes every now and again?
Thats because there is this little beacon/ship thingy flyiny very low to
the ground. You must drop down close enough to the thing to have it run
into you. Your ship will glow then. NOW! you must fly your ship to those
landed pods and just hover ever so slightly above the opening that is
firing all that stuff into the air. You will plug it. It will destroy itself.
Also...play this game with a Translator (800OS) so that it doesn't lock up
on the XL/XE's.
Great Game though! Very great...get two players going after one another!
Try it drunk.
8-) Andrew.

281. Atari 8bit software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-24 23:35:02 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992Jan24.233502.12294@unx.sas.com>
Source record: 112768

I have posted the first of two listing of 8bit software I have
for sale to misc.forsale.computers. All the mentioned items were
tested prior to the post. Please take a look!

Thank you,

Rick

Rick Tatem __-__ _
snoret@unx.sas.com =========@ ============ *#__===___
UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
SAS Institute, Inc. _____________{ @* @

282. Explorer Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 00:11:13 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201250011.AA17224@smithkline.com>
Source record: 112926

From: PHVAX::POEHLAND 24-JAN-1992 19:06:09.42
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: Explorer Proposal

Let's see, I count 1 FOR, 3 AGAINST, & several OBTUSE, responses to the
proposal by Explorer to incorporate Atari Classics into slick mag media.

Do I sense a pattern developing here?

Well now, this is more like it. But there's still a few hundred of you guys
out there who haven't spoke up. A little MORE noise, if you please.

Wassuh mattuh? Bashful? Cat gotcher tongue? This is no time to be shy!!
This is YOUR forum. Give YOUR opinion. Don't let the future happen by default!

If anyone would like to see the text of Mr. Jainschigg's proposal again, just
let me know, I'll upload it again to this newsgroup via CSA8.

Does The Alchemist have an opinion on this? YOU BETCHA!! I've gone over the
text quite thoroughly & have a response for each paragraph of it. However,
insofar as I am a player in the game I do not wish to give the appearance of
influencing opinion one way or another. Therefore, I shall not express myselfuntil there
has already been deposited into this Digest a sufficient number of
responses to make clear to an impartial observer what the majority opinion
is, exclusive of my own.

Hers's the deal: you folks all gotta tell me what YOU think first.
Then I'll share my views with everyone on the Net. Fair enough?

- BEN POEHLAND
The Alchemist

****

283. Impressions of Explorer Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 00:15:55 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201250015.AA17231@smithkline.com>
Source record: 112928

Colin Hunt asked for some input on Atari Explorer Magazine (AEM). I don't have a copy here in front of me, in fact haven't even looked at one for over 6 monthsbut will try to convey my general impressions.

I'm surprised at the relative lack of familiarity with AEM. A freebie sub application was included in just about every Atari product I ever purchased. It's a slick mag, averaging 70? 80? pages/issue. LOTS of ads & hype for all the latest products from Atari Corp. (which, these days, means ST/TT extravaganzas). Which isn't surprising, since the magazine's operational budget comes directly from Atari Corp. I think it would be fairly accurate to characterize AE as Atari's official print medium mouthpiece.

AE was originally HQ'd on the East Coast, New Jersey I think. About a year ago, around the time porn sleazebag Larry Flynt was pulling the plug on ANALOG, Tramiel demolished Explorer. Pretty much the entire staff was fired, & the magazine was surreptitiously moved to its present location in California where Massuh Jack can keep a closer eye on it. Prevailing opinion at the time held that AE had gotten too big for its britches (TRANSLATION: they printed some editorials critical of Atari's management).

In the past year the magazine has risen somewhat shakily to a more-or-less regular publication schedule under the helm of John Jainschigg. It was quarterly for awhile, then seems to have stepped up, I belive it is now bimonthly. 8-bit coverage, which was already on the wane before the shakeup, has essentially vanished from the present venue. Despite people's claims not to have seen it, I have never had a problem locating on magazine racks in various bookstores in my local area (30 miles west of Philadelphia). Places like Waldenbooks, B. Dalton, Encore Books, etc., in shopping malls. (Quite often, right next to AIM on the shelf.) I have a vague recollection Bob Brodie had a column, or some sort of articles, in AE, but never a subject that piqued my interest. If there is one central theme associated with my impressions of AEM, it is that I can't recall ever reading anything in it that was memorable or useful. Which is probably why I never subscribed. The final year of the old regime was said to be quite good as the old staff grew more bold (1988? 89? or so) but by that time I had given up on them.

Atari has apparently charged Jainschigg with responsibility for making AEM financially self-sufficient in 1992, a theme close to the surface of John's existence as he repeated it a number of times in the conversation during which he was introduced to me by the publishers of AIM. John also told me at that time he expected AE to go to 7 issues in 1992.

It has been pointed out to me by several people that AIM's 8bit coverage has declined also over the past couple years, a fact which cannot be denied. But AIM at least presented a few interesting tidbits- buried amongst the ST stuff, of course- sufficient to attract my attention.

Explorer does not offer a monthly software disk, 8bit or ST, that I know of.

Colin, I know this isn't much to go on, but it's the best I can do.

If anyone else would like to add to this, or offer their opinions, please do!

- BEN POEHLAND
The Alchemist

****

284. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 00:50:26 UTC
From: michael@dime.cs.umass.edu
Message-ID: <42247@dime.cs.umass.edu>
Source record: 112929

In article <92023.131247JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>I think the only way you could intermingle the two displays would be to
>take Michael St. Pierre's Genlock board, feed the XEP80 back to the genlock
>input, and then the final mixed signal could go to one monitor. One catch,

Jeff,
Could you post information about the genlock board you mentioned above?
Long before the current ranges of 16 and 32-bit computers were out, before there was a genlock for any personal computer, I wanted one for my 8-bit (though of course I didn't know what one would be called). Any information on capabilities, pricing, and availability would be appreciated.

Michael Kieras
michael@cs.umass.edu

285. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:35:46 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92024.223546AKH104@psuvm.psu.edu>
Source record: 112933

I also must agree that going with the Explorer is a bad mistake. It has always been and always will be an ST magazine. Let alone...I can't find a copy anywhere.
This is supposed to be an all out 8-bit only magazine. Let's submit articles and the like and run the thing off a xeroxer and get it moving. The subscription base will grow...mail information to all the Atari boards you know plus Genie, Compu-Serve, and netwise. I would be willing to pay $3.00 and issue even if its only ten pages of light ink.
Perhaps you should "set" up people to perform certain tasks....that is to say have people designated to be an "Editor" of each major topic. Such as Hardware Upgrade Editor...Bussiness/Applications Editor... End user Editor, Feedback Editor...I'll gladly spend time sorting through mail and information from others to piece together and upload to the final productions staff.
Hey...I like this.....I could be a writer for once! This is great! There are so many weird upgrades and system tumors done around college here to the 8-bit. I would gladly interview and writeup stuff for the magazine.
Shall we GO with this independent USER only magazine? Hell, I'll do it myself on me good ol' xl and mail it to myself right now to make me feel better.

Andrew K. Heller

286. REPLIES

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:39:26 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92024.223926JJMCWILL@MTUS5.BITNET>
Source record: 112937

Michael Kieras was asking about the genlock board. This is a hardware
project that Michael St. Pierre made and published in the SLCC
journal. It appeared in issues November and December of 1991.
It doesn't specify which computer it is for, but I THINK it is
for the XL and XE machines. Anyone interested in reprints
can contact the San Leandro Computer Club at ..

P.O. Box 1506
San Leandro, CA 94577-0374

Tell 'em Jeff McWilliams sent ya.
The articles includes schematics, and the PCB artwork if you
know how to photo-etch PC boards. I believe Bob Woolley also
auctioned a couple off at the latest meeting. Wish I lived in
California!!

Dennis wanted to know about whether he should let his children
use the computer. I think that's Great! The Atari 800 is a rugged
machine, built like a tank. As long as you can teach them how to
properly use the disk drive and such you should have little problem,
kids seem have the ability to pick up computer skills betten than
older people. My daughter is two, and she always tries to sneak into
my chair and pound away on the keyboard just to watch the cursor
go by on the screen and hear my keyboard click. But two is too young,
I don't need her dumping her sippy cup of fruit juice on my keyboard.
Many places still carry lots of educational games for little kids
that are fun and help them learn at the same time. I suggest looking
up American Technivision, B&C Computervisions, and BEST Electronics
for dozens of titles.

Amos,

The XF551 in fast mode isn't as fast as the US doubler. In double
density it will sound something like it is reading single density
disks. You have to format a disk in XF551 fast mode also for it to
work properly. Use 3.2d XINIT, and when it asks for US DOUBLER
sector skew, reply NO. The newly formatted disk will be fast.
I don't think single density disks will benefit from this fast mode
at all, I am vague as to where learned this, if it was from the
original docs for that BASIC program you mentioned, or where.

I would surely love to visit your BBS, but as a college student,
I can't afford long distance either. I had wrongfully presumed that
since you could post to the net, that you had access to the
Atari.archive.umich.edu and could put stuff there. Is GENIE a local
call for you? I don't think they charge for uploading stuff.

Andrew,

Your XF551 experiences are certainly perplexing. I own two of them, one is standard configuration, the other has been modified as a 3.5" 720K drive from the Innovative Concepts upgrade. The mechanisms they use are IBM standard half height drives, I cannot understand why your other drive will not mount in the XF551 case. When I put in the Sony 3.5" mech, it came with a kit of rails you attach to the drive to mount it into a standard 5.25" bay, and it worked fine. Also, the mech. that I pulled out of the modified XF551 went into a standard Floppy drive case & PS, with a cable running back to the modified drive. Flipping a switch gives me access to the 5.25" mech again. My point is, the mechanism size is STANDARD, you must have a weird new mechanism there, perhaps a 1/3 height?

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

287. Re: Impressions of Explorer Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:40:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92024.224004JJMCWILL@MTUS5.BITNET>
Source record: 112935

To put in my two cents worth, I don't personally care for explorer either.
Like others have said, the publication was never really big on 8 bit articles.
There was never anything about the 8 bits to sink my claws into. It was all
ST hype, and now Portfolio and Lynx as well. There were a few program listings
back in the old days, but they were silly demos and stuff, nothing even close
to what you could find in Analog or ANTIC when they were around.
The only thing ever useful in the publication was a few mentions of new
products for the 8 bits in the New Products section of the magazine.

When the Bosses at Atari kicked out the editorial staff because they didn't
like what they were saying about Atari, what did that communicate to
the reader? That the magazine depicts the Atari world as a
tropical paradise no matter what. That's not journalism folks, that's pure
hype, like the 30 minute commercials that air on TV late at night.
Atari Explorer has an 8 bit editor. Why hasn't he done anything to
help out the 8 bit community beside sit on his duff? Perhaps he doesn't
really care. And maybe the only reason John is making this offer to the
8 bit people is to rake in more subscribers. Did he say he was concerned
for the 8 bit community? No he said we are cheap, and waved cash in our
faces saying Lookie, Lookie, big money if you just get these people to
subscribe to my magazine, and make ME look good to the Tramiels.

Compare Atari Explorer to Atari Interface Magazine. AIM is dedicated to
Atari. It shows. Recently they asked subscribers if they wanted additional
money spent on improving the look and content of the publication, or on
going from third to second class mailing. People voted for improvement
of the magazine. Clearly the Rayls are concerned with what their
readers actually THINK. They actually give a darn.

Additionally, they are not an entity designed from the beginning to do
nothing but spew forth pro-Atari garbage at its readers. AIM is an
independant magazine. That means that if you think Atari bites dirt for
dumping us 8 bitters, you can say so without fear of Jack Tramiel hitting the
CENSOR button. I don't think I have ever heard the Rayls call us CHEAP
either.

Additionally, AIM has the support of 78 users' groups. Why would 78 different
users' groups support a magazine it they didn't all think AIM was doing a
good job?

AIM offers disks each month, AE doesn't.

It is senseless to think that by joining up with Atari Explorer the
8 bit community will be better off. It will be no better than
before. Atari 8 bit articles will still compete for space with
Atari ST/TT, Portfolio, and Lynx machines. Articles would be

carefully scrutinized to ensure no criticism of Atari was contained
within them. Vendors would have to compete for advertisement space
beside all the vendors for the other machines made by Atari.

********** Atari Classics Campaign Update **********

I am currently waiting to send 98 info kits out in the mail.
The materials are being shipped from Ben's place to mine, where they
will be assembled and mailed next week. Letters are starting to
come in, as have responses both on the Internet and on GEnie.
Also on the way are more mailing lists compiled by Ben himself.
Vendors are jumping up to support the campaign, including
BEST Electronics and C.S.S.'s own Bob Puff.

After the first couple hundred kits go out next week, Kit-Paks
will start being assembled and shipped to Users' Groups to be
distributed to their 8 bit members.

For those of you who have replied to me with mail addresses,
an info-kit will be in the mail early next week, unless Houghton is
destroyed, bombed, or receives 100 feet of snow. For those who havn't
sent me their address, you are missing out on the only chance to keep
the Atari 8 bit community alive, and it could be your vote that
shifts the scales of Fate in FAVOR of the 8 bit community.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

288. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:40:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uP73eB1w164w@cyberden.uucp>
Source record: 112946

```
>
> What about size and speed of MyDOS as compared to AtariDOS 2.0? Does MyDOS
> support RAMdisk? Will it run on my 800?

Well, MyDOS is a little bit bigger, but I don't notice it. And yes,
there's even a SetRAMDISK command on the main menu. (you can also
configure drives, such as HD, non-Atari drives, etc. etc.)
It's pretty nice.. I like the SubDIRectories, but I barely use them!
(took me forever to get even close to making anything to handle SubDIRs
thru Atari DOS... then again, I was using BASIC, and had most of the
trouble with the CLI, not the file management.. i.e., having various
ways to use the command DIR, or CHG, etc.etc.)
You should get it! Pretty neat..
bill

BTW, on BobTerm's title screen, it used to say "try mydos 4! It's
great!".. now that I have it, BobTerm doesn't say it, it knows! :)
(made by the same guy...)

_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ phbill@<watch this space> (Bill kendrick) ]

The CyberDen accepts liability or responsibility for no one-You're on your own.
```

289. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:43:26 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Jan25.034534.19187@caedm.byu.edu>
Source record: 112936

This doesn't sound very appealing. While I am unable to participate in this campaign, I would oppose it going to part of Atari Explorer as outlined in the previous letter to Ben Poehland.

If the 8-bit community is going to get its own magazine, then it had better be ENTIRELY 8-bit, IMO.

290. B&C ComputerVisions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:44:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8V73eB3w164w@cyberden.uucp>
Source record: 112947

I never knew anyone had that much software!!! BTW (unless I said
before), anyone have StarRaidersII they don't want? I have 1, and it's
awesome, but I heard that it isn't much compared to II... thanks
bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

291. Re: WANTED: Your old Atari 8-bit computer stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:47:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <H273eB4w164w@cyberden.uucp>
Source record: 112948
Cross-posted to: misc.wanted,comp.sys.atari.8bit

```
WELL YOU'RE >NOT< GETTING MINE!!!

_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ phbill@<watch this space> (Bill kendrick) ]

The CyberDen accepts liability or responsibility for no one-You're on your own.
```

292. Atari 8-bit magazine as part of Atari Explorer???

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 03:48:15 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Jan25.035027.19310@caedm.byu.edu>
Source record: 112938

I don't like what the person from Atari Explorer outlined for the proposed
8-bit magazine. 8-bit users need their own magazine, IMO.

293. Attention Atari 8 Bitters!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 04:24:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92024.232430JJMCWILL@MTUS5.BITNET>
Source record: 112934

Heads Up, Atari 8-Bitters!!

This Is For YOU!

Beginning 1992, the Atari 8-bit computers- and the community of
USERS who still cherish these machines- have been officially discarded
by Atari Corporation.

BUT WE REFUSE TO ROLL OVER AND DIE AT ATARI'S COMMAND!!

We believe there are enough of us left to pursue our 8-bit
interests independently of Atari Corporation.

Would you like to see a common forum in which users, developers,
and vendors can communicate? A print medium wherein advertisers can
be assured of reaching their intended audience, and where users can
look with confidence for information about new products? A user-
oriented publication to fill the void left by the collapse of ANTIC
and ANALOG?

My name is Jeff McWilliams, and I'm a dedicated 8-bit user. I
want to present the Atari 8-bit community the chance to gather under
one publication dedicated exclusively to the Atari 8-bit computers. A
magazine that will unite our community and give it the strength it
needs to survive. A forum where users can ask tough questions and
read unvarnished product reviews. A magazine whose ads will be almost
exclusively from 8-bit vendors.

I propose a write-in campaign to Atari Interface Magazine, asking
for a separate, exclusively 8-bit magazine called "Atari Classics".
Atari Interface Magazine already has a strong presence in the Atari
community. For several years AIM has been a combined ST/8-bit magazine
whose publishers have indicated a willingness to support the Atari 8-bit
community as long as interest warrants it. NOW is the time to ask them
for our own magazine!

As Campaign Manager, I will act as the focus for this effort. Now,
you might be wondering, "WHAT CAN I DO TO HELP?". That part is EASY!

Just SEND me your NAME and POSTAL MAILING ADDRESS. I will mail you
a FREE Information Kit describing our goals in greater detail. Included
with the Kit is a stamped postcard on which you can express your
interests and willingness to subscribe to an exclusively 8-bit magazine.
(Or, if you disagree with our approach, you can just toss it away and
that will be the end of it- BUT WE DON'T THINK YOU WILL!) You'll also
be invited to indicate your willingness to PARTICIPATE in the magazine
DIRECTLY by being a regular columnist, editor, or just writing about a

special project you did or review a product you used.

Ben Poehland, the former 8-bit Editor of Current Notes Magazine, is fully supporting this campaign and has offered to donate his services to "Atari Classics" when repairs to his fire-damaged home are completed later this year.

The cutoff date for receiving the postcard responses is:

MARCH 31, 1992.

If by that time I have received 500 positive commitments via postcard, they will all be sent to AIM along with a petition requesting the formation of our proposed exclusive 8-bit publication "Atari Classics". If I receive less than 500 replies, then we will know that the 8-bit community has indeed become a lost and hopeless society.

TIME IS RUNNING OUT. THIS MAY BE THE LAST OPPORTUNITY YOU WILL HAVE TO KEEP YOUR MACHINE ALIVE AND SHARE EXPERIENCES WITH FELLOW USERS.

IMPORTANT!! Only the OFFICIAL Campaign postcards will be accepted! Those responding by other means will be mailed an Information Kit with which they can register their official response. Regrettably, due to limitations of time and cost, the Campaign will be restricted to addresses in the USA only. However, unofficial responses from outside the USA are welcome and will be included in the final count.

PLEASE DO NOT SEND MONEY! If anyone wishes to assist the Campaign, they can do so by posting this release in its unmodified entirety to other on-line services, BBS's, usergroups, friends, and vendors. Additional assistance can be rendered by gatheringnames and addresses of Atari 8-bit owners and furnishing them to me so I can mail them an Information Kit.

If you're REALLY SERIOUS about keeping your Atari 8-bit classic computer alive, be sure to obtain the Information Kit and return the included postcard appropriately filled in. Every day more 8-bits get stashed in attics or closets, or simply thrown away. Atari's Classic 8-bit computers- the 800/XL/XE machines- are every bit as useful and productive today as they were in the heyday of 8-bit technology. They deserve a better fate than the local landfill!

CONTACT ME:

Jeff McWilliams
2001 G Woodmar Drive
Houghton, MI 49931-1017
GEnie: J.MCWILLIAM3
INTERNET: jjmcwill@mtus5.mtu.edu

294. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 07:55:10 UTC
From: omf@jab.tucson.az.us
Message-ID: <Nii4eB1w164w@jab.tucson.az.us>
Source record: 112940

tgreen@iastate.edu (Todd A Greenfield) writes:

> Hi,
>
> I'm trying to build the sio2pc interface from the file
> sio2pc212.arc at atari.archive.umich.edu. I was wondering
> if anyone has made this version and had it work. I'm a

Hmmm... I don't remember what version it was that I first built, but SIO2PC is up past revision 2.17. I would get a new version of the docs if I were you (although no mention was ever made of there being a problem with the hardware circuit - all revisions have been to the software...)

Nick Kennedy is apperantly not available by telecommunications at all. Sorry. His phone number is 501-967-3843.

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

295. Re: SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 07:57:12 UTC
From: omf@jab.tucson.az.us
Message-ID: <2Li4eB2w164w@jab.tucson.az.us>
Source record: 112941

moon!cyberden!phbill@well.sf.ca.us writes:

> (Re: the sio2pc can send to pc printers)
> I am wondering about Lazzzer printers!!?! Hmmm... that'd be
> interesting... Memory consuming for graphics say in a DTP, but pretty
> cool!!
>

Sure, you could 'share' your laser printer with the Atari, but it wouldn't be any different than simply hooking up a laser printer directly to the 8bit... You would still need drivers and software that could take advantage of the laser...

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

296. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 08:03:07 UTC
From: omf@jab.tucson.az.us
Message-ID: <wVi4eB3w164w@jab.tucson.az.us>
Source record: 112943

Well, putting our 8bit-Magazine-To-Be inside of Explorer obviously has advantages and disadvantages. On the up side, we'd get a nice glossy mag to look at, with our costs being lower than would otherise be possible. On the downside, we are 'dependent' on this magazine - it's up's and downs will mean possible interrupted service to our 8bit community.

If at all possible, I would say 'nay' to the idea of a merger.
Also - someone brought up a good point regarding ZMAG. I still read it when I can find it, but it is very difficult for me to get. Why isn't it distributed on the internet? I would hope that we could distribute most of it's contents in our own mag.

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

297. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 08:07:35 UTC
From: jonc@status.gen.nz
Message-ID: <cFg5eB5w164w@status.gen.nz>
Source record: 112931

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> RE: the continual trickle of people suggesting someone put together a new
> 8-bit electronic newsletter
>
> Do you read Z*Magazine?? Do you contribute to it??
>
> Z*Magazine is JUST FOR 8-bit ATARI USERS. And it is STILL BEING PUBLISHED.
> I think Ron Kovacs deserves a lot of credit for not giving up on the concept.
>
> If people have a better idea for an electronic forum that Z*Mag, I think
> they ought to contact Mr. Kovacs and offer suggestions for change, not
> suggest the creation of a competing electronic newsletter. We need to pool
> our resources, not divide them.

Thanks for the message Michael, I have sent it to Ron for his persual. If
any of you want to contact the Z*MAGAZINE / Z*NET crew on the nets here
is how it is done via our Z*NET gateway..

Address on the Nets : kcbbs.gen.nz!status!znet or
znet@status.kcbbs.gen.nz

On your first line of the message put a For: line like this ..

For: Ron Kovacs or John Nagy or Jon Clarke or whatever.

It will then be sent to either Genie,Fnet,Fido or direct to Rons BBS
in NJ (Z*NET BBS) depending on the quickest route.

Look in the next message for other address's as well.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

298. Re: SIO2PC v3.00

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 08:08:30 UTC
From: omf@jab.tucson.az.us
Message-ID: <V5i4eB4w164w@jab.tucson.az.us>
Source record: 112942

Chris_F_Chiesa@cup.portal.com writes:

> ... could the PC pretend to be an Atari CPU and talk directly to an Atari
> disk drive?:

It would be very simple to have SIO2PC converted into an Atari device controller for PC's. (Why not hook up your 1020 plotter, or XM301 modem, etc. to your PC as well??)

As someone else mentioned, Nick's code is pure assembly language. If and when I ever get the time, I'd like to write a general "device driver" for SIO2PC that will let you talk to any Atari device using your PC. I ply won't be able to START such a project until the end of April, though... :(

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

299. Re: Undocumented OP CODES

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 08:11:34 UTC
From: omf@jab.tucson.az.us
Message-ID: <Z0i4eB5w164w@jab.tucson.az.us>
Source record: 112944

Rick_Michael_Cortese@cup.portal.com writes:

> Here's the 'undocumented OP codes' you
> requested. I might add that some of

Rick - What are these OPCODEs for? Are these unknown 6502 codes? Please
give more detail!

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

300. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 08:15:58 UTC
From: jonc@status.gen.nz
Message-ID: <BTg5eB6w164w@status.gen.nz>
Source record: 112932

Michael Current,

Here is some of the other access points for the Z*MAGAZINE crew world-wide.
So if others out there want to contribute to our magazine we are HAPPY
to see any contribution on any subject, so please just drop it to any
of the address's below.

(This is part of a weekly post for Z*NET PC (another Z*NET magazine)
which you will find in alt.bbs,alt.bbs.allsysop,alt.bbs.internet,
nj.general,nz.general,aus.general and on fido as a Raid/Tick file
in tick group ZNET , zone 3)

*------Cut here---->

Availible worldwide on the following systems/services ..

GEnie, Compuserve, Internet, Usenet, America Online, Fidonet, Delphi, FNET,
and local BBS's worldwide. Support BBS's in USA,Canada,New Zealand,Germany,
Luxemburge (A warm welcome to ComNet Luxemburge BBS of Europe)

USENET send mail to kcbbs.gen.nz!status!znet
GEnie send mail to Z-NET
Compuserve send mail to 75300,1642
Delphi send mail to ZNET
FIDONET ZONE 1 send mail to 1:363/112 , ZONE 3 send to 3:772/105 (user ZNET)
America-On-line send mail to ZNET1991

-> The Z*NET Global News Gateway bringing news to you, free each week.
Domain:status.gen.nz Via:kcbbs.gen.nz!status!znet FIDO:3:772/105

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

301. Wow - Lots of Traffic!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 08:17:27 UTC
From: omf@jab.tucson.az.us
Message-ID: <sJJ4eB6w164w@jab.tucson.az.us>
Source record: 112945

Hey, it's nice to see all of this network traffic we're generating lately! (Even if it does make it tough to keep-up with things.) I would think that with all this information floating about, we shouldn't have a problem filling a magazine every few weeks!

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

302. Another FAQ candidate: How do you unarc?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 08:36:05 UTC
From: doom@leland.Stanford.EDU
Message-ID: <1992Jan25.083605.13253@leland.Stanford.EDU>
Source record: 112939

I'm having trouble getting supunarc.com to work. I downloaded it onto an Atari disk, and tried the "L" option ("binary load", I think) of the Atari OS II (version 2.03, I think). It just hangs up on me.

How are you supposed to run this thing?

303. "High-Tech" Demos ...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 11:20:55 UTC
From: omf@jab.tucson.az.us
Message-ID: <k2R4eB1w164w@jab.tucson.az.us>
Source record: 112949

I just downloaded the demo-disk from the '91 Atari Expo and it's pretty impressive. The music in it is some of the best (if not THE best) I've heard come from my good ol' Atari. So, anyway - I WAS going to make a point - whomever these hackers are who are making all of these great demos (apperantly many are from Dutch-speaking contries...) should consider teaching their techniques to the rest of us. I assume these are 'trade-secrets' to a certain extent, but the information would benifit the community immensely. I'm sure this one demo would impress everyone at work sitting around their 386's with VGA's ...

Hmmm.... anyone listening?...

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

304. Re: Wow - Lots of Traffic!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 14:44:10 UTC
From: duzan@acm.cis.udel.edu
Message-ID: <1992Jan25.144410.11257@udel.edu>
Source record: 112950

In article <sJJ4eB6w164w@jab.tucson.az.us> omf@jab.tucson.az.us (Oscar Fowler) writes:
>
>Hey, it's nice to see all of this network traffic we're generating lately!
>(Even if it does make it tough to keep-up with things.) I would think that
>with all this information floating about, we shouldn't have a problem
>filling a magazine every few weeks!
>
Problem is, most of the traffic is discussion of the magazine. :-)

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] Virtual Reality? No thanks, I've already got one. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

305. Re: Another FAQ candidate: How do you unarc?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 14:53:31 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92025.095332JJMCWILL@MTUS5.BITNET>
Source record: 112953

The original version of supunarc was written for SpartaDOS, the only difference is like two bytes or so that TELL MyDOS where to start executing code. SpartaDOS automatically assumes the Load address is the same as the Execute Address. Well it's something like that anyway. You need the other version, for MyDOS and AtariDOS. Sometimes it's called SUPUNARC.D25.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

306. Re: "High-Tech" Demos ...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 14:57:27 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92025.095727JJMCWILL@MTUS5.BITNET>
Source record: 112954

In article <k2R4eB1w164w@jab.tucson.az.us>, omf@jab.tucson.az.us (Oscar Fowler)
says:
>
>I just downloaded the demo-disk from the '91 Atari Expo and it's pretty
>impressive. The music in it is some of the best (if not THE best) I've
>heard come from my good ol' Atari. So, anyway - I WAS going to make a point
>- whomever these hackers are who are making all of these great demos
>(apperantly many are from Dutch-speaking contries...) should consider
>teaching their techniques to the rest of us. I assume these are
>'trade-secrets' to a certain extent, but the information would benifit the
>community immensely. I'm sure this one demo would impress everyone at work
>sitting around their 386's with VGA's ...
>
>Hmmm.... anyone listening?...
>
>-------------------
>Oscar M. Fowler
>omf@jab.tucson.az.us
>dt@coyote.datalog.com

Oscar, is there any way you can get this on the Archive?

Jeff McWilliams

307. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 15:19:42 UTC
From: jonc@status.gen.nz
Message-ID: <JF15eB1w164w@status.gen.nz>
Source record: 112951

Chris_F_Chiesa@cup.portal.com writes:

> And, I ALSO have to top what's-his-name who writes from Australia that
> he has never seen an Atari Explorer magazine. Well sir, I live in Rochester,

Did you what-is-his-name from Australia? That is like saying the USA is a
state of Canada! Well it was me from NEW ZEALAND. Robert Puff, yes I
remember him and the firm CSS. I remember his code and his attitude
well more the point what he put in his code (what a smart ass assuming
no one would read it.)

(climbing off my hobby horse)

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

308. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 17:11:57 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jan25.171157.29818@exu.ericsson.se>
Source record: 112870

In article Chris_F_Chiesa@cup.portal.com writes:
>
>Also, for what it's worth, I found Z*mag to be overly full of Atari-Corp.-
>bashing and other "political" news (I don't care, for instance, where Bob
>Brodie happens to be at any given time), and lean on programming/tech/use-
>ful stuff.

One thing I *don't* want to see is a magazine full of bitching about
Atari and all sorts of gloom and doom nonsense which ANALOG and such
were resorting to in their last few years of publication. Once you've
been orphaned, the pressure is off and jou can just enjoy things.
Something I've noticed over the years is that the users of discontinued
machines seem to have a whole lot more fun than those people trying
to stay on top of things in the PC world..

About the Explorer: someone mentioned that being available in the
big bookstore chains would be a plus. Well, it would be if the
explorer had any kind of regular schedule. Sometimes it's monthly,
sometimes bimonthly, sometimes quarterly. And on at least three
occasions they've printed editorials to the effect of "we've been
kind of out of it in the past, but now we're back!" I haven't been
able to find an issue for four months now. I think this is my
main bone to pick with them.
--
James Hague
exuhag@exu.ericsson.se

309. Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 18:30:53 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan25.183053.8638@usenet.ins.cwru.edu>
Source record: 112855

```
Frequently Asked Questions - comp.sys.atari.8bit Revised 25-Jan-92

This is the very first edition of the comp.sys.atari.8bit FAQ. Please don't
hesitate to send any and all additions/corrections/comments to me at any of the
addresses appearing at the end of the document. -Michael

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is this Usenet newsgroup, dedicated to the free
exchange of information pertaining to the 8-bit Atari computers: the 400, 800,
1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest consists of postings to comp.sys.atari.8bit,
collected and e-mailed to subscribers on the Internet who do not have access to
Usenet. To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
Cross-posting from the Info-Atari8 Digest to comp.sys.atari.8bit is not
implemented at this time. Thus, one should NOT post to
Info-Atari8@naucse.cse.nau.edu. Rather, one should send his/her posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu to ensure that the message will appear
on comp.sys.atari.8bit.

What is atari.archive.umich.edu?
atari.archive.umich.edu is the anonymous FTP site which contains many
files for the 8-bit Atari computers. Those with full Internet access can FTP
to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in
your e-mail address as your password. Now type "cd atari/8bit" to reach the
8-bit directories; there are three subdirectories within the 8-bit directory:
cc65, new, and sio2pc.
Users may upload new files to the atari/8bit/new directory. When
downloading or uploading to/from atari.archive, be sure to have file-type set
to BINARY when transferring binary files (.arc, .com,).

What is BART?
Some persons have Internet e-mail access but do not have FTP access.
They, too, can access the atari.archive library through the BART mailer.
BART's address is atari@atari.archive.umich.edu. BART automatically UUEncodes
binary files before e-mailing them to you. For complete instructions on using
BART, send a message to BART that says nothing but this:

help
```

Even if you do not have FTP access, you can still upload new files to the atari.archive. Send new uploads (UUEncoded, if binary) to J. Dunning at jrd@stony-brook.scrc.symbolics.com.
While in the past UUEncoded binaries have been posted directly on comp.sys.atari.8bit, the practice is discouraged because many people, especially Info-Atari8 Digest subscribers, find it frustrating and costly both in time and money to have to scroll through long UUEncoded messages to find the postings they can actually read. Please e-mail UUEncoded binaries to J. Dunning instead.

What is Z*Magazine?
Z*Magazine is the original Atari online magazine, with over 200 issues published so far. It covers the 8-bit Atari computers exclusively.
There is no organized method of receiving Z*Magazine over the Internet at this time. Recent issues have been uploaded to atari.archive.umich.edu/atari/8bit/new, and are also available on the Cleveland Free-Net. To contribute articles to Z*Magazine, send your articles to R. Kovacs at 75300.1642@compuserve.com.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board system. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can telnet (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG members-list are automatically members of the official Atari users' group CAIN - Central Atari Information Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers.

Are there any magazines still supporting the 8-bit Atari?
There are several:

Atari Explorer Atari Interface
[address] [address]

AtariUser Current Notes
[address] [address]

New Atari User 8:16
[address] [address]

Are there any product developers or vendors still supporting the 8-bit Atari?
B. Poehland has created quite a long list of firms devoted to the 8-bit Atari market. This file presently is located as atari.archive.umich.edu/atari/8bit/new/vendlst.txt.

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive

contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I write 8-bit Atari format disks on an IBM-PC?
Yes! See the file atario21.arc at the atari.archive. This program is for an MS-DOS type of computer. For disks written by atario21 to be read on your 8-bit Atari, you must have an Atari disk drive capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT or equivalents, but not an unmodified 1050 or 810. There is no way to write 128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is an extension of Atari DOS 2.0 that provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes may additional feat ures. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, there is no ongoing product development by the manufacturer. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.
--

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

310. Action! :(

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 18:37:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <89B5eB3w164w@cyberden.uucp>
Source record: 112869

Hmm.. Action! needs a runtime package to be transportable to non-Action!
8-bitters, yes? If so.. DAMN - SAM!!! Hmm.. I noticed on the archive
list (that Jeff was SOOO wonderful as to e-mail me.. I still got to
download it tho! I need more disk space!!! :)) that there were at least
two Action! runtime packages. I'd like to know which is the best, and
if one of you could send it to me somehow (e-mail/f-mail!?!?!... or disk
:)!!)
Mats Nordgren said that he'd send me his... but I haven't yet heard from
him, so I'm going to ask what else it's good for, what version it is,
etc.etc. I always imagined that Action! programs could be easily
compiled and uploaded for others to use. I guess I was mistaken?!
Thanks..
PhBill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

311. Re: Explorer Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 19:25:58 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan25.192558.4244@fsg.com>
Source record: 112857

I have several problems with the proposal from Atari Explorer.
First, this campaign for a new magazine was for an 8bit only magazine.
Any Atari Explorer connection wouldn't even be just ST/8bit magazine
it would be a ST/Lynx/Portfolio/LatestVapor/8bit magazine.

Second, in my opinion, Atari Explorer has always had the worst
reputation of the Atari magazines. The announcements tend toward
vaporware (anyone remember the 68881 board for the Mega ST, or the
ATW?) and the reviews are always positive. Atari Explorer is a
company organ and you can't expect it to be impartial.

Third, Atari has shown time and again that they won't leave
the editorial staff of Atari Explorer alone. I can think of at least
two times (possibly three) where Atari has stepped in and replaced the
entire editorial staff of Atari Explorer after a string of negative
articles. How long do you think the 8bit section would last with
articles reminding people that Atari has dropped support for us?

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

312. 8-bit mail-order source listing

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 19:33:06 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Jan.25.14.33.06.1992.5959@remus.rutgers.edu>
Source record: 112856

```
Atari 8-bit computers are among the
finest home computers ever designed.
Unfortunately, after some 12 years on
the market, software and hardware
has become very difficult to find.
Hopefully this file will help you
extend the life of your Atari. The
following listing of support sources
was updated 1/25/92.
-----------------------------------

Software Infinity
642 East Waring Avenue
State College, PA 16801
Notes:Good PD selection. Also now
marketing commercial European
imports.

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA 95050
(408) 968-9960
Notes:Huge selection of software
and hardware items. Also some new
commercial games, unavailable
elsewhere.

Page 6
P.O. Box 54
Stafford ST16 1DR
Good European commercial & PD
selection of software. Also are
the publishers of New Atari User
magazine...see below.

Micro Discount
265 Chester Road
Streetly, West Midlands B74 3EA
England
8-bit commercial close-outs.

Telegames
Box 901
Lancaster, TX 75146
8-bit and 2600 software.
```

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset BH12 2BN
England
Fairly good selection of commercial
8-bit software/hardware.

Steve Hoffee/K.O. Software
333 Peninsula Drive
Lake Almanor, CA 96137
Markets a selection of imported
commercial & PD software.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
Good PD/shareware selection with
extensive documentation.

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
Independent programmer has produced
2 excellent commercial quality
games for the 8-bit.

Bresnik Software
555 Ware Street
Mansfield, MA 02048
Another independent, producing good
educational software.

UltraBasic
10 East 10th Street
Bloomsburg, PA 17815
8-bit speciality software.

NERDS Software
18 Wendy Drive
Farmingville, NY 11738
Printshop related.

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, Oregon 97005
(503)297-8425

BellCom
PO Box 1043
Peterborough, Ontario, Canada K9J7A5
The largest PD/shareware selection.

Compsult
PO Box 5160
San Luis Obispo, CA 93403-5160
Closeout items galore.

No Frills Software
800 East 23rd Street
Kearney, NE 68847
Closeouts & Printshop graphics.

Miles Better Software
219/221 Cannock Road, Chadsmoor
Cannock, Staffordshire WS11 2DD
England
Excellent mail-order source for
the Atari. They have many games
which were never released in the US

Electronic Clinic
4916 Del Ray Ave.
Bethesda, MD 20814
Refurbished equipment.

Mars Merchandising
1041-B East Charles Road
Lombard, IL 60148-2059
Close-out software.

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
Assorted theme disks.

Bacmun Software
1671 East 16th Street, Suite 629
Brooklyn, NY 11229
PD theme disks.

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
Utility software & hardware.

American Technavision
15338 Inverness Street
San Leandro, CA 94579
(415)352-3787
Large selection of commercial
software at excellent prices; also
hardware replacement parts.

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126

(408) 243-6950
Known as *the* Atari hardware
store. If they don't have the
part you need, nobody does.

BRE Software
352 West Bedford Ave, Suite 104
Fresno, CA 93711
PD/Shareware.

C&T ComputerActive
PO Box 893
Clinton, OK 73601

Palette Imaging
1 Closter Commons STE 789
Closter, NJ 07624-0400
(201) 767-3913
Offers new 1991 professional
quality ChromaCad modeling
package.

MWPDS
890 North Huntington St.
Medina OH 44256

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY 41548

Vulcan Software
PO Box 692
Manassas VA 22111-0692

Innovative Concepts
31172 Shawn Drive
Warren, MI 48093
(313)293-0730
accesories, hardware, PD software

CSS
PO Box 17660
Rochester NY 14617
(716)586-5545
8-bit hardware upgrades, 8-bit
repair service.

San Jose Computers
640 Blossom Hill Road
San Jose, CA 95123
(408)224-8575
New and reconditioned hardware,
as well as lots of software.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
Discontinued 8-bit software.

East Hartford Computer
202 Robert Street
East Hartford, CT 06108
Discontinued software for all
computers.

Aerion Software
PO Box 1222
Riverdale Station, NY, NY 10471-1222
Markets a new 8-bit commercial
game.

Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, Maryland 21146
(301)544-6943
Offers a selection of software
and reconditioned hardware.

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA 22151

TEAC (The Educators Atari Club)
PO Box 1024
Laytonville, CA 95454

AEL 8-Bit PD Library
C/O Bill Marcum
PO Box 34183
Louisville, KY 40232

When writing to request catalogs,
it's always a good idea to include
a Stamped, Self-Addressed Envelope.

Next, is a list of magazines still
supporting the 8-bit Atari.

Current Notes
122 North Johnson Road
Sterling, VA 22170
A truly excellent Atari-oriented
magazine, supporting both 8-bit
and ST.

AtariUser
113 West College Street
Covina, CA 91723
Newest Atari publication covering
the full line of Atari products.

Atari Interface Magazine
3487 Braeburn Circle
Ann Arbor, MI 48108
8-bit and ST support, with good
listing of national user groups.

Page 6 / New Atari User
P.O. Box 54
Stafford, ST16 1DR
England
Glossy British magazine supporting
mainly the 8-bits, along with a
few ST articles. Excellent.

Atari Explorer
29-05 Broadway
Astoria, NY 11106
Mostly ST, occasional 8-bit article

PSAN
P.O. Box 110576
Tacoma, WA 98411-0576
Good Atari newsletter.

8:16
248 Wimborne Road
Oakdale, Poole, Dorset BH15 3EF
England
8-bit/ST newsletter from England.

Note : If you have any updates to
this list, please contact:
Ray Wilmott
10 South Rhoda Street
Monroe, NJ 08884
(GEnie : R.WILMOTT)
(InterNet : wilmott@remus.rutgers.edu)

313. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 20:17:30 UTC
From: jonc@status.gen.nz
Message-ID: <V8D6eB1w164w@status.gen.nz>
Source record: 112952

Chris_F_Chiesa@cup.portal.com writes:

>
> Call me Mr. Tightwad...
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

--> Mr Tightwad... (grin)

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

314. Color Printer for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-25 22:31:13 UTC
From: psurge@cs.utexas.edu
Message-ID: <ko3p9hINNr5o@grit.cs.utexas.edu>
Source record: 112858
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware,comp.sys.ibm.ps2.hardware,comp.sys.amiga.marketplace,comp.sys.atari.8bit

FOR SALE:

Epson JX80 7 COLOR printer.
Printer switchbox and cables
Manuals included (If I can find them!!)

$200 obo, you pay shipping.

Send Email to : psurge@cs.utexas.edu

or if this bounces, send email to : psurge@cc.utexas.edu

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

315. Pitfall II, Mountain King

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 00:04:20 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Jan26.000420.14135@magnus.acs.ohio-state.edu>
Source record: 112859

I recently acquired Activision's Pitfall II for $2. Not a bad game, especially considering it was written 8 years ago! Anyway, my question is how to reach the snake (rope?) A bat which moves very erratically is in the way; how do you get around it and the cliffs that come after it?

I also have an old Mountain King; could someone post a summary of the instructions, it didn't come with any. Pitfall came with instructions, but they didn't seem to help.

316. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 00:40:35 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan25.194036.8661@miavx1.acs.muohio.edu>
Source record: 112861

In article <VVX1eB12w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> Perhaps using the Sega/S-Genesis
> multi-fire button controller to its advantage?

How well does one of these work with the 8-bits? I've been wanting
to get one and try it out, but I cannot find one anywhere in the
Cincinnati area.

> I wonder..should I do it in TurboBasic, or use Action! instead? Can
> Action! programs be easily run (i.e, no runtime, or at least no cart.
> needed???)
> I haven't yet received Action!, because that's in the works... (I'm soo
> excited, tho, too... I always wanted something more like Pascal...)
> (thanks mats!)

I've been thinking about getting Action! also, but I've had these
same questions.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

317. Request for Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 02:12:38 UTC
From: AUEPW@ACVAX.INRE.ASU.EDU
Message-ID: <920125191238.c6b1@ACVAX.INRE.ASU.EDU>
Source record: 112860

I am going to begin using my Atari for telecommunications and I
need a terminal program to start downloading 8-bit files from the
atari.archive.umich.edu. Does someone have a copy of Kermit-65 that they
could send me on disk? I would gladly reimburse the cost of disk, shipping,
and time. If you can help me out, mail me at

INTERNET: auepw@acvax.inre.asu.edu

Thanks.

Eric

Eric Wilkinson Arizona State University
auepw@acvax.inre.asu.edu Tempe, Arizona
ewilk@hal.gnu.ai.mit.edu

318. Re: WANTED: Your old Atari 8-bit computer stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 04:40:44 UTC
From: jjohnson@uujobs.com
Message-ID: <L745eB4w164w@uujobs.com>
Source record: 112871
Cross-posted to: misc.wanted,comp.sys.atari.8bit

Sorry to post here in response, but I never saw the original
& it's expired now.

You're probably looking for hardware, but just in case:

I have old copies of Analog (10/85-3/86) and Antic (9/85-11/86),
best offer. I also have Current Notes, (10/85-9/86), a good magazine
from an Atari user's group in the Balto/Annapolis/DC area...

--
Jim Johnson jjohnson@uujobs.com (301)587-2338

319. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 04:44:26 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Jan26.044632.1406@caedm.byu.edu>
Source record: 112866

Z*Net isn't posted on the internet because it's so big, I assume.

320. Re: JIMC

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 04:54:17 UTC
From: dam1@ra.msstate.edu
Message-ID: <1992Jan26.045417.342@ra.msstate.edu>
Source record: 112862

In article <qXHTeB2w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>I am wondering if anyone has a linker? I have CC8 (I think... well..
>some PD C compiler).. I need the linker for it!!! All it's done is
>compile a program out of an old magazine talking about languages, and
>then just sit there!! Help! I've compiled! AND I CAN'T RUN THE
>PROGRAM!
>
>_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]
>
>The CyberDen accepts liability or responsibility for no one-You're on your own.

You should be able to use the linker and stuff from Ace C which is also
available at the atari.archive (acec.arc I think)...CC8 was basically a
replacement for the compiler in Ace C and eventually the guys who worked
on it released LightSpeed C which was sold commercialy for some time...

--

|Danny Martin |
|dam1@Ra.MsState.Edu|
---

321. Re: Impressions of Explorer Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 05:10:52 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Jan26.051258.1546@caedm.byu.edu>
Source record: 112867

I started reading the Atari Connection magazine back in 1983, after I got a year's free subscription (or maybe just a single issue?? It was a long time ago, back in fourth grade or so), but after two issues, Atari changed hands and the magazine got changed to Atari Explorer. I really liked the format of the old Atari Connection; they had user's programs, and profiles of people and their computers and what they used them for. They even had a "find the bug" contest where the first finder of the bug would get an APX game or something. And even the first few issues of Atari Explorer were neat--they had programming tips and stuff; I seem to remember a fairly in-depth tutorial on CIO and horizontal scrolling. But then they got into covering the ST more and more and the 8-bit less and less and I finally lost interest. Then I discovered Antic magazine (I had not previously known of its existence) and started subscribing to it. But near the end of its life (I think in 89) I switched over to ANALOG because they had more things I could use, but both magazines went belly up at the end of the year. Sigh.

I think in 1988, Atari Explorer sent me one final trial magazine, to get me to resubscribe to it, but it by then had no 8-bit stuff, all ST stuff, and nothing to interest me.

I only wish I had started subscribing to Analog earlier.

322. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 05:41:02 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan26.054102.6690@fsg.com>
Source record: 112864

I just thought I'd let people know what has happened since I started this thread. I've decided to upgrade the 800. With the upgrades I'll be pretty close to what I could have done with the XEGS, and I can do all the upgrades myself without resorting to a soldering iron (a big plus). Thanks for all the help.

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

323. 8bit Atari forth?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 05:44:46 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan26.054446.6767@fsg.com>
Source record: 112865
Cross-posted to: comp.sys.atari.8bit,comp.lang.forth

Can anyone tell me where I can find a forth for the Atari 800,
or assembly language source for either 6502 or 65C02?

Thanks in advance,
--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

324. Re: Pitfall II, Mountain King

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 05:47:55 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Jan26.055002.2118@caedm.byu.edu>
Source record: 112868

To get past the bats in Pitfall II, you have to run underneath them when they are moving up. Be prepared to become frustrated. (But it is possible to get past all the nasties. I have cleard the first level.)

As for Mountain King: (What a great game! It was one of the first that I ever got for my Atari!)

Basically, you are trying to escape the dungeon with the crown. You may have noticed that there is a chamber at the bottom of the maze that is surrounded by fires and has a crown at the top. This is your goal.

Anyway, first you have to gather 1000 diamond points: each cluster of 3 diamonds is worth 10 points. After you get these points (one of the numbers at the bottom tells you how many points you need still) then the Flame Spirit\ will become available. (The number of the points you need will be replaced with a dancing flame and another number. This number represents how many points you will receive when you find the flame spirit.)
Anyway, once the flame spirit becomes available, wander around (usually near the bottom) until you hear music. Go where the music seems loudest, and use your flashlight to locate the flame spirit. (It is invisible, but will occasionally flash for an instant.) Once you have found the flame spirit, press down on the joystick (this constitutes kneeling.) A static field should be visible around your character. Now go to the bottom entrance of the crown chamber and kneel for a moment again, until the Skull appears. Now you can climb up the skull and go to get the crown. Climb up the sides. Now get directly underneath the crown, go up, and kneel again. You should hear a fanfare. Now exit through the bottom entrance, and music should start playing. You have either two or three repetitions through this song before your crown disappears to get to the very top of the highest mountain at the top of the maze. Go through the flame there, and then you'll be on the next level. Oh, by the way, avoid the bats while you have the crown on the first level, and on all higher levels, when you have either the flame spirit or the crown. The grey bats will take either away. You will also want to avoid the spider which resides on the very bottom level of the maze.\
I hope this helps. Let me know if you need more info.

325. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 09:50:23 UTC
From: jonc@status.gen.nz
Message-ID: <ouF7eB3w164w@status.gen.nz>
Source record: 112863

omf@jab.tucson.az.us (Oscar Fowler) writes:

> Also - someone brought up a good point regarding ZMAG. I still read it when
> I can find it, but it is very difficult for me to get. Why isn't it
> distributed on the internet? I would hope that we could distribute most of
> it's contents in our own mag.
>

Oscar, Z*MAGAZINE is released very week in the Atari 8 bit section of GEnie and can be dloaded from there. It is also here on the nets at archie in the USA. If I can find them from here in New Zealand (Some 12,000 miles from the Z*NET Headquaters there in New Jersey) I would suspect you can do the same there in the United States.

I agree with your comments re the content of Z*MAGAZINE it is the only true 8bit magazine/journal that caters for the Atari 8bit. I am sure should someone approach Ron Kovacs he would be more than happy to let you release Z*MAG in printed form. Maybe some of you should talk to John Nagy who is currently doing the Atari User magazine project, and ask him to do a batch for the 8 bit in its own cover. Atari User Magazine has about 2000 copies each month sent down here to the Pacific and we get them to read. So if you followed the same format under their guidance with only 8bit information I am sure you would have alot of success.

Food for thought..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

326. Re: BobTerm (1.21) Modules

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 20:26:26 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Jan.26.15.26.26.1992.4972@remus.rutgers.edu>
Source record: 112872

Speaking of BobTerm modules...has anyone ever come across a module
that will make BobTerm work in 80 columns WITHOUT an XEP80? It should
be possible to patch one of those 80 column software drivers to work
with BobTerm, no?

-Ray

327. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 23:00:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53471@cup.portal.com>
Source record: 112873

Chris_F_Chiesa@cup.portal.com writes:

> And, I ALSO have to top what's-his-name who writes from Australia that
> he has never seen an Atari Explorer magazine. Well sir, I live in Rochester,

Did you what-is-his-name from Australia? That is like saying the USA is a
state of Canada! Well it was me from NEW ZEALAND. Robert Puff, yes I
remember him and the firm CSS. I remember his code and his attitude
well more the point what he put in his code (what a smart ass assuming
no one would read it.)

(climbing off my hobby horse)

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

328. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 23:16:16 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53472@cup.portal.com>
Source record: 112874

>jonc@status.gen.nz (Jon Clarke) writes:
>Chris_F_Chiesa@cup.portal.com writes:
>
>> And, I ALSO have to top what's-his-name who writes from Australia that
>> he has never seen an Atari Explorer magazine. Well sir, I live in Rochester
,
>
> Did you what-is-his-name from Australia? That is like saying the USA is a
> state of Canada! Well it was me from NEW ZEALAND.

Hey, sorry, no offense or slight was intended! By the time I wrote the
article in which I said the above, I remembered only that a dozen or so
messages back, "somebody" from the Southern Hemisphere -- and I'd have
sworn the posting arrived here with a ".au" domain address, not ".nz" --
had commented on having never seen Atari Explorer magazine. Portal makes
it EXTREMELY difficult to cross-reference such things; if it were easier I woul
d certainly have
gioven you tpropoer credit. My apologies...

Incidentally, I recently saw or read a TV news story or newspaper article
which suggested that as the US and Canada build more and more economic and
social ties and crosslinks, "Canada could become part of the United States"
within the next few decades. So your simile, Jon, isn't all that far-fetched
and I refuse to be insulted by it. :-)

>Robert Puff, yes I
> remember him and the firm CSS. I remember his code and his attitude
> well more the point what he put in his code (what a smart ass assuming
> no one would read it.)

??? That's a comment I haven't heard before! What did Bob Puff put into
his code that shows an "attitude?" Speaking as a programmer who spends most
of his time among people who don't know, or care, diddly-squat about pro-
gramming, who will ask you questions then get snotty when they don't
understand the answers, I can say that it is very easy to slip into an
"attitude" when commenting/preparing-to-defend one's code... I say this,
of course, WITHOUT having ever seen the code/comments/attitude you attribute
to Bob Puff. I've "spoken" with Bob many times on his BBS, and even met
him in person (I didn't know who he was until AFTER I had already been
very impressed by his knowledge of the Atari), and he has never struck
me as having any "attitude" deserving anything but praise. Whatever you
are talking about, Jon, I'd be curious to see for myself. Bob IS extremely
BUSY, running CSS and the BBS and programming BobWare and (I believe) a
number of other, less-Atari-related pursuits... I would probably be a lot
crabbier and harder to deal with MYSELF if I had half as many things on

my agenda as Bob Puff does...

Sorry to waste bandwidth here, y'all, but I wanted to apologize to Jon (and support Bob, who isn't here to do battle in person) in the same forum where my original "what's-his-name from Australia" posting appeared.

And now, back to our regularly scheduled program.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

329. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 23:20:40 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53473@cup.portal.com>
Source record: 112875

I'm against putting Atari Classics (AC) into the Explorer. IMO, the Explorer is just laid back and empty journalism. The reviews always give the thumbs up to every product; the information is often outdated or printed way too late; and, as you'd expect from a house organ, it gives the impression that all is rosy in the Atari world. And what the heck is the intended audience? ST articles, reviews of Lynx and 7800 games, stuff about the Portfolio, some 8-bit coverage--absolutely no consistency. Plus it is published a bit too sporadically for my tastes.

Everyone involved in this newsletter project should get a subscription to _The 2600 Connection_, a small newsletter dedicated solely to the ancient Atari 2600 VCS. It is slim (10 pages), but very well laid out, and--this is the important one--somehow manages to give the impression that there is vitality and excitement about the system. I don't know how they do it, but I look forward to that newsletter with the same anticipation I used to have for ANALOG. And they must be doing something right, as their subscription base is growing rapidly--they were given a significant plug in the magazine that started this discussion, Atari Explorer.

I think that something small, semi-professionally done, and with EXCELLENT AND INFORMATIVE ARTICLES AND WRITING would really take off for the 8-bits. AIM is okay, but I find that most of what they print is complete fluff, not to mention that it doesn't look much better than your average user group newsletter (which is what it is). I think someone with access to (and who's very adept with) a some quality desktop publishing software, a laser printer, decent scanner, and WHO CAN WRITE would be able to pull this off.

Believe me, if I had the above equipment, and more time than I currently do, then I would do it myself. And if the income from subscriptions and advertising covered more than printing costs, allowed me to pay contributors, and had enough left over for me to get by on (just dreaming here) then I would QUIT MY JOB AND WORK AT IT FULL TIME. Dedicated? Hell, yes. (And probably very stupid.)

Is this what you were looking for, Ben?
--
James Hague
exuhag@exu.ericsson.se

330. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 23:29:45 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53474@cup.portal.com>
Source record: 112876

Dang, I'm sorry, I did it AGAIN -- included and sent a complete and unedited copy of someone else's article ... dang Portal interface... no way to retract it ...

Anyway, James Hague (exuhag@exu.ericsson.se) writes:

>Everyone involved in this newsletter project should get a subscription
>to _The 2600 Connection_, a small newsletter dedicated solely to the
>ancient Atari 2600 VCS. It is slim (10 pages), but very well laid
>out, and--this is the important one--somehow manages to give the
>impression that there is vitality and excitement about the system.

Okay, so how do we GET such a subscription?

>I think that something small, semi-professionally done, and with
>EXCELLENT AND INFORMATIVE ARTICLES AND WRITING would really take off
>for the 8-bits. [...]
>I think
>someone with access to (and who's very adept with) a some quality
>desktop publishing software, a laser printer, decent scanner, and WHO
>CAN WRITE would be able to pull this off.

I'd be willing to do some writing and/or typing, although I don't have access to the kind of equipment you talk about. I could at least put people's handwritten letters/articles into machine-readable form at a high speed, though! :-) I also flatter myself that I can write, though NOT that I necessarily HAVE ANYTHYING TO SAY! :-) Someone would have to feed me article ideas...

>Believe me, if I had the above equipment, and more time than I
>currently do, then I would do it myself. And if the income from
>subscriptions and advertising covered more than printing costs, allowed
>me to pay contributors, and had enough left over for me to get by on
>(just dreaming here) then I would QUIT MY JOB AND WORK AT IT FULL
>TIME. Dedicated? Hell, yes. (And probably very stupid.)

Wow... You're more dedicated than I could dare to be...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

331. Re: "High-Tech" Demos ...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-26 23:59:32 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53476@cup.portal.com>
Source record: 112877

[No readable article body recovered]

332. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 01:13:32 UTC
From: omf@jab.tucson.az.us
Message-ID: <09o7eB4w164w@jab.tucson.az.us>
Source record: 112878

esok@everest.ee.byu.edu (Eric Sokolowsky) writes:

> Z*Net isn't posted on the internet because it's so big, I assume.

Hmmmm.... huge programs are posted in all other news groups, ZNET's average
size of 30K would *NOT* be considered large...

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

333. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 01:23:51 UTC
From: omf@jab.tucson.az.us
Message-ID: <gqP7eB5w164w@jab.tucson.az.us>
Source record: 112879

exuhag@exu.ericsson.se (James Hague) writes:

> In article Chris_F_Chiesa@cup.portal.com writes:
> >
> >Also, for what it's worth, I found Z*mag to be overly full of Atari-Corp.-
> >bashing and other "political" news (I don't care, for instance, where Bob
> >Brodie happens to be at any given time), and lean on programming/tech/use-
> >ful stuff.
>
> One thing I *don't* want to see is a magazine full of bitching about
> Atari and all sorts of gloom and doom nonsense which ANALOG and such
> were resorting to in their last few years of publication. Once you've
> been orphaned, the pressure is off and jou can just enjoy things.

I agree with that! There's no point in bashing Atari any more since we KNOW we can't expect anything from them! (Although we should have known that before, too...)

Have you ever read Computer Monthly? They have sections for practically all the orphaned computers, from TI99 to Osbornes, to Adams, etc. etc. etc. They're doing a bunch of great things wiht their machines. Why isn't there an Atari section? Can there be more Timex/Sinclair users out there than Atari 8bitters??

Regarding ZMAG: Lately it's been nothing more than tidbits on general computing, with notes on Apple and the Lynx dominating. Nothing particularly useful, but at least they're trying...

TTFN

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

334. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 01:37:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JDq7eB3w164w@cyberden.uucp>
Source record: 112884

Well... I would subscribe to -Explorer if it had a decent amount of
8-bit support. But this is only if the price for Explorer is GOOD. It
seems pretty sane to mini-publish a magazine in the beginning, just to
get it around to all the other old 8-bitters who've upgraded to ST, and
might be willing to dust off the old boys for some more use.? How much
IS Explorer as it is, and would this publication addition add to it's
cost?
PhBILL
||
\/

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

335. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 01:41:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mkq7eB4w164w@cyberden.uucp>
Source record: 112885

I have BOTH Xagon and Zybex. I am wonder, tho, does anyone have Dracon
or whatever that game is that was made by the same people as Zybex. I
heard it was much better. (I'll believe it when I see it!)
How would YOU like me to get Xagon and Zybex to you? I got both from
AtariBase BBS @ 408-745-219x (I use 2196 and 2194 the most). I THINK I
uploaded an ARC there of Xagon, Tapper, MazeWar, AtarTris I, LiveWire,
Tetrix, Xevious, and something else. Those are on my "Games Disk Side
#1". I BARELY use it! (too buzy telecomming/homeworking..!)
If you wish, I will soon be buying about >100< disks in bulk from B&C,
and could easily spare one or two, if you e-mail me your address. It
will take a while tho. These disks will be on my NEXT buying bing.
First I'm going after a bit of PD/Atari Logos! :)... What I'll do is
copy side 1 of my disk on one side, and my copy of Zybex on the other.
Sound good? Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

336. Re: 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 01:44:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7Nq7eB5w164w@cyberden.uucp>
Source record: 112889

Well.. you could try B&C Computer Visions (408)986-9960, San Jose
Computers, (408)995-5080, or BEST Electronics (#?) for the schematics.
From what I've seen of the supplies (I haven't seen BEST's), B&C is more
probable to have it that SJ, but you could try..
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

337. Re: SX 212

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 01:50:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oZq7eB6w164w@cyberden.uucp>
Source record: 112886

> I am interested in finding an Atari SX-212 300/1200 baud modem.
> If anyone knows of any, please mail me or:
>
> Internet:
> auepw@acvax.inre.asu.edu
>

Well.. Both San Jose Computers (408)995-5080, and B&C Computer Visions (408)749-1003 have SX212 modems.
I got mine from San Jose for $30 + $10 for SXExpress! (which I NEVER use now that I have BOBTerm, so if you can get a copy of BobTerm from someone (can you convince ME?)).
B&C sells it for $60, and (let me check for software..)...hmm, can't seem to find sxexpress! anywhere.. But, I'd go for SanJose anyways.
NOTE: the sx212 does NOT need any interface, it comes with BOTH the SIO cable (atari 8-bit), and the rs232. You'll probably have a little trouble getting the phone cord in the back if you don't have a nice and small Y-adapter. The one I bought was pushed out of the way by the SIO cable, so I got a F-F adapter, and the REALLY TEENEE phone cord that came with my phone for some odd reason, and hooked it up that way.. (sort of MESSY, tho.)
Also, the SX212 has only >1< sio cable, so you can't daisy chain AFTER it..

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

338. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 01:55:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <y7q7eB7w164w@cyberden.uucp>
Source record: 112887

Well... the idea of a computerized magazine is sort of weird. I don't know. I guess if someone (like I will soon) has ComputerEyes, you could use that to add the pictures. If someone was smart enough to make a screen capturer, you could, say, pause a program, then capture the screen or something..?? (weird, eh?)
Animation might be nice.. and music.. Will keep readers' attention. I don't know.... I'm only on UseNet, so how could >I< get files!?
Thanks-
Bill

PS, what about cost? Are these people devoted enuff to make all this, and then just POST it?! Maybe a mailed disk and photocopies of screen pictures or something...

OH! Also, APACViewing might be a nice way to do 80x96x256 pictures!? Who knows... this seems to be so early in the works, that it'll depend on our feelings (probably AT the moment!) on which way it'll go...

Thanks
again
Bill Kendrick
|||
|||
_/|_
(I HATE ASCII!)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

339. Re: XMM801

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:01:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5gR7eB8w164w@cyberden.uucp>
Source record: 112888

As to your Digi-studio.. It sounds AWESOME! (BTW: how easily will you be able to incorporate sound files into BASIC? I've been looking for something like that for a while!) (Also, BTW: can a Parrot I be hooked up to it? I am getting a used one, and he isn't sure he can find the software, not being where IT is...)

Ok... On ICNET (I think it's called), the Net that a bbs called West Coast Syndicate is netted into (it runs off Carina II, and some sort of XL/XE machine, with ... oh! 130 meg!!...oh!), a "friend" of mine named Shadow runs a company called Shadow Software. I have a file of a capture, or perhaps a printout?, of a list of companies, including his own, that support 8-bits (this is as of at the earliest, October 91). He also posted a message asking for people who are interested in making $$ from their software. From how he explained it, I'm deducing that you'll PROBABLY make A LOT of $$ off of this! (that reminds me, I have to write him about Atari Classics magazine...)
So... I'll be one of the 1st to buy it! (I hope!)
Maybe you can use this net to find out what upgrades/bugs need to be added/fixed in any later releases?!
Bill Kendrick
(PhBIll)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

340. Re: FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:04:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HmR7eB9w164w@cyberden.uucp>
Source record: 112891

FAQ? What's that?

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

341. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:08:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JsR7eB10w164w@cyberden.uucp>
Source record: 112890

Hmm.. that's true. That's probably why half the 8-bit community has
either given away, sold, trashed, or "closeted" their 8-bits. They don't
know about US.. the OTHER users. I say publish a DISK based magazine.
With this, you can **oh!** SAVE PAPER! It can be called the
"environmental 8-bit magazine!" hehe... But, seriously:
I think that just mailing a disk to people, rather than a whobook of
info. is bette and also, the on-line mag idea isn't good, as the previos
message says.
Thnaks
bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

342. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:13:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B2R7eB1w164w@cyberden.uucp>
Source record: 112892

Chris_F_Chiesa@cup.portal.com writes:
> You don't have to be in Australia to never hear a peep out of Atari.

GRIN!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

343. Re: Atari Graphics.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:35:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <12s7eB2w164w@cyberden.uucp>
Source record: 112893

glover@casbah.acns.nwu.edu (Eric Glover) writes:

> In my spare time I am puttering on a game for the 1200xl, Id like to know
> what is the best I can do as far as resolution and color (ie
> most colors with best resolution all for the least memory of course.)
>
> all responses, in any form welcome.
>
>
> --
> "In every revolution there is one man, with a hand weapon"
> E.R. Glover
> Glover@casbah.acns.nwu.edu

Hmm....let me do a run through on all the modes I ever use (all the BASIC modes, I never bother with the extra two or three ANTIC modes)

0 text 40x24, 2 colors, artifacted (green or blue and red sometimes)
1 text 20x24, 5 colors, fairly useful.. only get 64/256 characters avaliable, tho.. but it's ok
2 text 20x12, same as above, but bigger vertically
3 grfx 40x24, verry blocky, only 4 colors
4 grfx 80x48, sorta blocky... could do the same using a text mode and the 1/4, 1/2, 3/4 characters, plus another 2-block diagonal to make it perfect.. only 2 colors
5 grfx 80x48, same as above, but 4 colors
6 grfx 160x96, same as 4, but 4 times the resolution
7 grfx 160x96, same as above, but 4 colors
8 grfx 320x192, this is the hi-res mode, it is artifacted- that is, if you put a vertical line at location 10, it will be, say, blue
if you put a vertical line at 11, it will be red
if you put one at 10 >and< 11, it will be white
if you put one at 11 and 12, or 9 and 10, etc, it will be white, but a little different. This is very much like the text mode 0, but pixelized.
9 grfx 80x192, don't let the res. fool you.. this is VERY good for digitized pictures. It is a 16-shade grey mode. You can select only background colors here, and the COLORs will be shades of it (if the background color is not a multiple of 16 (POKEd), or has a third parameter (luminence) in the SETCOLOR x,x,x command, the colors below the luminence will not be seen, so if it is 14 or 15 (both the same to SETCOLOR and POKEs), only color 15 will be visible (it's brighter than the brightest in all the other modes)
10 grfx 80x192, again, this is a 16-color mode, but you can change

the colors around, (unlike 9, above, and 11, below). The
background is changed with POKE 704,x.. all the other colors
(1-8, 0 being backgd), are set with 708-712.
11 grfx 80x192, this is like a switcharound of mode 9. Instead of
having shades of 1 color, you have colors of 1 shade. Set the
background (712, or SETCOLOR 4,..) to a luminence, and then all
the colors (except black) will be that luminence. It's good if
you want all the colors fairly easily. I made some pic's and
then used a multiple DLI to make the top dark, the middle medium,
and the bottom bright.. looked interesting)
12 text 40x24, this is the IRG mode. It works like mode 1 and 2,
but in a multicolored (4 pixels-byte, each two-bit setting a
color), because you PRINT #6, unless you change the display list
of mode 0 to ANTIC 4, not ANTIC 2. An easy way to display
a fake 320 mode (making it look like mode 0), is to shift all
the characters over 1 bit, and then changing the 2-bit together
color to "bright", and the "01" and "10" (1-bit) colors to
medium, and the background to dark. (get TRICK320.DMO from
AtariBASE (408)745-2196 to see!:))
13 text 40x12, this is like a switcharound of mode 1, because the
characters are higher than they are wide. The mode is also
multicolored, like 12. If you've seen the game BROS (a super
mario clone), it is in modes 12 and 13 (changes with the select
button). It is good for making a "multicolored mode 2", (12 is
good for a multi-c mode 1), because you have 128 of the charactrs
avaliable. In modes 1 and 2, you have 64 in 5 colors.
In both 12 and 13, the inverse characters change the 2-bit color
(seen as 710, or SETCOLOR 2,) to the "extra" color avaliable only
in modes 1,2,10, and 12 and 13 (and also sprite mixing, such as
fifth player out of missles). If you want inverse, you could
...I won't explain.. get TRICK320.DMO.. It'll show it... It's
good for a spreadsheet or something.. (then again, so's a
sprite!)
14 grfx 160x192, this is also called 6+ or 6 and 1/2, I guess (because
the next mode is 7+ or 7 1/2). It is only 2 color.
15 grfx 160x192, this is the 4 color mode of 14. It is to mode 12 as
mode 8 is to mode 0. It is used quite often, mainly in drawing
programs.

Any addition of 16 to a mode call (GRAPHICS, OPEN, some sort of ML OS
call?) will turn off the text window (except in modes 0, 9, 10, and 11,
because they have none... you can add them (neat in mode 0), by POKEing
703,4.. You can't see it in 9,10, and 11, and it will have a fun effect
in mode 0. Modes 9,10,11 are also "turned" on by going POKE 623,64 192
or 128. (or adding that to the current value.. turning those last two
bits on. This is in case you have a funny sprite priority mode on and
don't want to screw it up.) You could use a DLI to change this PRIORity
setting on a text window and have it in mode 8 or 15 or something. Note
that the GTIA modes (9,10,11) won't work correctly if their forced on in
this fashion on any mode but 8 and 15. (except 10, because it is a 9

color, not 16 color mode).

Was this long enough!? Did I get my info. across?! I hope you don't
have any manuals that already explain this, because I would've wasted the
time typing!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

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344. Re: Explorer Idea!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:38:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B7s7eB3w164w@cyberden.uucp>
Source record: 112894

From the couple of old issues (88, 89, I think), that I bought for 50c
form SJcomputers, it looks like almost no 8-bit at all.. Only ST. Sure,
there are some 1 column programs sent in, but they're on a really "young"
programmers level for some reason. I could probably get the same
programming info. from 81/82 issues of Creative Computing!!
No Lynx..VCS, are you KIDDING!? :) I guess it has a little Portfolio
from what I recall... I never use them...
(the issues, not the Port.. I haven't one! :))
Bil
l

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

345. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:41:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BcT7eB4w164w@cyberden.uucp>
Source record: 112895

Well.. I must say that the 8-bit force would DIE RIGHT AWAY if it were
only us few who have added our thoughts to this magazine that subscribed.
No offense, but you can't jump to the top of the ladder! What I'll do
is post more on this magazine info. on the Net that WCS (running off.. an
8-bit!! oh!..and Carina II..awesome program) is on, and see what
responses I get, and then post them.. I'll subscribe!!! :)
(hell, I'll contribute! I'LL EVEN EDIT!! hehe.. I've got many an idea
rumbling around my 8-bit devoted head to last at least 3 years of
magazine... probably more!! :))

Devotedly,
Bill Kendrick
(PhBILL)
(aka. A)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

346. Re: Tempest, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:42:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BeT7eB5w164w@cyberden.uucp>
Source record: 112896

SmurfLand!? I want it! I have LiveWire, a Tempest clone..

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

347. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:43:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PFT7eB6w164w@cyberden.uucp>
Source record: 112897

Please! I also saw 2 on a message I got with the archive list on it from
Jeff...
Thanks!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

348. Atari Expo 1991 Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:55:03 UTC
From: omf@jab.tucson.az.us
Message-ID: <gyT7eB1w164w@jab.tucson.az.us>
Source record: 112880

My apologies to those of you who happened to get my last message describing the upload which follows. I had to make some changes to accomodate the mail program on the BBS I use ...

Anyway, do to popular demand, I'm uploading the demo disk for the 1991 Expo in UUENCODEd format. I'm surprised that more people don't know about it since it's readily available on GEnie. Anyway, it's over 100K broken-up into 9 posts. This will probably annoy those receiving Info-Atari8... please forgive me!

The file was downloaded from GEnie and was originally in DCM format. I uuencoded this into 14K file chunks to accomodate the fact that my mail program only accepts posts of less than 255 lines. You'll have to put the next 9 posts together and UUDECODE it. The file you get should then be un-DCMed using Discommunicator 3 (Bob Puff's).

It's definitely worth the trouble! At the very end, you'll have to wait through a rather long scrolling message from one of the authors of the demo, at the end of which you can press START to listen to some pretty impressive music. (Don't wait through the first scrolling message, which is in DUTCH - the last one is in English).

Here's the file. Whomever has FTP access to atari.archive, please post the DCM file there (I don't have such access).

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

349. mystery interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 02:55:47 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92026.215547JJMCWILL@MTUS5.BITNET>
Source record: 112881

Okay, I was digging through my Stuff Box, finding lots of neat stuff I don't currently use, like an MPP Microprint, P: Connection, 6 System Box for having up to 6 OS ROMS in the 800XL, etc. etc.... and I found what looks like an Rverter, but from what I remember, it never worked properly. I would plug it in , and any I/O to say the floppy would cause the Status LED's on my Supra Modem 2400 to flash on and off strangely.
It has an SIO male cable going into sort of a CART sized box. On the box is a Female SIO connector.
Coming out of the BOX is another cable with a DB25 on it. When you pull the PCB out of the box, it says "Supra Corporation" on it.
Underneath that is "30-0013-1". The components on the board are a 74ls126, another 16 pin IC with "uA1489PC" on it, a cap., and three resistors. Is this an Rverter? I checked all connections and they seem okay, and none of the traces look bad either. I paid like $20.00 at a WOA show way back about three years ago. Never used it because it never worked properly, but I sure would like to have it as a back-up RS232 interface, if indeed that is what it is.
Can someone out there help me out on this one? I would greatly appreciate it.

Well, I also found my Galaxians, Millipede, and Airball carts...
I hate Airball, but Galaxians and Millipede are my favorites!...
What are other people's favorite games?

I have The Pawn, but never figured that one out either....

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

350. In Memoriam: January 28, 1986

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 07:49:21 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201270749.AA21345@smithkline.com>
Source record: 112882

I apologize to this newsgroup for posting an item that has nothing to do with computers. I would hope, however, that after you have seen this post you will agree there a few things that transcend computers.

For the past several years, I take January 28 as a personal holiday.
On that day, I do not answer the phone.
Nor do I answer mail.
I take that day for myself.
And I remember.

In Memoriam:
January 28, 1986

She wished to teach her class from Space, and thus to consummate
The Grand Idea: that even Wives and Mothers now could state
The stars above at last were ours, for Everyone, and not
Just for astronauts, courageous men who cast their lot
With danger. Not aware was she of what a heavy Price
Can be attached to Knowledge; no conception loaded Dice
Were to be rolled upon the other six with her that day,
Upon the great experiment whose fate was now in play.

Did they have their private doubts, or fears, these seven crew
Soon to join the company of those selected few
Of humankind who satisfied with precious, fragile lives
The dreadful debit that accrues whenever mankind strives
Like Icarus did, to cast away and flee the primal chain
That straps the mind of man to earth with ignorance and pain?

Beneath the ozone gaming board were men who clearly saw
Destruction wrought from blow-by gas upon the field-joint flaw,
And raised within the Labyrinth a tocsin of alarm
Foretelling of disaster, violence and harm.
But high above the lattice-work a Schedule had been set:
By magic of their Signatures, each Player placed his Bet
To quell the voices of concern, and show posterity
What happens when the light of Truth gets cloaked with Fantasy.

There were questions of the ice, of course, but no one dared
Disrupt the sacred List Of Yearly Launches. Were they scared
Of losing face, perhaps? Well, damn the ice! Full speed ahead!
A pox upon you sayers of disaster, gloom and dread!
A Go For Launch! Ignite! Amidst the thunder, flame and smoke
Did no one spot the darkling puff, the booster seal that broke?
What would the Throwers Of The Dice have done, were they to know
Their folly would be captured live, in color video?

The children don their party hats to watch the big bird fly,
And cheer to see that mighty ship, now racing through the sky
Enveloped in a blazing cloud of orange and grey and white,
Diffusing to a milky fork. A most peculiar sight,
As if the broadcast channel had been commandeered and changed
By some fantastic artist all demented, or deranged.
There comes a moment's puzzled pause: "What happened to the show?"
Small voices ask, in plaintive tones, "Where did the Shuttle go?"

The men of Houston stare in shock at data screens, aghast;
The nightmare long predicted, seems happening at last.
They pray within their heart of hearts (as always, not aloud):
Challenger, so beautiful! Exit from that cloud!
Fly away from all the steam, the flaming hot debris--
Let us see you sailing on, magnificent and free!
What's taking you so awful long? Why do you not appear?
Telemetry is lost! Come in! We can no longer hear!

Upon the Flight Deck miles above, perhaps a final shout.
Who possibly will ever know? The cabin lights are out.

In helpless horror unified, silent and alone,
Do millions watch in speechless awe as Nature claims her own.
Unerringly, without remorse, must Newton's Law behave:
Gleaming ship and gallant crew descend into their grave
Beneath the fluid bosom of the timeless rolling Sea
That spawned this race of seeking men, these astronauts to be.

The Rogers Team did yeoman work upon the sad event,
Discovering in course of time, 'twas not an accident
But rather caused by human ills the ancient Greeks knew well:
Duplicity and hubris are a ransome paid in Hell.
The Ransome paid, the Game is closed, the Dice are locked away.
(But what rough Beast, with cloven claw, is picking locks today?)

A Shadow plagues the silent Pad. Old enemies devise
Cruel arguments to make us doubt our Mission in the skies,
To fan the winds of discontent, and so to make it seem
That every man is rogue, or fool, who ever chased a dream.
But buried deep within the marrow, core of flesh and bone
There burns a Flame as old as Man: to Know the Great Unknown.
We cannot pass that sacred Torch to those who say we must
Allow the dreams of seven souls to perish in the dust!

Those seven faces haunt me still: so vibrant, so alive!
Embodiment of noble aims whose Spirit does contrive
Heroic thoughts that stir my pulse; ideals, the Very Best
Of what Mankind delivers when committed to the Quest.
I feel that Spirit in the stars: exuberant and keen
With Vision set to persevere, explore the wondrous Scene
We've barely glimpsed. We seek our Destiny in powered flight,
Perchance to find- beyond the stars- the Source of distant Light:
Sensorium of Great Events where Being is Begun,

Where Human Grasp and Boundless Dream are melded into One.

But now, as I reflect upon that tragic day each year,
My heart again must ache. In vain, my eyes suppress a tear.

- Benjamin L. Poehland
The Alchemist
(1991)

****

351. EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 14:00:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920127140048.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 112807

Date: Sat, 25 Jan 1992 23:44 EST
From: esok@shamu.caedm.byu.edu

Z*Net isn't posted on the internet because it's so big, I assume.

That's one reason. Another is that it's got its own mailing list which you can subscribe to separately.

This issue has comes up about every 6 months or so; somebody suggests that it would be a good thing to post ZMAGs, or somebody just goes ahead and does it, and the Info-Atari8 subscribers get inundated. Some subscribers aren't interested in ZMAGs, and have even felt compelled to unsubscribe, rather than be forced to wade through a bunch of stuff they're not interested in. Since there's already a separate list you can subscribe to, those who are interested in receiving ZMAGs can get them without inconveniencing those who aren't.

I believe that another reason the volume matters so much is that some folks read the digests by downloading them to their 8-bitters and looking at them at their leisure. For those folks, disk space becomes a real issue, and a pile of unwanted ZMAGs, a real hardship.

To subscribe to the ZMAG distribution, send mail to

zmagazine-request@virginia.edu

(I think I've got that right) and thanks for helping keep the Info-Atari8 list useful to all its subscribers.

352. Re: 8bit Atari forth?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 14:41:18 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1992Jan27.144118.26925@umesve.maine.edu>
Source record: 112883
Cross-posted to: comp.sys.atari.8bit,comp.lang.forth

A friend of mine wrote a version of Forth for the Atari called ATILA
(A Thread Interpreted Language for the Atari) about 6-7 years ago.
He had sent it to A.N.A.L.O.G. magazine, but they refused it saying
it was too large a project for their magazine. He really didnt do too
much with it after that.
It is a real nice package, I think he even wrote a full screen editor
to work with it. It follows standard FORTH-86 (? not sure of this)
conventions. If there is interest, I will try to contact him to see
if he will release it to PD or at least give me permission to upload
it to the archive, or post it here. He has moved away, so it may take
some time to get in contact with him.
If anyone is interested, drop me e-mail at deej@grouse.umesve.maine.edu

--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

353. General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 15:31:31 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9201271031.AA00995@bitsy.cooper.edu>
Source record: 112808

Dear Fellow Atarian NETters,

I would like to know if _ALL_ of the information on the a8 digest
is in the public domain... reason being that my user group,
OHAUG, would like to reprint some info in it.
And, Who do i get in touch with to list OHAUG onto that great big list
of User Groups that came out several issues ago?

And now, for my own 2 (maybe 3) cents of comments and questions:
Although a NETwork magazine is a nifty idea, I agree with
those of you who say that it should be a LAST resort. The only way I found
ANTIC magazine (when it was still in print) was at a newstand. I had never
heard of an _all_ atari magazine (besides the LONG defunct Atari Connection),
and only after someone MENTIONED the title in COMPUTE! did i start my search
for ANTIC. To reach the most people, you've gotta be out in the newstand.
As Mr. Poehland said, not ONE person in our UG (other than myself and
Ben) are aware of the existance of the INTERnet or ANY "net". A NET magazine
would be out of their reach, period.

Someone made mention to hooking up a laser printer to an atari 8bit...
well, count me as interested too. Ive got a HP Deskjet 500 that I'd like
to hook up to my atari, but I'm a bit hesitant to just plug in my
interface (XETEC grapphics interface) into its port... and then even
if it partially worked, it would probably be a nightmare to figure out any
useful codes, no? I wonder if it would be reletively easy to make a driver
for it, not only to print character graphics, but to print color too.
Perhaps from some paint program like RAMbrant etc...
(No printer ribbon swapping here, its an inkjet.)

Has anyone ever heard of a program called CALCULUS DEMON? In an OLD
catalogue/book, this program (supposedly?) did symbolic integration and
differentiation. I doubt it's anything like MACSYMA, MATHEMATICA,
or DERIVE, but I once attempted a simple integration program and
fell flat on my programming face!

What ever happened to (I think the name was) Bill Wilkinson? He
used to write the "INSIGHT: Atari" column of COMPUTE!. I always looked
forward to reading his column!

Regarding the message from the editor of the ATARI EXPLORER, the
editor's point is well taken : publishing an entirely separate magazine is more
difficult than just inserting a special 8bit section. When ANTIC was on its
"death bed", it seemed that not only did advertising continually dwindle, but
so did the quality and quantity of programs/articles. I support the initiative
to create a new, stricly 8bit "Classic" magazine, but I have a few doubts:
Could it be that a monthly magazine presents too much of a challange to

fill with useful material (in re: quantity/quality of a dying ANTIC)?
Do you NETters beleive that the Atari 8bit has reached or CAN
reach a point when All that there is to say about it has been said? When All
that can be programmed has been programmed? Sometimes I find myself saying
yes, only to be amazed at a new program someone comes out with.
What do you think?

I sincerely apologize for the length of my submission- rookies are a bit too
wordy; and I look forward to your responses and opinions.

Anthony Falcone
a.falcon@bitsy.cooper.edu INTERnet

354. joystick port technical question

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 17:21:59 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1992Jan27.172159.28008@umesve.maine.edu>
Source record: 112898

Does anyone know how many mAmps the +5v line and the 4 ttl lines
of the 800 joystick port will supply?
I want to drive 4 relays, each from one of the ttl lines of the
joystick port, and I'm wondering if I can drive them directly, or if
I have to use a separate power supply, and run them through a transistor using the ttl line
to enable.
The relays I am using require 72ma nominal at 5v to activate.
thanks....
--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

355. Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 17:34:01 UTC
From: Amos.Jackson@tdkt.kksys.com
Message-ID: <696552138.0@tdkt.kksys.com>
Source record: 112806

While there is no ongoing developement by IVD for SpartaDOS, there are litterally 100's of user written utilities that exist, and many more in the developement stage. Any of these modules can be used with the SpartaDOS X cart or disk based SpartaDOS. There is even a file that will give disk based SpartaDOS the SAME capabilities as the X cart.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

356. Parrot II and Rambo XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 19:49:39 UTC
From: Archangel <RHR101@psuvm.psu.edu>
Message-ID: <92027.144939RHR101@psuvm.psu.edu>
Source record: 112899

I have been having problems sampling sounds using the Parrot II and a
Rambo XL uprgraded 800xl. Anyone else have these problems or know of a way
to correct them?
Any information GREATLY appreciated.
-Rufus

357. DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 20:27:23 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9201271527.AA01911@bitsy.cooper.edu>
Source record: 112802

I need some help from the technical folks out there. My
psuedo-programming/computer graphics course professor has told us
to go out there and write a program (in C) to draw a line. Thinking
it would be easy, I modified the Gr.7 drawing program in the
"Inside Atari Basic" book to draw in Gr.3 and I was going to try
to see the patterns created (so I could maybe create an algorythm to
draw a line between ANY two points). The problem became very
apparent very soon: I know there is a pattern, but I CANT FIGURE IT OUT!
So, how DOES to DRAWTO command figure out to draw a line from any two
arbitrary points? (I mean BETWEEN any two points). Thanks ahead 'o time.

anthony falcone
a.falcon@bitsy.cooper.edu INTERnet

358. Re: Text of Proposal by EXPLORER Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 21:40:32 UTC
From: jonc@status.gen.nz
Message-ID: <0D89eB1w164w@status.gen.nz>
Source record: 112805

Chris_F_Chiesa@cup.portal.com writes:

>
> Hey, sorry, no offense or slight was intended! By the time I wrote the
> article in which I said the above, I remembered only that a dozen or so
> messages back, "somebody" from the Southern Hemisphere -- and I'd have

Chris,
Well I guess I should offer the same (apology week here chaps), I did
jump in the deep end a little.

As a small point Portal is one of the famous systems, well to me anyway.

Of late this section has brought back some very fond memories of the 8 bit
and some of the anitics we used to get up to a few years ago.

Ian (if you are reading this) do you remember the comments in Rob's firmware
and software, one assumes he assumed from the comments you would never get
this far to read it and if you did you were to ....

(ah well you get that in the small cities...)

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

359. cart backup to disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 21:53:59 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.696549239@vincent1.iastate.edu>
Source record: 112900

I thought I'd check the net to see if there's interest
in a small hardware modification using the parallel bus
to backup carts to disk and run them without further
hacking. I haven't finished the mod yet, but it looks
fairly simple (one IC + a switch).

Has this already been done? My intent is not for piracy,
just for backup & execution from disk. Is this something
that you'd like to see in the archive?

Any comments or suggestions would be appreciated.

TG

360. EXPLORER Question from Ben

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 22:02:06 UTC
From: gruber@stg.vnet.ibm.com
Message-ID: <1992Jan27.220206.40570@watson.ibm.com>
Source record: 112901

I say it sounds good Ben.
Scott

361. Re: Atari for tots

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 22:17:42 UTC
From: rlstewart@eng.xyplex.com
Message-ID: <9201272217.AA07668@xap.xyplex.com>
Source record: 112781

There are computers that are newer than the Atari 8-bit, but for beginners I can't think of any that are better. There are plenty of high-quality games for it, so it's quite an acceptable game machine. If you expect to pique their interest in progamming, it is ideal. You can do more interesting things with graphics and sound more easily with 8-bit Atari BASIC than with any other computer I've ever seen. It gives you enough to pull your interest as deep as you want it to go, and the 8-bits internal environment can take that a LOOOONG ways into the workings of real-time systems. Sure, other systems may offer more power or more sophistication, but that comes at a significant price in complexity. For example, a Macintosh is a wonderful power tool, but if I want to hack out a program with a bit of color and sound embellishment, give me an Atari 8 bit.

Floppies are a bit delicate, but some younger children can be taught how to handle them. Backups would be VERY important while they learn. Young children respond reasonably well, to clear, simple rules that make sense at their level. They don't need to understand why very much, just what, like ALWAYS hold the disk here, NEVER touch it there, NEVER take it out while the light is on or the box is whirring, and such. Examples they understand are good. Touching the disk there is sort of like touching your eye. It is a sensitive place, not intended for fingers. Some kids handle stuff like this fine. Others are chronically thoughtless and hamhanded and don't learn. They tend to grow up to be similar adults. The biggest thing is to PLAN for mistakes, and involve the kids in fixing them, so they learn consequences.

Bob

362. Re: Explorer Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 22:21:07 UTC
From: rlstewart@eng.xyplex.com
Message-ID: <9201272221.AA07846@xap.xyplex.com>
Source record: 112780

Tell Atari to go climb a slippery weed. Other than creating them in the first place, they've never handled the 8-bit with any intelligence in the past. Why should we believe they'll start now?

Clear enough?

Bob

363. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-27 22:55:50 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Jan27.225550.20223@ge-dab.GE.COM>
Source record: 112902

Hiya, Ben!

I'm not a real vocal guy here on Usenet, but I'll put my two cents in.
Mr. Jainschigg's offer seems quite generous. It is probably the last
place prospective authors of 8-bit programs and articles can actually
get paid for their trouble. I don't know how others may stand on
his proposal. I remember reading your vow to only work in 8-bit
exclusive magazines in the future; I wouldn't want you to compromise
your principles. As for me, I would probably subscribe to either a
separate 8-bit mag, or to Atari Explorer if they added an 8-bit
section. But I'll admit that Explorer has an edge: it is already
available on magazine racks in book stores wherever I go, giving an
8-bit section vastly more exposure to the public. This is the kind
of exposure we all lost when Antic and ANALOG went under. I would
also support an 8-bit section in AIM (to which I already subscribe).

--
Jeff Potter
....potter@ge-dab.ge.com

364. XF551,VM301,1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 00:14:53 UTC
From: mrsmart@cs1.bradley.edu
Message-ID: <mrsmart.696557693@cs1.bradley.edu>
Source record: 112903

after recently picking up my interest in Atari 8bits again, I have acquired some new equipment. The disk drive I got I am not sure if it is an XF551 or not (I was away for a long time). It is shorter than my 1050, and grey, with these kind of vent things on it.

My other question involved the XM301 modem. I could not get it to work with the 1200XL. DOes it drow the power from the SIO port. I remember someone saying something about there being no +5V from the 1200XL, but there was a way to short out a resistor to make it work. (the modem works fine with my 800XL and 800.

I also recently recieved some disks and a little box which was attached to a DB9 connector with an IC inside. It this some sort of Copy Key?

Also any information you can give me about the XF551 if that is what I have would be great.

LONG LIVE THE 8BITS!!
--
```
-------------------------------------------------------------------------
| mrsmart@bucs1.bradley.edu | The path of excess leads to |
| rknautz@heartland.bradley.edu | the tower of Wisdom. |
| mrsmart@camelot.bradley.edu | -W. Blake |
| Rob Knautz | |
-------------------------------------------------------------------------
```

365. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 00:37:29 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Jan.27.19.37.26.1992.29770@remus.rutgers.edu>
Source record: 112904

Just to throw in my 2 cents worth. While I appreciate the offer/
proposal made by Explorer, I really don't see it being a good
idea. If that's the way it goes, I WILL subscribe to it, but
I prefer the original idea of a seperate 8-bit magazine entirely,
most likely put out by the folks at AIM (I personally think they'd
do a good job with it). Failing that, I think James Hogue made
a good comment about "The 2600 Connection" - I recently found out
about it and sent for a sample copy. After I received the sample
I immediately subscribed for a year...and I haven't even touched
my 2600 in almost a year! Why did I subscribe? Because they do such
a great job with that newsletter...it's done by people who really
love the system, and so they captured my interest and made me want
to see more (maybe I can find out some more "easter eggs" that I
hadn't known about, or read some interesting trivia). So I wouldn't
mind seeing an "Atari 8-bit Connection" newsletter come about if
the magazine idea falls through.

-Ray

366. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 00:51:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qVi9eB6w164w@cyberden.uucp>
Source record: 112776

exuhag@exu.ericsson.se (James Hague) writes:

> In article moon!cyberden!phbill@well.sf.ca.us writes:
> >
> >How about a 3d Asteroids game?
>
> Check out Deluxe Asteroids for the 7800. It is excellent, though very
> difficult. The rocks rotate in 3D, as in Blasteroids, and are shaded
> and the like.
>
> --
> James Hague
> exuhag@exu.ericsson.se

What res!? I've READ that the 7800 can be 320x???, but is that like in
text mode pixels, and gr.8 pixels?

Where can I get a 7800?

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!~phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

367. Re: 48K Atari 400 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 00:51:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7wi9eB7w164w@cyberden.uucp>
Source record: 112775

Hmm!? $40!? I'll see what I can do!!!!! :)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!~phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

368. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 01:30:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Xok9eB10w164w@cyberden.uucp>
Source record: 112853

Geeze! 2600 programmer! Don't put me down! (hehe!) I guess I have the ablitiy to program >OUTLAW<! hehehe!!! Actually, for the past 9 years, I've programmed in BASIC on my Atari, I got a disk drive in 1986, I think... (I had the tape for about 2 years before that, and before... PAPER and PENCIL!! No wonder I'm lazy now! :)).. I just got my modem back in late late Sept.91, and I just got into UseNet about 2 or 3 months ago. So... that means that I didn't have TurboBASIC or MyDOS until a while ago. I had never HEARD of SpartaDos, B&C ComputerVisions, San Jose Computers.. I totally forgot that BEST ever exsisted! (they used to be at the mall near here...) So, I'm just a youngster in this little 8-bit world! Also, I JUST got my Mapping last Friday, and I got DeRe back in Sept/Oct along with the modem!
Too many dreams... lots of experience.... NO PATIENCE!!!!!!
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

369. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 01:41:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <c9k9eB11w164w@cyberden.uucp>
Source record: 112852

> to _The 2600 Connection_, a small newsletter dedicated solely to the
> ancient Atari 2600 VCS. It is slim (10 pages), but very well laid
> out, and--this is the important one--somehow manages to give the
> impression that there is vitality and excitement about the system. I
> --
> James Hague
> exuhag@exu.ericsson.se

Interesting..._The_2600_Connection_? I know that the 7800 is still
(barely) alive, and the 2600 "re" came out once (back a couple of years
ago.. even as a TEENEE TINEE one that was in a box about the size of a
joystick box!), but I never realized that that many people still actually
USE them except a few of us 8-bitters, myself, and my exgirlfriend (not
enuf $ for a Nintendo...also, NES's are peices of CRAP!, if you'll pardon
my French...)
I hope that T2600C doesn't GIVE AWAY EVERYTHING, HENCE REDUCING THE VALUE
OF THE GAMES PURCHASED FROM say $20-$40 down to >$0<! LiKE NINTENDO
PUKER!! I mean Power!

Also, I subscribed to Game Players magazine, and by the second issue I
received, they said that they were breaking it up to PC, NES, Sega, or
something like that.. I said "end my subscribtion" (BTW: this was BEFORE
I ever got the magazine, not after two issues.. I was mistaken, the two
issues were the ones I received so far).. And just today, I received th
e NES dedicated issue! I WANT MY MONEY BACK! NOT SOME DUMB MAGAZINE FOR
SOME STUPID USELESS, OUTDATED-THE-DAY-IT-CAME OUT NES and GAYmBOY!!!
God! TALK ABOUT PRESSURE!!!!! Sorry, but I'm a little P/O'd today...:(
Bill

(THEY SAY I'M CRAZY! I'M NOT CRAZY! I'M >MAD<!!!)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

370. Re: How's this sound?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 01:43:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HBL9eB12w164w@cyberden.uucp>
Source record: 112851

(Ach-ha!) (I hate having 40 column!) I read that one bit where I said
"my 2600 Asteroids"... I meant MINE, not one that I MADE... MINE as in I
actually still have it (and the other 40 games!)
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

371. I NEED HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 01:54:14 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4sL9eB13w164w@cyberden.uucp>
Source record: 112850

BECAUSE I'VE FALLEN! AND I >CAN'T< GET UP!!!!

Actually, I'm wondering if there's any "Prodigy" like graphics terminal program or something? (I'm sort of confused about how to say this).

Hmm.. say I called a BBS, and for the title screen it drew something on a GRAPHICS 7 screen or something. That'd be interesting. Is there any program like that, or would it be worth one of you people's time to make? I could see it sending GRAPHICS on/off commands, COLOR commands, PAINT, CIRCLE, DRAWTO, PLOT, etc. The GRAPHICS 7 mode will have the normal text window (I picked mode 7 because of the only 3k it takes.) Perhaps it could use a TEXT command (I'm supposing someone pulled in a couple of these TurboBASIC XL commands... PAINT, CIRCLE, etc.) (call me Mr.BASIC! ;))

But does this sound any good? From what I've seen on commercials, Prodigy looks pretty spiffy. Hey! Even have the Term program send X-Y coordinates from a Koala/Mouse/Light Pen/Joystick or something. Make it like using icons/etc THRU a phoneline onto another computer! It'll be the END of keyboards!

Ok... call me a dreamer!

THEY THINK I'M CRAZY! I'M NOT
CRAZY! I'M >MAD<!!!!! PhBILL

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

372. Re: XF551,VM301,1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 03:32:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92027.223251JJMCWILL@MTUS5.BITNET>
Source record: 112809

Yes, you have an XF551, one of the best drives, IMHO, for the atari.
It is a 360K Double Sided, Double Density disk drive. In order to take
full advantage of this drive, you need either MyDOS or SpartaDOS.
You can also upgrade this disk drive to a 720K 3.5" floppy if you wish
to at a later time.

To get your 1200XL and XM301 modem working together properly, do the following:

Turn your computer on its back. remove the six phillips head screws which hold
the case together and place them in your parts dish. Turn the computer right
side up and lift the top cover up and towards the front. Look inside and find
the two ribbon cables which connect the keyboard and console LEDs to the main
computer board. Carefully unplug these cables noting the correct polarity
of their connectors. Remove the keyboard assembly and set it aside for now.

Remove the six phillips head screws holding the computer board in the bottom
case. One of these screws is in the upper left hand corner near the on/off
switch. Another is in the upper right corner and goes through the heat sink.
The remaining four screws are across the front and about four inches apart.
(Three of these also hold down the metal shield.)

Remove the computer board assembly from the case. Lift the front of the
computer board and the cartridge/joystick/switch assembly up and pull the
computer board out and towards you until all the rear connectors are free.
Remove this assembly, separate the plastic piece from the PCB and set it aside.

Remove the metal shields and set them aside. There should be several 'push'
rivets. Remove these then separate and remove the metal covers. NOTE:
Some metal covers may be held together with bent metal tabs or screws.

Replace resistor R63 with a jumper wire... It is just to the right of
transistor Q3. Remove this resistor and replace it with a jumper wire.
(Any piece of 24-30 gauge wire will do)

Reassemble and test. Now you can use the XM301, P:R: Connection, etc.
with your 1200XL.

I copies this info. almost verbatim from the ICD P:R: Connection manual.
I did the mod on my 1200XL and it works fine.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

373. Re: 850 vs. P: R:

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 05:29:37 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <3RV9eB1w163w@unixland.natick.ma.us>
Source record: 112810

reynolds@fsg.com (Brian Reynolds) writes:

> I would like to know what peoples' experience is with the P:R:
> connector. Is it completely compatible with the 850? Does it use the
> same drivers? I'm considering replacing my 300 baud MPP modem with a
> 2400 baud modem and I'll need a serial adapter. My troubles with
> getting the MPP modem to work with most software have convinced me
> that I don't want to get anything that isn't 100% 850 compatible.

The question here is that a PR isnt 100% the same as an 850.
It says so in the manual for the Product.
However for using a 2400 baud modem it works flawlessly on the
most popular versions of software. Its actually better in my opinion.
I have most of my outlets used and if i used a 850 over a PR, id have to
plug it in! (ugh!). The 850 works on a 1200xl without a mod. The pr doesnt.
The handler programs that auto load might not be the same.. Ive never
investigated.

374. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 05:53:39 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <5Vw9eB1w163w@unixland.natick.ma.us>
Source record: 112811

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Bob Woolley did a modification to his 1200XL that gives you the parallel bus
> like on the 800XL and 600XL so that you can hook up the Black BOX, MIO, or
> other stuff. It's for the experienced solderer though.
>
>
> Jeff McWilliams
> JJMCWILL@MTUS5.CTS.MTU.EDU
> GEnie: J.MCWILLIAM3
> "Atari 8-bit die hards never run out of power"

PLEASE POST THIS MOD ASAP!! IM INTERESTED !!!!

375. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 07:03:23 UTC
From: omf@jab.tucson.az.us
Message-ID: <c5Z9eB1w164w@jab.tucson.az.us>
Source record: 112813

jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:

>
> Date: Sat, 25 Jan 1992 23:44 EST
> From: esok@shamu.caedm.byu.edu
>
> Z*Net isn't posted on the internet because it's so big, I assume.
>
> That's one reason. Another is that it's got its own mailing list which
> you can subscribe to separately.
>
> This issue has comes up about every 6 months or so; somebody suggests
> that it would be a good thing to post ZMAGs, or somebody just goes ahead
> and does it, and the Info-Atari8 subscribers get inundated. Some

I think this would be a good item for whomever is building the FAQ
listing...

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

376. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 07:14:01 UTC
From: omf@jab.tucson.az.us
Message-ID: <3L19eB2w164w@jab.tucson.az.us>
Source record: 112812

a.falcon@BITSY.COOPER.EDU (Anthony_Falcone-) writes:

> Dear Fellow Atarian NETters,
>
> Someone made mention to hooking up a laser printer to an atari 8bit...
> well, count me as interested too. Ive got a HP Deskjet 500 that I'd like
> to hook up to my atari, but I'm a bit hesitant to just plug in my
> interface (XETEC grapphics interface) into its port... and then even
> if it partially worked, it would probably be a nightmare to figure out any
> useful codes, no? I wonder if it would be reletively easy to make a driver
> for it, not only to print character graphics, but to print color too.
> Perhaps from some paint program like RAMbrant etc...
> (No printer ribbon swapping here, its an inkjet.)
>

The DeskJet, and HP Laserjets can be hooked-up as easily as any other parallel printer (the dot-matrix most of us have, for example). Sending text to it will just give you very nice looking text. You only have to start worrying about compatibility when you start wanting to use the printer's special features (bold text, graphics, etc.). At this point, you're on your own, since there are no Atari 8bit programs that have built-in controll-code support for HP-PCL (HP's Printer Control Language). Well, I don't know of any program's that support HP printers, please correct me if I'm wrong. At any rate, making a printer driver or a screen dump program which can use an HP printer would not be much more difficult than writing such a program for any other printer.

The reason this whole thing came up was that SIO2PC, which is a program that runs on your PC and let's your 8bit use it to store files or to use a printer hooked up to the PC.

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

377. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 11:50:35 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992Jan28.115035.13521@city.cs>
Source record: 112824

In article <mkq7eB4w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us
writes:
>I have BOTH Xagon and Zybex. I am wonder, tho, does anyone have Dracon
>or whatever that game is that was made by the same people as Zybex. I
>heard it was much better. (I'll believe it when I see it!)
>How would YOU like me to get Xagon and Zybex to you? I got both from
>AtariBase BBS @ 408-745-219x (I use 2196 and 2194 the most). I THINK I
>uploaded an ARC there of Xagon, Tapper, MazeWar, AtarTris I, LiveWire,
>Tetrix, Xevious, and something else. Those are on my "Games Disk Side
>#1". I BARELY use it! (too buzy telecomming/homeworking..!)
The game Draconus is one of the best releases *ever* on the 8-bit!
It from the U.K. software house Zeppelin Games, who produced other
great titles such ace Speed Ace, Zybex, Blinky's Scary School and
others.
What gets me about this posting is that these (quite recent) games are
copyrighted, and surely shouldn't be down-loadable from a BBS?! Unless,
of course, you had the company's permission. With Zeppelin being the most
prominant 8-bit Atari games producing software house in the UK, myself
being a prospective author, and with only 3 or 4 other companies still
producing new titles, this kind of attitude will soon put a stop to their
support.
>If you wish, I will soon be buying about >100< disks in bulk from B&C,
>and could easily spare one or two, if you e-mail me your address. It
>will take a while tho. These disks will be on my NEXT buying bing.
>First I'm going after a bit of PD/Atari Logos! :)... What I'll do is
>copy side 1 of my disk on one side, and my copy of Zybex on the other.
>Sound good? Bill
>
Not to me! Anyone else agree?

>_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]
>
>The CyberDen accepts liability or responsibility for no one-You're on your own.

--
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari - Power
dh108	** All views expressed are my own - **				Without
Mark Keates.	UNTIL I GET MARRIED !!	/	\ Our Support

378. Re: XF551,VM301,1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 12:15:45 UTC
From: duzan@acm.cis.udel.edu
Message-ID: <1992Jan28.121545.19525@udel.edu>
Source record: 112814

In article <mrsmart.696557693@cs1.bradley.edu> mrsmart@cs1.bradley.edu (Robert Knautz) writes:
>
>My other question involved the XM301 modem. I could not get it to
>work with the 1200XL. DOes it drow the power from the SIO port. I
>remember someone saying something about there being no +5V from the
>1200XL, but there was a way to short out a resistor to make it work.
>(the modem works fine with my 800XL and 800.
>
I believe you are correct. There is a mod out there, but I don't have
the data handy.

>I also recently recieved some disks and a little box which was
>attached to a DB9 connector with an IC inside. It this some sort of
>Copy Key?
>
PaperClip, a word processor, uses such a key. As I recall, it must be
plugged into joystick port #2 or else the cursor stops blinking and you
won't be able to type.

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ----------------- _o_
[|o o|] Virtual Reality? No thanks, I've already got one. [|o o|]
|_o_| Disclaimer: I have no idea what I am talking about. |_o_|

379. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 13:00:03 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jan28.130003.10685@aber.ac.uk>
Source record: 112815

I alreday produce an on-disk newsletter, called the Atari 8-bit News-disk.
I have produced 4 issues so far. Lots of bit and pieces are taken from the
newsnet and tidied into articles. I also write a lot of the articles myself,
and others here in the Uk write some for me.

If you want details then email me on: djg0@uk.ac.aber

P.S. to Chris Chriesa: I got your email, but I'm experiencing difficulties
in emailing back. WIll keep trying.

380. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 13:19:15 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jan28.131915.12434@aber.ac.uk>
Source record: 112816

Yes, Parrot samples work with Digi-Studio. They just have to be sampled at 16KHz to work best. I am currently writing some extra software to allow tune files to be used in Basic programs, as well as a sound editor to allow you to reverse pages of samples and copy pages of sample around in memory to create weird sounds! This will be released in a couple of months.

I think I have found a US distributor now (Chris Chiesa), who will hopefully agree to my terms of distribution (when I actually manage to mail him!). If you really want a copy now, then I am willing to send copies direct from the UK at 12pounds sterling inc. shipping. Payment by International Money Order only. My address at university is:

DEAN GARRAGHTY
23 YSTWYTH CLOSE
PENPARCAU
ABERYSTWYTH
SY23 3RU
WALES, UK.

You can also obtain copies of my on-disk newsletter from me at 2pounds an issue, as long as you order them with Digi-Studio (to take account of the shipping costs envolved).

Dean Garraghty. djg0@uk.ac.aber

381. Action! Runtime Compiler...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 15:37:11 UTC
From: arlingto@remus.rutgers.edu
Message-ID: <Jan.28.10.37.11.1992.1857@remus.rutgers.edu>
Source record: 112819

I have seen a couple message asking about how easy it is to get Action! programs to run as stand alone object files that do not need the Action! cartridge to run. It is very easy to do! You can make any Action! program into a binary file that any Atari 8-bit owner can run.

There is a easily obtainable and very nice Public Domain Runtime Compiler for Action! out there. I have used it on all my programs. I think the program of mine that most got into the PD that I wrote in Action! was my PREPX SpartaDos X disk preparer utility that anyone can use. I also had a program published in ANALOG as a binary file that was written in Action! and compiled with the PD Runtime Compiler.

The PD RT Compiler is very easy to use and well documented. It even produces a listing of all cartridge routines that are called by your program so you can leave all the others out of the runtime library. This is a very nice feature that allows you to produce pretty small object files if you stay pretty much out of the cart routines. Anyone who has coded a bit in C can figure out ways to get around a lot of the more chrome-type cart routines.

The only caveat I found in using the PD Runtime Compiler was that you have to include a small piece of inline assembly code at the very end of your program for the runtime compiled version to exit cleanly into DOS. (Without this small assembly piece, the runtime compiled versions hang at completion.)

So, don't let the idea that nobody will be able to use your programs stop you from programming in the best Atari language!

Dave
--
"Trust. Yeah, it is a two-way street. But like any other street you have to look both ways, be alert for the signals, and most of all...
...watch out for the other guy." -PLCL Dave Arlington

382. sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 15:57:36 UTC
From: soj@iesd.auc.dk
Message-ID: <1992Jan28.155736.482@iesd.auc.dk>
Source record: 112820

Well, I have been writing a program similar to sio2pc in C++ (object oriented C) and it does about the same as sio2pc, only it does not use diskimages, but accesses the harddisk of the pc directly. It scans a directory and creates map/directory sectors corresponding to the contents of the pc-harddisk. I found the idea of diskimages i little "unhandy" as you have to copy files in and out all the time.

The program lets you read/write excisting files on the harddisk, but I hope to have it working as a full diskdrive with creation of new files on the harddisk soon. The scanning of subdirectories will also be added when I have some more time to waste.

I have no techincal information on the Atari so I have used the trial and error method to make the timing/frame sequences work. When the program some day seems to work perfect, I will tell you other hackers on the newsgroup.

Does anybody know how to hook up the Atari (composite) to an IBM EGA (RGB) monitor????? I guess it involves some sort of converter??!

Suspect: Soj Aldenryd ____/ ___ / /
Address: Vilsundvej 55,DK-9220 Aalborg Oest,Denmark / / / /
Phone: +45 98151224 ___ / / /
E-mail: soj@iesd.auc.dk (Aalborg University) / / / /
Quote: "I'll Be Back" (A.Schwartzenegger) _____/ _____/ ____/
---

383. Re: Black Box info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 17:02:23 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92028.120223JJMCWILL@MTUS5.BITNET>
Source record: 112821

The 1200XL Parallel Bus project is about two pages long. With everything else I have to do right now, I probably won't get around to typing it into the net for quite a while. I believe I mentioned the address for the SLCC Journal in a previous post, I am currently at work so can't repost the address myself.

Jeff McWilliams

384. 8 BIT and Deskjet 500

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 17:06:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92028.120604JJMCWILL@MTUS5.BITNET>
Source record: 112822

Bob Woolley uses the Deskjet 500 with Atariwriter Plus. He had to write his own custom driver if I can remember correctly. He is the president of the San Leandro Computer Club. Perhaps since he already knows about the HP Deskjet, he could assist you with yours. The address for the SLCC was posted here awhile back. I'm at school, doing workstudy, so don't keep SLCC's address on me...

Jeff McWilliams

385. Re: Undocumented OP CODES

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 17:17:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53569@cup.portal.com>
Source record: 112830

Most of the op codes perform two instructions. For example, to clear a 255
byte section of memory the original code in ML may have been something
like:

```
LDA #0
LDC #0 ;or TAX
LOOP
STA $8000,X
INX
BNE LOOP
etc
```

Whoops! That was LDX not LDC. Anyway, once the thing was running some authors
would go back and maybe replace the LDA #0 with the LAX and the next few
bytes with the illegal NOPs i.e. $OC or $DC. Then when someone tried to
disassemble from disk they'd get garbage. I believe it mainly happened
with the Commies & Apples. Of course if the 6502 manufacturer cleaned
up the design or came out with a new processor like the 65C02 they may
use some of the numbers for new instructions. The 65C02 uses $0C for
TSB Test and Set bits with the Accumulator. If you ever really want to
look for the codes or at them, just deposit the bytes in memory followed
by a BRK & jump to them. Most monitors will display the registers assumming
your computer isn't off in La La Land <g>.

386. Re: joystick port technical question

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 17:43:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53573@cup.portal.com>
Source record: 112831

All the joystick lines are brought out/in through 880 Ohm resistors so you can only get about .3 mamps out of them. You can draw 200 mamps from the 5v line on the joystick so you don't need a seperate power supple. The defacto way to drive a relay is with a PNP transistor since it will be off when the computer is off, off when the computer is off. It can only be turned on with software. A 3906 from Radio Shack (Trash) should work.

```
joystick 5v-----------
/
/
joystick line------:
<
\
:relay:
joystick ground-------:
```

387. Z*Mag Internet distribution

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 18:30:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GFULFSVLK08WXWSH@carleton.edu>
Source record: 112823

```
From: IN%"gl8f@fermi.clas.Virginia.EDU" "Greg Lindahl" 28-JAN-1992 12:18:01.57
To: IN%"CURRENTM@carleton.edu" "Michael Current"
CC:
Subj: RE: subscribe?

Return-path: <gl8f@fermi.clas.Virginia.EDU>
Received: from Virginia.EDU (uvaarpa.Virginia.EDU) by carleton.edu (PMDF
#12661) id <01GFUKZKRR8W8WY0X9@carleton.edu>; Tue, 28 Jan 1992 12:17 CST
Received: from fermi.clas.virginia.edu by uvaarpa.Virginia.EDU id aa22071; 28
Jan 92 13:15 EST
Received: by fermi.clas.Virginia.EDU (AIX 3.1/UCB 5.61/1.34) id AA05674; Tue,
28 Jan 92 13:15:29 -0500
Date: Tue, 28 Jan 92 13:15:29 -0500
From: Greg Lindahl <gl8f@fermi.clas.Virginia.EDU>
Subject: RE: subscribe?
To: Michael Current <CURRENTM@carleton.edu>
Message-id: <9201281815.AA05674@fermi.clas.Virginia.EDU>
X-Envelope-to: CURRENTM
X-Mailer: Mail User's Shell (7.2.3 5/22/91)

No, I haven't been distributing Z Magazine since it ceased
publishing the first time. If someone can get me a copy of the
magazine each week I'd be happy to mail it out...
```

388. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 18:41:07 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan28.184107.28226@usenet.ins.cwru.edu>
Source record: 112825

Unless you see a (c) copyright symbol on an individual posting, (which is very rare), everything is PD. As long as you give a little credit to whom wrote what, you'll never get into trouble reprinting stuff from the Info-Atari8 Digest.

--

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

389. Modifications on 800XL/1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 18:50:00 UTC
From: AUEPW@ASUACVAX.BITNET
Message-ID: <9201281900.AA18606@nettlerash.berkeley.edu>
Source record: 112827

Does anyone have the specifications or the instructions for
modifying the 1050 disk drive? I noticed that some programs cannot use
an "unmodified" 1050. What does this mean? Also, I would be interested
in any information about specific companies that supply memory upgrades
for the 800XL, and how to install those memory upgrades.

Eric Wilkinson Arizona State University
auepw@acvax.inre.asu.edu Tempe, Arizona
ewilk@gnu.ai.mit.edu

390. Re: Z*Mag Internet distribution

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 18:53:31 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan28.185331.28935@usenet.ins.cwru.edu>
Source record: 112826

Okay, as per my previous forward message from Greg Lindahl, the Z*Mag
mailing list that jrd mentioned is not available at this time.

BUT

I just checked atari.archive, it seems somebody's been busy:
We have a new directory, /atari/8bit/zmag, which has MANY recent issues,
and according to what Jon Clarke just said here, this new source should
become a new, reliable, up-to-date method of obtaining Z*Mag through
the Internet.

Thank you, whoever you are!!!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

391. Re: cart backup to disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 19:04:33 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53577@cup.portal.com>
Source record: 112828

In a message whose header Portal doesn't pick up for me to edit into this followup (and which the author didn't SIGN -- please, people, all hosts are NOT created equal; SIGN your net address even if "it's already there"), someone with the initials TG writes:

>I thought I'd check the net to see if there's interest
>in a small hardware modification using the parallel bus
>to backup carts to disk and run them without further
>hacking. I haven't finished the mod yet, but it looks
>fairly simple (one IC + a switch).

This would be an interesting project, but how would you handle bank-switched cartridges? That is to say, virtually everything that's come out in the last six years or so? :-) I can't see how a direct-to-disk copy can be performed in the first place, without some "hacking," nor how the disk-based copy can emulate the bank-switching effects without still MORE hacking. If anybody can come up with a general solution to this kind of obstacle (which I doubt; each case has the potential to be completely different) I'd be the first to say "build it!" On the other hand, even something that would copy "most" carts to disk would be handy.

>Has this already been done? My intent is not for piracy,
>just for backup & execution from disk. Is this something
>that you'd like to see in the archive?

I know/think there's something like this for the C64, but I've never heard of anything similar for the Atari...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com <-- my address in case YOUR host is as unhelpful as Portal in editing followups

392. Re: joystick port technical question

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 19:08:02 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Jan28.190802.22977@en.ecn.purdue.edu>
Source record: 112841

In article <1992Jan27.172159.28008@umesve.maine.edu>
deej@thrush.umesve.maine.edu (Dj Merrill) asked for technical information on
the Atari joystick ports. I hope the following helps.

PORTA I/O lines -- Joysticks 1 & 2

```
6520/6820 --------/\/\/\------+-------------> to joystick
I/O line 150 ohms |
(note 2) --+--
--+-- 0.001 MFD
| (note 3)
--+--
---
-
```

PORTB I/O lines -- Joysticks 3 & 4

```
+5 v O
|
4.7K ohms >
(note 1) >
>
|
6520/6820 ----+---/\/\/\------+-------------> to joystick
I/O line 150 ohms |
(note 2) --+--
--+-- 0.001 MFD
| (note 3)
--+--
---
-
```

Source: Atari 400/800 Hardware Manual
note 1: value valid for 400 & 800
note 2: value valid for 400, value for this resistor on the 800's
schematic is illegible but appears to be 220 ohms
note 3: value valid for 400 & 800

On the 400 and 800 the 5V line is tied directly to the computer's 5V supply.

A bit about the differences between PORTA and PORTB of the 6520 PIA. PORTA
has internal pullups and behaves much like a standard TTL output when in
the output mode. If I remember correctly, it is not designed to handle as much
current as a standard TTL output. PORTB has a totem-pole output which behaves
more like an HCT-type output sourcing and sinking current reasonably well.

I MAKE NO CLAIMS AS TO THE ACCURACY OF THE ABOVE FORTY-SOMETHING LINES AND ESPECIALLY NOT TO THEIR APPLICABILITY TO THE XL AND XE MACHINES.
- - - -

393. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 19:15:33 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53579@cup.portal.com>
Source record: 112829

In a recent posting here, Anthony Falcone (a.falcon@bitsy.cooper.edu - derived from his SIGNATURE at the end of his message, NOT from the incoming mail headers!) writes:

> I would like to know if _ALL_ of the information on the a8 digest
>is in the public domain... reason being that my user group,
>OHAUG, would like to reprint some info in it.

I believe it is at least "traditional" to contact the INDIVIDUAL authors of articles you wish to reprint, to obtain their e-mail-written permission to reprint their writings. I would suggest setting up some sort of automated command script on your Internet host so that you can say "aha! Interesting article, might do for a reprint," hit a key or type a quick command, and bang! -- nail off a standard request-for-reprint-permission letter to the author. Shouldn't be too hard to do.

Many, though maybe not all, groups also send reprinted authors a complimentary copy of the publication issue in which their reprinted work appears; some even give complimentary subscriptions to reprinted authors, but I can see this sort of thing getting out of hand if you do a LOT of reprinting...

Me, I don't care who reprints me, but I DO prefer to SEE myself in print. Otherwise somebody could someday descend out of the blue and start yammering at me about "that article you wrote in Blibblesnork magazine," or some such!

>Do you NETters beleive that the Atari 8bit has reached or CAN
>reach a point when All that there is to say about it has been said? When All
>that can be programmed has been programmed? Sometimes I find myself saying
>yes, only to be amazed at a new program someone comes out with.
>What do you think?

No, I don't think we will ever reach that point. There will always be new developments from other areas of computing to emulate/implement on the Atari, for one thing...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

394. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 19:30:09 UTC
From: jonc@status.gen.nz
Message-ID: <y1VaFB3w164w@status.gen.nz>
Source record: 112817

omf@jab.tucson.az.us (Oscar Fowler) writes:

> esok@everest.ee.byu.edu (Eric Sokolowsky) writes:
>
> > Z*Net isn't posted on the internet because it's so big, I assume.
>
> Hmmmm.... huge programs are posted in all other news groups, ZNET's average
> size of 30K would *NOT* be considered large...
>

Chaps Z*NET International and Z*MAGAZINE the Atari 8bit magazine can be
requested from atari.archive.umich.edu on a weekly basis. Now you can get on
the mailing list and have them delivered to you each week as well. This is
all courtesy of the chaps at umich.edu, now how is that for service.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

395. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 19:36:39 UTC
From: jonc@status.gen.nz
Message-ID: <sBwaFB4w164w@status.gen.nz>
Source record: 112818

omf@jab.tucson.az.us (Oscar Fowler) writes:

> Regarding ZMAG: Lately it's been nothing more than tidbits on general
> computing, with notes on Apple and the Lynx dominating. Nothing
> particularly useful, but at least they're trying...
>

Well Oscar and others here is YOUR chance to change this. Over the last few weeks I have read with intent the discussions in this news group and from what I see you all want an 8bit magazine right? RIGHT?

Well Z*MAGAZINE is just that and over the years we have endevoured to maintain a high level of input to this journal. However when we do not get the imput and the writers it does become a little difficult. So to all in this news group if you want to contribute to Z*MAGAZINE please feel free to EMAIL your articles to kcbbs.gen.nz!status!znet or znet@status.kcbbs.gen.nz I will see they get included in the next issue of the magazine.

What are you thoughts. All of you reading this news item can get the magazine and distribute it and or hard copy it via the atari.achive held at umich.edu ..

Now you all know the story about a gift horse..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

396. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 20:16:02 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92028.151602JJMCWILL@MTUS5.BITNET>
Source record: 112832

I was of the understanding Zybex and Xagon were Public Domain.
I am almost sure I got these off of GEnie, which never carries copyrighted
games. I don't copy copyright programs myself. If these games are
copyrighted, then I am glad someone TOLD ME, as I will promptly erase them.
Why haven't we heard of these games before?

Jeff McWilliams

397. Atari 8-bit Mag

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 21:52:52 UTC
From: gruber@stg.vnet.ibm.com
Message-ID: <1992Jan28.215252.37544@watson.ibm.com>
Source record: 112846

Ben,
I wish to reverse my yay to a nay on Atari Explorer. Mainly being there is no diskette (not necessary but nice), and I too think this mag. should be ALL 8-bit. Also I would like to volunteer some of my time for writing articles I have a few I can find stashed away somewhere.

Scott

398. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 22:21:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92028.172130JJMCWILL@MTUS5.BITNET>
Source record: 112833

IN ADDITION to what Chris said about there always being new things to talk
about on the Atari 8-bit, I have found there to be many newcomers to the
8 bit world, who may have missed that Display List Interrupt article that
was printed two years ago... er whatever, and would like to see it again.
I was surprised to see how many questions on the internet I could answer.
On GEnie, I seemed to be the one asking the questions, and here I answer alot
of questions and ask plenty of my own. The knowlege that people possess about
the Atari 8 bit covers a wide range, I think you can always find
plenty of people who will read an authors's material as long as it is
informative, or interesting.

399. xagon and zybex, PD or Copyrighted?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 22:28:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92028.172830JJMCWILL@MTUS5.BITNET>
Source record: 112842

Well, I just dug up my copies of Zybex and Xagon. When loading Xagon,
all it says is XAGON, M.A.C.E. Australia D. Pentecost. There is no copyright
notice, nothing. When I first boot Zybex, it says Loading Zybex followed
by "Thanks: Kevin Franklin A.ROJO (PERU)"
When the title screen comes up and that wonder ful music plays, it says,
"Programmed by Brian Jobling Graphics by Michael Owens, Music by
Adam Gilmore". Again NOTHING indicated that these programs
were copyrighted works, only contained credits to the authors. If they
truly are copyrighted, why don't they say so? The only possible explanation
would be that they were copies by some pirates who removed the copyright
notices. I am not argueing whether I should throw away a copyrighted program,
just that to my knowledge these aren't so. If they are, then would the
originator of the "COPYRIGHTED" message please let us all know how we can
purchase this program? I, for one quit illegally copying programs a long
time ago, realizing that it only hurts the 8 bit developers, and us users
as well. I don't enjoy being accused of being a pirate no more than anyone
enjoys being accused of murder. To me they are close to the same thing, one
dealing with humans, one dealing with my favorite computer.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

400. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 23:39:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <F900eB2w164w@cyberden.uucp>
Source record: 112779

As to your idea (also, someone elses) of just sending pretty ugly newletters, etc. WHO KAREZ!? It's a newsletter for now! It's not a flashey "oh we have money, so let's go broke printing every page in full color glossy!" magazine. I don't think us users would really give a flying **** (ahem) about what it LOOKS like, as long as we are getting a steady flow of info.

I used to make a little newspaper (barely even using my computer, due to lack of s/w back then..ya know.. WORD PROCESSOR!), and it looked pretty nice.. Had diddly s**t to do with Atari's, but I REALLY enjoyed making it. I would GLADLY contribute to this "magazine" (notice the ""s!). The only thing is I don't KNOW that MUCH about them, but I did get a compliment on my message about the Atari's graphic modes from a couple of days ago... And it wasn't like I spent much time thinking about it, or typing it on a WP.. I did it online! I guess I could do some section in it for "new-users".. or at least for the old-users who actually want to get starting on doing things.

I could except both post-mail and e-mail for questions or something.. I'd be HAPPY to help! Count me in as a contributer.. (will give me something better to do than cry over my ex-girlfriend... my 2nd love.. (guess what was my first!? ;))

PhBill
(Bill Kendrick)
They call me CRAZY! I'm not
CRAZY! I'm <<MAD>>!!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

401. Re: mystery interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 23:43:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ieaaFB3w164w@cyberden.uucp>
Source record: 112784

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Well, I also found my Galaxians, Millipede, and Airball carts...
> I hate Airball, but Galaxians and Millipede are my favorites!...
> What are other people's favorite games?

You hate Airball? Why? I've never seen it (or heard of it, for that
matter!) until I got my B&C catalog, and I was thinking about buying it.
True, tho. Galaxian's is pretty cool.. I like the little "scream!" the
guys do when they get hit! :)
Also, I never REALLY was much for Milli/Centi-pedes. Only ever play'd
'em on my brother's c64 (I'm glad I got the Atari!:)) and the arcades!
(I was thinking today that if I never spent any money on the arcades, I'd
have $100s!!!)
Bill
They call me CRAZY! I'm not
CRAZY! I'm <<MAD>>!!!

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

402. Explorer offer

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-28 23:45:31 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920128234531_71450.1050_EHB8-1@CompuServe.COM>
Source record: 112834

Ben,

I believe that the Explorer offer is confusing. First John calls us (the Atari 8-bit users) "CHEAP", "VERY CHEAP" at that, and then he thinks that us "CHEAP" users are going to purchase Explorer for 8 pages of 8-bit stuff that is censored by the very people that don't even acknowledge the existance of the 8-bits anymore once every 2 months. I do have a subscription to Explorer, along with AIM and Current Notes, but have never been very impressed with it, mainly due to the fact that everything always seems to be going great in the Atari world according to the magazine, and also the fact that the publication schedule has been less than impressive in the past (remember the famous Spring/Summer or Fall/Winter issues instead of the bi-monthly that were supposed to be printed?).

I think that John is turning AE around for the better, but I am not convinced that the "good folks" at Atari are going to be very interested in continuing 8-bit coverage for very long in AE if they can devote those pages to the newest machines, or advertising space.

Why would Atari want to promote the 8-bits and possibly get some of those 70,000 (???) users interested in the 8-bit line again if they can draw them to a more expensive computer that is less user friendly for a beginner instead?

I must be missing the logic in the offer, if there is any besides increasing the Explorer subscriber base and then dropping or cutting back extensively on the 8-bit coverage and hoping that us "CHEAP" users will either give up and lose faith or U P G R A D E to a "better"/"real" system! (yeah, right!) :)

I think that the interest for an exclusively 8-bit publication is there, and with the help of the user groups and AIM, we can make it move. If a small but growing bi-monthly magazine like the 2600 Connection (in newsletter format) is rapidly increasing their readership, and apparently at least breaking even in the process, an 8-bit mag surely couldn't do any worse.

As for the idea that a couple of users have proposed regarding an 8-bit electronic magazine, we already have one! Contribute and read Z-Mag, which is still being published when material is available.

Also, Atari Explorer is not easy to find in these parts due to the fact that many stores that used to carry it gave up on it when the publishing schedule started being sporadic (I live in the Louisville, Kentucky area).

Finally, just for the record, I am not a "CHEAP" Atari 8-bit user. In 1991, I probably spent the equivalent of the cost of a new ST system on 8-bit hardware and software, and actively support the market as much as I can.

You have my full support for an 8-bit publication, and I am ready to subscribe as soon as the publication becomes a reality.

-Lawrence Estep

403. Re: EXPLORER Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 00:04:27 UTC
From: trag@pnet01.cts.com
Message-ID: <1992Jan29.000427.10400@crash.cts.com>
Source record: 112844

poehland%phvax.dnet@SMITHKLINE.COM writes:
>Hmmmm... only 2 responses to Mr. Jainschigg's offer so far in IA8. Both of
>them negative. Is that all? Is it that no one has an opinion, or just no one
>cares?
>C'mon, folks, this forum is ideal for sampling opinions on questions like this.
>Step up to the podium, gimme your 2-cents' worth. I need OPINIONS! (I promised
>John I would sample opinion on the Net- kind of a mini-survey- & get back to
>him.) Two responses ain't much of a statistical sample.
>
>Please don't post responses to me, post to IA8 or CSA8 so eveyone can see.
>
>Maybe I should try a different tack:
>Is anyone out there IN FAVOR of incorporating "Atari Classics" into EXPLORER?
>
>Or,
>Do you have any personal response to ANY issue raised in Jainschigg's letter?
>
>Pro or con, I don't care.
>Just let me hear some noise from you guys on this!
>
>Remember, we are in a critical phase, we are trying to grope our way thru murky
>times, to catch a glimpse of our future- if indeed there is one.
>
>Silence equals death.
>
> - BEN POEHLAND
> The Alchemist
>
>***

As I find the 8-bit to be a very viable platform (even if I am using an ST I picked up for an embarrassingly low price), I'd like to see any support we can get -- and Explorer is as good an option as I've heard suggested.

Jim T.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

404. Re: cart backup to disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 00:22:51 UTC
From: buescher@irk.ugcs.caltech.edu
Message-ID: <buescher.696644571@irk>
Source record: 112835

Chris_F_Chiesa@cup.portal.com writes:

>In a message whose header Portal doesn't pick up for me to edit into this
>followup (and which the author didn't SIGN -- please, people, all hosts are
>NOT created equal; SIGN your net address even if "it's already there"),
>someone with the initials TG writes:

>>I thought I'd check the net to see if there's interest
>>in a small hardware modification using the parallel bus
>>to backup carts to disk and run them without further
>>hacking. I haven't finished the mod yet, but it looks
>>fairly simple (one IC + a switch).

>This would be an interesting project, but how would you handle bank-
>switched cartridges? That is to say, virtually everything that's come
>out in the last six years or so? :-) I can't see how a direct-to-disk
>copy can be performed in the first place, without some "hacking," nor
>how the disk-based copy can emulate the bank-switching effects without
>still MORE hacking. If anybody can come up with a general solution
>to this kind of obstacle (which I doubt; each case has the potential to
>be completely different) I'd be the first to say "build it!" On the
>other hand, even something that would copy "most" carts to disk would
>be handy.

I believe there was an article in the first Happy-Computer Atari Sonderheft
(Happy-Computer is a German computer magazine and a sonderheft is
a special edition...) on how to build a general purpose banked cartridge emulator (for the
old 16k supercarts). I don't think it included software, or at
least not "back-up" software (grin). Basically, it was some 4k static RAMs
and some switches and select hardware. Would be neat, and I've thought
about building a supercart RAMdisk around some 32k RAMs I have but I probably
won't ever get around to it.

>>Has this already been done? My intent is not for piracy,
>>just for backup & execution from disk. Is this something
>>that you'd like to see in the archive?

>I know/think there's something like this for the C64, but I've never heard
>of anything similar for the Atari...

>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com <-- my address in case YOUR host is as
> unhelpful as Portal in editing followups

405. Turbo-BASIC for 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 00:33:48 UTC
From: buescher@irk.ugcs.caltech.edu
Message-ID: <buescher.696645228@irk>
Source record: 112836

My xl is on the fritz so I'm using an 800 I picked up for $10.
Problem is I can't use Turbo-BASIC. Now I know about Frost BASIC
and downloaded it, but it's not what I was looking for (it loads as
DOS !?!?). I know a real version of the interpreter exists for the 800,
since I used to have it (as part of the disk distribution of it by Happy
Computer) but for some reason it wasn't on my backups and the originals
are lost... Anybody out there have it?

Brent Buescher

406. Help! Dead 800XL!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 00:43:35 UTC
From: buescher@irk.ugcs.caltech.edu
Message-ID: <buescher.696645815@irk>
Source record: 112837

And it's pretty dead too... It died after I pulled some
cart out with the thing on. I've swapped out everything socketed,i
replaced the power supply, and it still neither boots nor initializes
the screen. The screen does come on a second or so, green or red or both,
and then goes blank. Does this sound familiar to anyone? Next step I
guess is to get the SAMS photofacts... Any help would be greatly appreciated.

Brent Buescher

407. Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 01:01:41 UTC
From: buescher@irk.ugcs.caltech.edu
Message-ID: <buescher.696646901@irk>
Source record: 112838

I tried pulling this off the archive but diskcomm chokes
on it about 2/3 of the way through. And yes, I'm pretty
sure I did everything binary mode... Anyone else have
problems here?

Brent Buescher

408. Fonts, music, and pictures

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 01:06:53 UTC
From: buescher@irk.ugcs.caltech.edu
Message-ID: <buescher.696647213@irk>
Source record: 112839

I've been wondering since I first got access to the archive about its lack of the above. I know these are a mainstay of PD disk distributors... is there a policy against such material or has no one ever bothered to upload this kind of stuff?

Brent Buescher

409. CSS/Bob Puff

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 01:12:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BJeaFB3w164w@cyberden.uucp>
Source record: 112783

I just got the catalog. Only hardware tho, and pretty expensive
considering that I have about $6 to my name!
I'm wondering if either Bob Puff or anyone else from CSS are on UseNet.
I am wondering if Bob would be interested in any ideas I have for any new
versions/upgrades of BobTerm. (I have 1.21, are there any other higher
versions? I saw someone meantion 1.22, but it could've been a typo. I
also have 1.01? and one other one. (of course, the two older/less
powerful ones I got via a long distance BBS or two, and v.1.21 I got
LOCAL!!! ARGH!!)

Oh well...
Any NEW ideas on software... I'm sick of BASIC
and awaiting Action!. Also, could someone send me some
UUencoders/decoders? I'd be willing to send a MyDOS formatted disk via
mail, if necessary! (tho I HATE mailing disks. Got a disk-catalog and
it didn't work! Oh well... got a printed one as well.. but disks are
soo much cooler!)

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| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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410. _Atari_Classics_Magazine_

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 01:23:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <H3eaFB4w164w@cyberden.uucp>
Source record: 112778

I haven't had any feedback on the disk idea for a magazine!

I'd prefer disks because it is more "user-friendly" and allows more user interaction, and, of course, keeps the attention of the "reader."

On one side could be the articles/reviews, and on the other, any software that would normally be published as "type-in" stuff in a major (as in LARGE) magazine.

I HATE type in stuff (gotten LAZY over the years!), unless it's a really small demo or something.

Another way to do it, especially since there are a few 8-bitters out there with-OUT disk drives, is to have a printed magazine that is orderable instead of the disk-based magazine. It would contain most of the same information, but fewer programs because of the limited size of print.

Also, along with my above idea of two types of subscription would be one with "paper only" and "disk and paper". The paper only would be, say, 10 pages + additional stuff. (ads?) The disk and paper would be the 10 pages on disk, + additional stuff.

Hey! Even have the software that would run the disk-based magazine INCLUDE advertisements, such as Prodigy does! :)

If you guys doing this are willing, I'd be glad to see what I could do for software. (It'd take a while, and I'd probably need some sort of bribe/deal ;) to ensure I don't fiddle around on UseNet all day and not get anything done!)
My proposal would be: You advertise/use word of mouth/whatever for the people to want to subscribe. With their first "issue", they'd receive a disk that contains a runner package. (this is for the disk-base subscription, of course). It would contain a bootable menu that would run through all the files on all the other disks they get each (or every other, or whatever) month. (This would increase the space avaliable on the other disks for the magazine itself. Instead of having each "issue" boot, it'll miss DOS, DUP, AUTORUN, and whatever else.)

If you allow me the privelege of programming this software, it'd probably be in compiled TurboBASIC. (hopefully that can run on the 400/800's?) If not, it might be in plain BASIC, plain TurboBASIC, or Action! along with a runtime package (BUT!! and this is important!: I DON'T >HAVE< Action! yet, and have no idea what I'm doing!)

So... what do you guys think? (long enough message, eh?)

I can just see it... it'd be bea-utiful!

BTW: how would one check the R-Time 8 cartridge clock from, say,
TurboBASIC, just incase I add a real-time clock to the software...?
Thanks... Bill

(keep support'n us!)

They call me CRAZY! I'm not
CRAZY! I'm <<MAD>>!!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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411. _Atari_Classics_Mag_ cont.

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 01:29:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <yBFaFB5w164w@cyberden.uucp>
Source record: 112782

I forgot to meantion in my previous message...
I'd produce both some sort of display software, as well as (IF I could do it!) a creator program. This would keep you folks from having to type stuff twice. The creation program could perhaps print (or at least do a screen-disk dump and I'll let you digure out how to get it on the disk!) the file out.

To make it look REALLY good would be difficult in the beginning (tell my damn mom to shut up!!!).. where wuz eye? Oh.. but, I guess you could send an "upgrade" disk ever-so often when the software becomes better.

I'm not sure how much it would cost to do this, but I'm sure there has to be people out there with some high-speed drives that could copy the disks for you, and also, disks can cost as little as .1c I think.. or was that 10c? Yeah... 10c.. ($.1, not .1c!)... You could buy 1000 for $100.. not bad! Considering you'd charge about $1-3 or more? for the stuff...

So...again, I >want feedback!<

Tell me what you folkz think and any new ideas or
negatives you got for me... c-ya! Bill
CRAZY! I'm <<MAD>>!!!
They call me CRAZY! I'm not

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| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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412. "next" Zybex

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 01:31:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <meFaFB6w164w@cyberden.uucp>
Source record: 112785

I'd like very much to get that game that someone said was even better
than Zybex. It was Draconus or something like that I think..
Does anyone have it? And how could I get it?
(still waiting to get e-mail from the "archive"....!)

thanks!
PhBill

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| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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413. Re: Fonts, music, and pictures

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 02:41:02 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan29.024102.22803@usenet.ins.cwru.edu>
Source record: 112840

In a previous article, buescher@irk.ugcs.caltech.edu (Brent Joseph Buescher) says:

>I've been wondering since I first got access to the
>archive about its lack of the above. I know these are
>a mainstay of PD disk distributors... is there a policy
>against such material or has no one ever bothered to
>upload this kind of stuff?
>
>Brent Buescher
>
>

I don't believe there's any such policy. (I haven't heard of any.)

Upload away!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

414. Re: Fonts, music, and pictures

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 04:10:05 UTC
From: buescher@over.ugcs.caltech.edu
Message-ID: <buescher.696658205@over>
Source record: 112843

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, buescher@irk.ugcs.caltech.edu (Brent Joseph Buescher) says:

>>I've been wondering since I first got access to the
>>archive about its lack of the above. I know these are
>>a mainstay of PD disk distributors... is there a policy
>>against such material or has no one ever bothered to
>>upload this kind of stuff?
>>
>>Brent Buescher
>>
>>

>I don't believe there's any such policy. (I haven't heard of any.)

>Upload away!
>--
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

If I had stuff to upload... I do have some stuff like a reasonably nice
mandelzoom program that came with Turbo-BASIC XL (I was living in Germany
and actually ordered the disks from the issue of the magazine that published
it). Is all that stuff in the ARC file w/turbo basic? Anyway, the reason
I posted this was more or less that I was hoping someone with stores of
picture disks,etc. would upload stuff. (especially stuff in APACVIEW
format)

Brent

415. Re: cart backup to disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 05:31:15 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Jan29.053115.5102@ra.msstate.edu>
Source record: 112845

In article <53577@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>Has this already been done? My intent is not for piracy,
>>just for backup & execution from disk. Is this something
>>that you'd like to see in the archive?
>
>I know/think there's something like this for the C64, but I've never heard
>of anything similar for the Atari...
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com <-- my address in case YOUR host is as
> unhelpful as Portal in editing followups

There was something made like this for the Atari at one time. I know because an old Computer Science teacher of mine had one. He said it was up in his closet. I asked him if he would mind selling it. He didn't seem to like the idea too much so I never followed/bothered him again with it. BIG MISTAKE... I wish I had now. Too bad I don't livew3 there anymore 8-(.

Thank you for your time,
John

---> How's this for a .sig?

--
____________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-_____-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
_____ | (/ ! \ !!!!jdz1@isis.MsState.edu {AOL: Zitt}

416. L

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 06:18:01 UTC
From: Alex.Burkholder@tdkt.kksys.com
Message-ID: <696695572.0@tdkt.kksys.com>
Source record: 112849

```
Whooooopps...
Subject should have been all
atari 8 bit!
Looking for anyone in minnesota
who has one! if so, please
reply! I need some help,if
at possible...
(Old Alias..)
The
Alchemist...

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)
```

417. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 06:32:11 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92029.013211JJMCWILL@MTUS5.BITNET>
Source record: 112755

Mark,

Additionally, I checked GEnie. They have XAGON, but not Zybex. GEnie is very strict about PD software, and I don't think they would knowingly carry a copyrighted game that was illegal either. Again, why don't you tell us how to order these great games that I haven't even heard of!!!

jeff
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

418. Re: 8bit Atari forth?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 07:49:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53612@cup.portal.com>
Source record: 112758
Cross-posted to: comp.sys.atari.8bit,comp.lang.forth

I have a copy of VALforth for the Atari 8-bit computer that I wouldn't mind selling... it has everything they ever released except for their "valDOS"..

Player/Missile support, character graphics editors, full screen editor, an entire 8-bit Atari FORTH language package..

It originally cost almost $300... what would it be worth today..?

E-mail me for more details, if anyone's interested...

BobR

419. Any sources for 1050 disk drive belts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 07:51:21 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <kocn7pINNn2v@matt.ksu.ksu.edu>
Source record: 112847

Yes, the inevitable has happened, my 1050 disk drive with the
dreaded World Storage Devices mechanism finally popped it's belt
(it's been hanging by a thread (literally) for the last 2 years).

Anyway, anyone out there in net-land know of any sources for
World Storage drive belts? I thought one of the California
MO houses had some at one time, anyone know? Anyone have a
good belt from a dead 1050?

--
Scott Parish a.k.a. parsons@matt.ksu.ksu.edu

"Some people quietly reveal in the manner of the meek, Some people shout the way they feel
to a radical degree...
Some people speak with subtleness, some don't rely on words at all." -- MWS

420. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 14:01:18 UTC
From: jss@stanley.nde.swri.edu
Message-ID: <7694@swrinde.nde.swri.edu>
Source record: 112848

In article <buescher.696646901@irk> buescher@irk.ugcs.caltech.edu (Brent Joseph Buescher) writes:
>I tried pulling this off the archive but diskcomm chokes
>on it about 2/3 of the way through. And yes, I'm pretty
>sure I did everything binary mode... Anyone else have
>problems here?
>
>Brent Buescher

I had the exact same problem.

421. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 14:11:00 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92029.091100JJMCWILL@MTUS5.BITNET>
Source record: 112756

I just downloaded the whole demo file from GEnie. I will try my version to see that it works, and then maybe send it to the archive.

Jeff McWilliams

422. Re: Atari 8-bit Mag

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 14:13:53 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92029.091353JJMCWILL@MTUS5.BITNET>
Source record: 112757

In article <1992Jan28.215252.37544@watson.ibm.com>, gruber@stg.vnet.ibm.com
(Scott Gruber) says:
>
>Ben,
> I wish to reverse my yay to a nay on Atari Explorer. Mainly being
>there is no diskette (not necessary but nice), and I too think this
>mag. should be ALL 8-bit. Also I would like to volunteer some of my time
>for writing articles I have a few I can find stashed away somewhere.
>
>Scott

When you receive an info kit, there is a box on the post-card whick
you can check, indicating you would like to contribute to the magazine.
Go ahead and check it, as all this data is entered into a database.
Then it is easy for us to look up contributors and see how many people
are willing to contribute and look them up and see how their articles
are coming along. That's the plan anyway. Do I have your address?

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

423. Using util, atario21

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 17:42:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GFVY2854NK8ZE7MK@carleton.edu>
Source record: 112854

My father is trying to use util and/or atario21 to write Atari format disks with his PC, but without success. He writes to me:

I have been unable to get supunarc.com written to an atari disk using arati-pc (util). All it will write is 4 bytes and then it stops. I got the source from terminator by direct ftp twice. The first time a got the .uue version and decoded it. The second time I got the .com version. The decoded .com version and the straight com version both ended up as 10279 bytes on the pc. I'm out of ideas. I transfered both as binary.

By the way, I ran atario. It is an Atari ==> IBM PC file copier in that it will read atari disks in a PC drive and copy them to another PC drive. I could use it to send you an atari file, but I see no way to make it write a file residing on a PC to an atari disk. Get it and have a look for yourself.

Is it true that atario21 only reads Atari disks, doesn't write them?

Please contact me if you can help out.

Michael
currentm@carleton.edu

424. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 19:36:01 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620006@hpcuhe.cup.hp.com>
Source record: 112797

>I tried pulling this off the archive but diskcomm chokes
>on it about 2/3 of the way through. And yes, I'm pretty
>sure I did everything binary mode... Anyone else have
>problems here?
>
Yeah, but it's easy to fix. The fourth part, about 107 lines into the file (including USENET headers), the line has an extra 'b' in the beginning of the line. This makes the line one character too long, and really screws things up. Just remove this character before you attempt to uudecode. I haven't used DISKCOMM 3 on it yet, but uudecode has stopped complaining about bad checksums.

>Brent Buescher
>
| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

425. "daisy chain", modem, printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 20:11:26 UTC
From: phile@pwcs.StPaul.GOV
Message-ID: <9201292011.AA12362@pwcs.StPaul.GOV>
Source record: 112761

I am going to be using my 800 at home more for telecommunications in the near future. I have the SX212 modem from Best Electronics. The SX Express program docs I got with the disk and cable say I need an XE or XL. Seems to run just fine on the 800 so far, although I do not yet completely understand what I am doing.

The SX212 modem plugs in to the "daisy chain" of SIO(?) cables. It has only one SIO port on it, so it wants to live on the end of the chain. Trouble is, I have a dot-matrix printer running through a parallel interface. You guessed it, the parallel interface also has only one SIO port on it and also wants to live on the end of the chain. I want to have the printer online so I can take advantage of the "print screen" commands and the like.

Is there a three-headed cable somewhere? A "Y" adaptor? A box with just three of these SIO ports would do it.

Email to this account, please, as I don't often get the time to read news.

Phil Ethier, THE RIGHT LINE, 672 Orleans Street, Saint Paul, MN 55107-2676
h (612) 224-3105, w (612) 298-5324 phile@pwcs.stpaul.gov

--
Login name: phile In real life: Philip J Ethier
Phone: 298-5324

426. Re: Modifications on 800XL/1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 20:12:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan29.151251.8710@miavx1.acs.muohio.edu>
Source record: 112773

In article <9201281900.AA18606@nettlerash.berkeley.edu>, AUEPW@ASUACVAX.BITNET writes:
> Does anyone have the specifications or the instructions for
> modifying the 1050 disk drive? I noticed that some programs cannot use
> an "unmodified" 1050. What does this mean? Also, I would be interested
> in any information about specific companies that supply memory upgrades
> for the 800XL, and how to install those memory upgrades.

On a similar note, when I installed the US doubler, I just switched
a 1 or 2 chips. (I can't remember for sure, this was 4 years ago!)
Anyway, were they just ROM chips, or something else? (What did these
chips actually do?)

Thanks....

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

427. Atari Classics/Campaign Update

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 22:44:10 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201292244.AA00352@smithkline.com>
Source record: 112759

********** ATARI CLASSICS **********

********** CAMPAIGN UPDATE **********

Looks like sentiment is still going against the Explorer proposal. <heh>

For you Eager Beaver types who are all set to charge off into the sunset with your printer spewing out page upon page of articles for Atari Classics, my recommendation is: keep yer britches on & yer powder dry. Your chance will come soon enough, when you get your Information Kit & can check off on the return card exactly what things you'd be interested in doing.

For those of you who elaborated your theories of how the magazine should be organized into different departments, etc., be aware that those ideas are pretty much parallel to my own & have been duly noted.

Relatively little planning has been done on the magazine itself, because at the moment Jeff & I are focusing our resources completely on getting the mail-in campaign off the ground. At this moment some 300 information Kits are en route to Jeff. The big holdup right now is mail. One critical shipment was so large I changed it from first class to 4th class to save postage. Big mistake! I shipped it on the 21st, as of today he still doesn't have it. Bummer. I sent another partial shipment to him on the 22nd via UPS, he got that yesterday but that one had no cards. Moral of the story: from now on I ship all Kit materials to Jeff via UPS! Be patient with us folks, neither Jeff nor I ever had any experience doing anything like this before, wer'e "learning on the job". Once Jeff receives my "snailmail" package he'll be able to begin catching up the backlog of mass mailings that are building up. The package that went out on the 21st actually was going on the 20th, but couldn't because the post office had a holiday (Martin Luther King) which set us back yet another day. Arrgghhh!

Arrangements are in the works for material to fill the first issue or two of Atari Classics. I'm not at liberty to say much about that just now, it's a delicate issue. It will be a good month before I know what fruits that effort will bear.

Several people outside the USA are expressing interest in participating in the Campaign. If you'll recall, originally the Campaign was to be directed to US addresses only. However, Jeff & I are in process of working out an arrangement to enable direct participation by non-USA residents. So, you guys in places like Canada, United Kingdom, New Zealand, or anyplace else English is spoken, stay tuned for an announcement from Jeff or me about this. Our philosophical committment to the idaea is established, it's just the practical details that are being thrashed out.

The mail campaign is taking off like an overloaded airplane. But once wer'e in the air, that extra fuel is gonna takes us a long way.....

- BEN POEHLAND
The Alchemist

****

428. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 22:54:15 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jan29.225415.32131@infoserver.th-darmstadt.de>
Source record: 112764

In article <buescher.696646901@irk> buescher@irk.ugcs.caltech.edu (Brent Joseph Buescher) writes:
>I tried pulling this off the archive but diskcomm chokes
>on it about 2/3 of the way through. And yes, I'm pretty
>sure I did everything binary mode... Anyone else have
>problems here?
>
>Brent Buescher
>
I have the same, problem, albeit with the posting. Maybe the author could put a good copy on the archive.

BTW. As far as I know, there is nothing you CAN'T upload to a.a.u.e as long as the author of the software gives his OK.

Nat!

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

429. Explorer Proposal

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 23:31:11 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9201292331.AA00479@smithkline.com>
Source record: 112760

From: INET::"jdz1@Ra.MsState.Edu" 25-JAN-1992 02:59:00.48
To: phvax::poehland
CC:
Subj: Re: Explorer Proposal

As I've said before, I'm against the proposal. Why you ask? Because I
just can't see Explorer interfering with OUR creativity. They will
proable limit our space, Edit our words, Shade the judgement, ect.
What are the other avenues? Just how hard is it going to be to make our
own magazine? I've read Explorer once. I never picked up another magazine.
I agree with most people... I _REALLY_ don't want to wade through pages upon
pages of ST stuff just to find the smallest smigin' of 8-bit related material.
I want to be able to send in *any* upgrades for the Atari as long as it spurrs
more interest/Ideas. If the Explorer is the only way to go then so be it.
I would just like to see us at least try to make it on our own 8-). We're
ophans now, Right?
What about deviding the Mag. into sections like someone suggested?
Have 1 Head_GUY {BEN?} do the main editing and then have 6/7 other people
do the other sections such as HardWare Hacking. Make it so that *ANYONE*
with a complete Idea can include his/her article in the Mag.

I feel better...
John

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-_____-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
_____ | (/ ! \ !!!!jdz1@isis.MsState.edu {AOL: Zitt}
----

430. Re: Modifications on 800XL/1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-29 23:31:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53638@cup.portal.com>
Source record: 112763

The modified drive probably means a US Doubler or Happy or DT etcetera
so it'll read/write 256 byte sectors. The only program I know that has
to have true double density is for transfering files to IBM's.
As far as memory upgrades go I'd reccommend a Rambo or go through Innovative
Concepts for one of theirs. The old Newell 256K works with everything but
Sparta DOS 2.3 & 3.2, but I'd get the Rambo instead, more stuff supports it.
There's a new Newell upgrade to 1 meg, but I havent checked it out. BTW: as
far as I can tell, Envision will not work with any of the upgrades.

431. Re: joystick port technical question

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 01:00:14 UTC
From: emarkp@ocf.berkeley.edu
Message-ID: <koejguINNq18@agate.berkeley.edu>
Source record: 112762

In article <1992Jan27.172159.28008@umesve.maine.edu>, deej@thrush.umesve.maine.edu (Dj Merrill) writes:
|> Does anyone know how many mAmps the +5v line and the 4 ttl lines
|> of the 800 joystick port will supply?
|> I want to drive 4 relays, each from one of the ttl lines of the
|> joystick port, and I'm wondering if I can drive them directly, or if
|> I have to use a separate power supply, and run them through a transistor using the ttl line to enable.
|> The relays I am using require 72ma nominal at 5v to activate.
|> thanks....
|> --
|>
I tried to do something like this a long time ago, but I didn't spend enough time to complete the project. I think the current is about 100-150 mA. Don't quote me on this, because it's been a year or two.

You could always get a multi-meter at Radio Shack to check (something like $8-$20).

--
E. Mark Ping
emarkp@ocf.Berkeley.EDU

"Stand aside, I take large steps." --Michael Dorn
"Jim, you don't ask the Almighty for I.D." --Leonard McCoy
"Captain, please. Not in front of the Klingons." --Mr. Spock
"Pituita es." --Unknown Latin Scholar
"Say, that's a nice bike." --Cyberdyne Systems T-1000

432. Re: Z*Mag Internet distribution

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 03:37:12 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Jan30.033712.3617@murdoch.acc.Virginia.EDU>
Source record: 112765

In article <1992Jan28.185331.28935@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>I just checked atari.archive, it seems somebody's been busy:
>We have a new directory, /atari/8bit/zmag, which has MANY recent issues,

All you need to do is to get whoever puts the magazines there to mail them to me, and we could have both a mailing list and an ftp archive.

433. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 03:46:03 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53654@cup.portal.com>
Source record: 112766

I downloaded Xagon from I know not where, and MY copy at least says it was created (?) by a user's group someplace (I don't have it here in front of me so can't quote directly). Did the user group insert their own "credits" in place of someone ELSE's?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

434. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 05:08:56 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <L6JcFB1w163w@unixland.natick.ma.us>
Source record: 112770

moon!cyberden!phbill@well.sf.ca.us writes:

> I tried to backup my Atariwriter+ (mainly to fiddle with it), but nooo!
> DiskComm3.2 wouldn't write it properly... Oh well... hmm... wait.. were
> you taking about AW, or AW+? Hmm...
>
> _____415_472_5527__V32/V42bis__Cyberdustrial Mayhem_
> | / |\
> | H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]
>
> The CyberDen accepts liability or responsibility for no one-You're on your ow

Geez, Ive made backup copies at will of Atariwriter +...
TRy using scopy and spartados... IT will work.

435. Re: Any sources for 1050 disk drive belts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 05:25:55 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <wXkcFB2w163w@unixland.natick.ma.us>
Source record: 112772

parsons@matt.ksu.ksu.edu (Scott Parish) writes:

> Yes, the inevitable has happened, my 1050 disk drive with the
> dreaded World Storage Devices mechanism finally popped it's belt
> (it's been hanging by a thread (literally) for the last 2 years).
>
> Anyway, anyone out there in net-land know of any sources for
> World Storage drive belts? I thought one of the California
> MO houses had some at one time, anyone know? Anyone have a
> good belt from a dead 1050?
>
> --
> Scott Parish a.k.a. parsons@matt.ksu.ksu.edu
> "Some people quietly reveal in the manner of the meek,
> Some people speak with subtleness, some don't rely on words at all." -- MWS

Try best electronics. Theyll have it.
408-243-6950

-craigr@athena.mit.edu
(NO REPLIES TO UNIXLAND PLEASE!)

436. 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 05:29:58 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <N5kcFB3w163w@unixland.natick.ma.us>
Source record: 112771

Where is the cheapest place to find this 1025 printer? and is this 80
columns with NLQ mode in dot matrix?
Suddenly thinking about getting one.. these 1027'S are kinda shoddy.

437. Re: 8bit Atari forth?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 05:50:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan30.055020.22195@usenet.ins.cwru.edu>
Source record: 112767

B&C ComputerVisions (408-986-9960) lists an "Elcomp Forth" for $19.95.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

438. cable info needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 06:31:13 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan30.063113.24666@fsg.com>
Source record: 112774

I have an old MPP-1100 modem (300 baud) for my 800. I would
really like to use my Hayes clone 2400 baud modem, or just connect the
800 to my ST with a null modem cable. (I want to do this as cheaply
as possible.) Does anyone know if it is possible to build a serial
cable that will work with the MPP OS ROM that redirects R: to joystick
port #2? As I recall the MPP documents don't include a pinout. (the
cable was hardwired right to the modem) Does anyone have a R: handler
that works with programs other than those supplied by MPP? I never
had any luck getting anything but Smarterm (from MPP) and VT10^2
(which has no file transfer) to work with the MPP OS ROM and the
MPP-1100.

Thanks in advance.
--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

439. An 8-bit magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 08:03:27 UTC
From: polari!mrp@sumax.seattleu.edu
Message-ID: <1992Jan30.080327.2584@polari.uucp>
Source record: 112710

I've been reading the various messages about adding an 8-bit section to Explorer, Z-Mag, and other options. Perhaps it's because I've been out of the 8-bit scene for so long, but isn't there a more obvious answer: expand an 8-bit user group publication to support nation-wide or world-wide readership.

Back when I was still following 8-bit issues, MACE was a big name. In time, SPACE (my local group) got pretty big, too, and I know they still put out a good monthly newsletter with plenty of support and information for 8-bit users. Why not just expand the readership and contributors to one of these types of publications, and (maybe) raise the subscription cost to cover "slicker" publishing (full-color covers and a page or two)?

But, then again, maybe I'm being simplistic. Comes from owning a Mac.

--

Christopher Rimple | Mad Rabbit Productions | One Planet,
14607 Northeast 81st St. | Software Design & Consulting | One People,
Redmond, WA 98052 USA | | One Platform:

440. 800 OS upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 08:07:17 UTC
From: polari!mrp@sumax.seattleu.edu
Message-ID: <1992Jan30.080717.2678@polari.uucp>
Source record: 112709

I've got a REALLY old 800 (so old that the "tell the manufacture date by the serial number tip doesn't work) that still has the A version of the OS ROMs in it. I'm tired of playing M.U.L.E. with all the GR1 text upside-down. Is there any place that still sells the B/C upgrade ROMs and does anyone install them? I have little experience with soldering, although I could probably recruit a friend...

--

Christopher Rimple | Mad Rabbit Productions | One Planet,
14607 Northeast 81st St. | Software Design & Consulting | One People,
Redmond, WA 98052 USA | | One Platform:

441. possible comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 10:16:50 UTC
From: PALM_ERD@CCSUA.CTSTATEU.EDU
Message-ID: <920130051650.2840316b@CCSUA.CTSTATEU.EDU>
Source record: 112777

I'd like to see that homebread super Atari made not by Atari, but by
it's dedicated users. Could the person who came up with this new 8-bit, please
e-mail me, and let me know more about it?

Internet : PALM_ERD@CCSU.CTSTATEU.EDU
Bitnet : PALM_ERD@CTSTATEU.BITNET

442. The 2600 Connection (was Re: EXPLORER Proposal)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 15:40:52 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jan30.154052.7876@exu.ericsson.se>
Source record: 112749

moon!cyberden!phbill@well.sf.ca.us writes:
>
>Interesting..._The_2600_Connection_? I know that the 7800 is still
>(barely) alive, and the 2600 "re" came out once (back a couple of years
>ago.. even as a TEENEE TINEE one that was in a box about the size of a
>joystick box!), but I never realized that that many people still actually
>USE them except a few of us 8-bitters, myself, and my exgirlfriend (not
>enuf $ for a Nintendo...also, NES's are peices of CRAP!, if you'll pardon
>my French...)
>I hope that T2600C doesn't GIVE AWAY EVERYTHING, HENCE REDUCING THE VALUE
>OF THE GAMES PURCHASED FROM say $20-$40 down to >$0<! LiKE NINTENDO
>PUKER!! I mean Power!

Yes, the 2600 is still alive. The 2600 Connection is not something
like Nintendo Power or Electronic Gaming Monthly, it caters more
toward video game collectors and nostalgia buffs, plus those people
who don't necessarily believe that newer = better. Did you know
that the designer of 2600 Missile Command marketed a game *himself*
and only 60 copies were produced? Remember the promotional games
Chase the Chuckwagon and Kool-Aid Man? Did you know that Sinistar
was supposed to be released for the 2600? T2600C is a gold mine
of information.

T2600C *has* printed solutions for some of the games which actually
have them, sucb as the Swordquest games and Raiders of the Lost Ark.
But bear in mind that most 2600 games can only beaten through sheer
skill and not some stupid secret codes for invincibility. Nintendo
players seem to want eveything handed to them on a platter. ("Heck,
I bought the game so I deserve to be good at it.")

Just to give you an idea of the T2600C's content, here are some
articles from recent issues:

Interview with Steve Cartwright, Game Designer
Rare and Collectible Games
Programming the 2600 (three part series)
Interview with Alex DeMeo of Absolute Entertainment

plus some reviews of recent releases in England and Australia,
and an ongoing definitive cartridge list. Upcoming issues promise
an interview with the designer of Adventure and part II of the
Rare and Collectible Games article. The amazing thing about this
newsletter is that it actually puts some life into a system which
most people think died in 1984.

Anyway, if you want a sample issue just send a first class stamp to:

The 2600 Connection
P.O. Box N 664
Westport, MA 02790

I am not affiliated with this publication in any way, but I have written an article for them which has not yet been printed. I am not receiving any sort of compensation for it.

Anybody involved with Atari Classics should give The 2600 Connection a look.

--
James Hague
exuhag@exu.ericsson.se

443. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 16:27:15 UTC
From: omf@jab.tucson.az.us
Message-ID: <5JFDFB2w164w@jab.tucson.az.us>
Source record: 112788

soj@iesd.auc.dk (Soeren Aldenryd) writes:

>
> Well, I have been writing a program similar to sio2pc in C++ (object oriented
> C) and it does about the same as sio2pc, only it does not use diskimages,
> but accesses the harddisk of the pc directly. It scans a directory and
> creates map/directory sectors corresponding to the contents of
> the pc-harddisk. I found the idea of diskimages i little "unhandy" as
> you have to copy files in and out all the time.

That's great! I was thinking of doing much the same thing. The program
could scan the PC hard drive and make a pseudo-directory structure for the
Atari, either in memory or on the drive. This would be especially easy on
SpartaDOS (possiblity MYDOS as well, I haven't used it much).

Now if only I had some free time or a life....

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

444. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 16:34:44 UTC
From: omf@jab.tucson.az.us
Message-ID: <LwFDFB3w164w@jab.tucson.az.us>
Source record: 112789

dh108@cs.city.ac.uk (KEATES M G) writes:

> In article <mkq7eB4w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us
> writes:
> >I have BOTH Xagon and Zybex. I am wonder, tho, does anyone have Dracon
> >or whatever that game is that was made by the same people as Zybex. I
> What gets me about this posting is that these (quite recent) games are
> copyrighted, and surely shouldn't be down-loadable from a BBS?! Unless,
> >First I'm going after a bit of PD/Atari Logos! :)... What I'll do is
> >copy side 1 of my disk on one side, and my copy of Zybex on the other.
> >Sound good? Bill
> >
> Not to me! Anyone else agree?
>

Obviously there is a lack of communication and distribution at work here. I have both Xagon (from some time back) and Zybex. I downloaded both (probably from CI$ or GEnie). I thought these were public domain! Not only were they distributed as such, but I don't remember seeing any sort of a copyright notice anywhere in either game. If these games and others are commercially available through outlets in the UK, then whomever has the rights should let us all know and provide some way for US consumers to get a hold on these great titles!

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

445. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 16:46:58 UTC
From: omf@jab.tucson.az.us
Message-ID: <ZggDFB4w164w@jab.tucson.az.us>
Source record: 112790

jss@stanley.nde.swri.edu (Jeff Stolte) writes:

> In article <buescher.696646901@irk> buescher@irk.ugcs.caltech.edu (Brent Jose
> >I tried pulling this off the archive but diskcomm chokes
> >on it about 2/3 of the way through. And yes, I'm pretty
> >sure I did everything binary mode... Anyone else have
> >problems here?
> >
> >Brent Buescher
>
>
> I had the exact same problem.

Hmmm.... who put the demo on the archive? Was it taken from what I posted a
few days ago? I put all of the UUENCODEd stuff together after I posted it
to be sure it worked, and it seemed fine.

Now that I've got access to BART again, I'll try posting it directly there.
Maybe there was a translation problem leaving my node or something. (I'm on
an e-mail only site).

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

446. Re: mystery interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 17:11:44 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92030.121144JJMCWILL@MTUS5.BITNET>
Source record: 112796

In article <ieaaFB3w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>You hate Airball? Why? I've never seen it (or heard of it, for that
>matter!) until I got my B&C catalog, and I was thinking about buying it.
>True, tho. Galaxian's is pretty cool.. I like the little "scream!" the
>guys do when they get hit! :)
>Also, I never REALLY was much for Milli/Centi-pedes. Only ever play'd
>'em on my brother's c64 (I'm glad I got the Atari!:)) and the arcades!
>(I was thinking today that if I never spent any money on the arcades, I'd
>have $100s!!!)
I don't like airball because it's all done in 3-D, and it is really
difficult for a half-wit like me to figure the silly thing out.
I didn't mean that it wasn't a good game, my sister loves it!
She found all kinds of treasures and stuff, I just kept exploding.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

447. Re: _Atari_Classics_Magazine_

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 17:15:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92030.121545JJMCWILL@MTUS5.BITNET>
Source record: 112794

In article <H3eaFB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>Also, along with my above idea of two types of subscription would be one
>with "paper only" and "disk and paper". The paper only would be, say, 10
>pages + additional stuff. (ads?) The disk and paper would be the 10
>pages on disk, + additional stuff.
>
Gee, guess what? This sounds like just the OPPOSITE of what A.I.M.
does. They have a magazine, and you can optionally order disks full
of software each month. This way you are guaranteed to get ads too,
which help lower the cost of the magazine. Since we are proposing the
8 bit exclusive publication idea to A.I.M., Atari_Classics could
perchance have a disk subscription as well.

>BTW: how would one check the R-Time 8 cartridge clock from, say,
>TurboBASIC, just incase I add a real-time clock to the software...?
>Thanks... Bill
>
You load the handler and do standard XIO calls to it to get the time and
date into a string or something. I haven't actually done it, but it is
all documented in the RTIME8 manual.

>_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]
>
>The CyberDen accepts liability or responsibility for no one-You're on your
>own.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

448. Re: Modifications on 800XL/1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 17:25:21 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92030.122521JJMCWILL@MTUS5.BITNET>
Source record: 112793

```
>
>> Does anyone have the specifications or the instructions for
>> modifying the 1050 disk drive? I noticed that some programs cannot use
>> an "unmodified" 1050. What does this mean? Also, I would be interested
>> in any information about specific companies that supply memory upgrades
>> for the 800XL, and how to install those memory upgrades.
>

A modified 1050 drive is never a homebrew project, rather a purchased
upgrade for it. The US Doubler made by ICD gave the 1050 disk drive
the capability to read and write true double density (180K per disk)
and also with the proper software, would also increase the data trans-
mission speed to/from the disk drive dramatically. Other modifications
which are more expensive include the Happy upgrade, which I think
B&C might still sell. This does the same as above, but also
allows archival back-up of protected software. For your own personal
use only of course. CSS also sells the Archiver, which I THINK
also does this high speed I/O and gives double density capability.

Memory upgrades for the 800XL seems to be another Frequently Asked
Question. Several sources carry differing sized upgrades for the 800XL,
each one with differing amounts of true compatibility with the 130XE
and it's antic modes. Once again I will give a quick run down.

Newell industries sells a 256K upgrade. They also sell a 1088K upgrade
which can also handle 4 MEGS of RAM. SpartaDOS will only recognize the
first 1024K for RAMDISK, whereas MYDOS can/might have been modifies
by Newell Industries to give you (4096K minus 64K main RAM)
for the RAMDISK. Newell Industries distrubites the latest version
of MYDOS with all their memory upgrade products.

Innovative Concepts sells a 128K upgrade for the 800XL, which boasts
true compatibility with the 130XE. This means the ANTIC can be told
whether or not to see the extra RAM as well. This need only be critical
in some programs, very few in fact, like Typesetter XE.
I can't remember if they sell a 256K upgrade as well or not.
Their upgrades come with a disk full of RAMdisk utilities and stuff.

Computer Software Services sells a 256K upgrade for the 800XL boasting
once again, true compatibility with the 130XE. It is more expensive
than most other upgrades, and requires installation by them.

ICD Sells (SOLD) the Rambo XL 256K upgrade for the 800XL.

There are various public domain 256K upgrades for the 800XL out there
somewhere. Claus Buscholtz did one. I might have the docs here
```

somewhere. Similar to the Rambo XL.

There are probably others. Wasn't there a Peterson Upgrade?
I hope this helps!

449. Re: Modifications on 800XL/1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 17:39:32 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92030.123932JJMCWILL@MTUS5.BITNET>
Source record: 112792

In article <53638@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>The old Newell 256K works with everything but
>Sparta DOS 2.3 & 3.2, but I'd get the Rambo instead, more stuff supports it.
>There's a new Newell upgrade to 1 meg, but I havent checked it out.

Not true! I have a Newell 256K in my 1200XL. Use RDNEWELL.COM instead
of RD.COM supplies on the disk and it works fine. I use the 1088K
all the time, and it works with just about any RD.COM file, and
SpartaDOS X. SpartaDOS X also recognizes the Newell 256K upgrade.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

450. 1200XL vs. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 17:44:43 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92030.124443JJMCWILL@MTUS5.BITNET>
Source record: 112795

Someone wrote asking about the 1200XL, versus the 130XE. I didn't catch
the name as it was in the Info-Atari-8 newsletter, not on the C.S.A.8.
I have a 1200XL, and I've seen and read much about the 130XE, and here are my
views upon the 1200XL.

The 1200XL came out somewhere before/after the 600XL and 800XL. I think it
was before, as it does not have the Parallel BUS. On the other hand,
the 1400XL and 1450XLD which are even rarer, much rarer, do have the
Parallel Bus. This leads me to believe the 1200XL was after the 800/400
but before the 800XL/600XL series. Perhaps I am wrong.

But the fact stands, there is no Parallel BUS on the back, which means you
can't normally plug in the BLACK BOX or ICD's MIO or whatever else.
Now Bob Woolley of the San Leandro Computer Club is a BIG FAN of the 1200XL,
and has done a Parallel BUS modification to it. I haven't done it
to mine as yet, since I mainly use my 800XL, and I don't currently have any
PBI peripherals to plug into the Parallel BUS.

The 1200XL has a much better keyboard than either the 130XE or the 800XL.
The computer itself looks like a 800XL, but it is deeper. Function keys
are on the row of the keyboard. These include RESET, SELECT, START, OPTION,
HELP, and F1, F2, F3, F4. These function keys normally act as cursor control
keys, but can be redefined through software if a programmer so desired to do so
They also allow you to lock the keyboard, turn off the ANTIC chip, which
blanks the screen, switch in the universal character set, and something else
I can't remember. Back to the keyboard, It is like an 800 keyboard
in touch and feel, but I
think is surpasses the 800 keyboard as well. The cartridge port is on the
left side of the computer. One cart. plugged in will actually be recessed into
the side of the case, hiding it from normal view. I currently have
the RTIME8, SpartaDOS-X, and BASIC XL plugged into mine.

The 1200XL contains an Operating System similar to the 130XE and 800XL.
There is no internal BASIC. These can be changed. Part of Bob Woolley's
Parallel BUS upgrade also includes installing the 800XL operating system
into the 1200XL, because this Operating SYSTEM contains the Parallel BUS
handler code. Optionally as part of his upgrade, you can also install the
REV. C BASIC ROM chip into your 1200XL, making it just like a 800XL/130XE in
that respect.

The 1200XE doesn't have +5v output on the SIO port, preventing it from
powering P:R: Connections, XM301 modems, Printer Cables, etc. This is
fixed with a simple short across a resistor.

Memory upgrades for the 1200XL include 256K by either ICD's RamboXL or
Newell's 256K XL, or 1088K/4 MEG by Newell's other upgrade board.

All in all it is a really nice machine to own. Since my 800XL is currently down (blame it on cheap IC sockets.), my 256K 1200XL is now up and running and the keyboard feels great, although it is different than using the IBM keyboard I had plugged into my 800XL!!

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

451. SX212 Handler for Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 17:49:05 UTC
From: omf@jab.tucson.az.us
Message-ID: <icJDFB6w164w@jab.tucson.az.us>
Source record: 112791

What is the best/most current handler I can use for an SX212 hooked up to a
SIO port for Kermit65 v3.7?

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

452. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 17:50:35 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Jan30.175035.18029@ge-dab.GE.COM>
Source record: 112786

Shawn,

MyDOS takes up only slightly more disk space and RAM space than
DOS 2.0 or 2.5 (maybe 1k more?). It runs at least as fast (and
probably faster on certain things) than DOS 2.0/2.5, and does
support RAMdisks and hard disks. I have it running on my old 800,
where it works fine talking to my XF551 and 810.

--
Jeff Potter
....potter@ge-dab.ge.com

453. DRAWTO command

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 18:45:11 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9201301345.AA01579@bitsy.cooper.edu>
Source record: 112787

I was asked to investigate exactly HOW a computer draws a straight
line on a graphics screen, and possibly make my own routine in C.
I thought "No Problem": I could modify the GR.7 drawing program in
INSIDE ATARI BASIC to draw in GR.3 and figure out the
the pattern/algorythm the ATARI uses when implementing a DRAWTO
command. I definitely found a pattern.... BUT I can't figure it out!
Drawing horizontal/vertical or perfect diagonals doesn't present
too much of a problem. However, it's the lines inbetween these exceptions
that I can't figure out: how DOES the computer figure out where to plot
the next points? As far as I can tell right now, it doesnt seem to be
directly related to slope, but seems more of a mathematical progression.
I beleive the answer lies in dissasembling the OS or BASIC to
find the DRAWTO command, but even if I could dissasemble them, I can't
read machine language.
Any help is greatly appreciated. Thanks!

-Anthony Falcone
-FREENET: bf802
-INTERNET: a.falcon@bitsy.cooper.edu

454. Re: Using util, atario21

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 19:20:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53677@cup.portal.com>
Source record: 112798

For the record, somebody (Ray Wilmott? or Curt Wilbar? or Bob Sinclair?) once sent me a big long message thanking me, mistakenly, for "creating" the UTIL PC-to-Atari-disk program, and delineating the exact nature of its flakiness, i.e. the conditions under which it works/doesn't. I'm in the process now of "keeping an eye out" for that analysis so that I can post it here, but the only thing I remember off the top of my head is that it makes a difference whether you specify the command-line "slash-letter switches" in UPPER or LOWER case... I don't remember which works and which doesn't, just that one DOES and the other DOESN'T...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

455. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 19:39:21 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620007@hpcuhe.cup.hp.com>
Source record: 112718

>>I tried pulling this off the archive but diskcomm chokes
>>on it about 2/3 of the way through. And yes, I'm pretty
>>sure I did everything binary mode... Anyone else have
>>problems here?
>>
>Yeah, but it's easy to fix. The fourth part, about 107 lines into the file
>(including USENET headers), the line has an extra 'b' in the beginning of the
>line. This makes the line one character too long, and really screws things
>up. Just remove this character before you attempt to uudecode. I haven't
>used DISKCOMM 3 on it yet, but uudecode has stopped complaining about bad
>>>checksums.
>
OK, I have used DISKCOMM 3 on it, and the demo is pretty cool. Especially the
digital music demo. Hit the space bar or start to skip demos (it depends on
the demo), and then, when the screen appears that says at the bottom,
option=english select=netherlands
push the language of your choice, and WAIT through the whole message.
Then, at the end, when the message says push start, do so and hear
some COOL digital music.

BTW, you have to unpack this onto a disk formated for 1050 enhanced density.

>>Brent Buescher
>
| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

456. Re: CSS/Bob Puff

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-30 23:02:23 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Jan30.230223.660@ultb.isc.rit.edu>
Source record: 112799

In article <BJeaFB3w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> I just got the catalog. Only hardware tho, and pretty expensive
> considering that I have about $6 to my name!
> I'm wondering if either Bob Puff or anyone else from CSS are on UseNet.

I work for CSS. Is there something I can help you with? As for our
prices, you'd be surprised how small our profit margins are! If an
800XL still cost $250 instead of $30, you wouldn't think they were
expensive. :^)

> I am wondering if Bob would be interested in any ideas I have for any new
> versions/upgrades of BobTerm. (I have 1.21, are there any other higher

Yes, Bob is always open to suggestions. If you want to contact him, I
suggest you try calling our support BBS at 716-247-7157. Both Bob and I
are the SysOps.

[moon!cyberden!phbill@well.sf.ca.us]

	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	
----

457. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:02:42 UTC
From: mcnair@bovine.idbsu.edu
Message-ID: <1992Jan31.000242.17413@guinness.idbsu.edu>
Source record: 112800

In article <7694@swrinde.nde.swri.edu> jss@stanley.nde.swri.edu (Jeff Stolte) writes:
>In article <buescher.696646901@irk> buescher@irk.ugcs.caltech.edu (Brent Joseph Buescher) writes:
>>I tried pulling this off the archive but diskcomm chokes
>>on it about 2/3 of the way through. And yes, I'm pretty
>>sure I did everything binary mode... Anyone else have
>>problems here?
>>
>>Brent Buescher
>
>I had the exact same problem.

You might try checking the fourth file. About half way down thier is a
extra character (you'll see an '!' sticking out). Just remove the first char
(a 'b') and that should fix the problem.

Tom Mcnair
mcnair@bovine@idbsu.edu

458. Re: WANTED: upgrade opinions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:25:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <io2DFB5w164w@cyberden.uucp>
Source record: 112742

Someone here in Novato, CA just got an Atari 8-bit and RadioShmuck Model 100 lap-top, and called me saying a sysop of a user-group/bbs told him to call me (I feel special!). He wanted to know how he could hook the two up, etc. etc. That's not the point, tho. The point is: HE GOT 2 1050 disk drives (used @ a flea market/garage sale) for $>>>5<<< a peice!!!!

The reason: The seller called Atari and asked how much they were worth... the answer: "They're not worth anything..." !!!

That does it! I'M GONNA KILL THEM AND TAKE OVER!!

Oh well... He also traded in one of them (got 2 or 3?) for an 800xl w/256k! He also got the Model100 for $70 (with TONS of stuff built in.. he said it would probably have been worth about $2000 new back in '83!!!)

Some people around here!
Oh well, at least there's another user in Novato!
l8r!
Bill
They call me CRAZY! I'm not
CRAZY! I'm <<MAD>>!!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

459. IMagic

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:29:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ew2DFB6w164w@cyberden.uucp>
Source record: 112737

Anyone have any of their games? They were the BEST programmers for the
2600. Then came LucasFilm and then Activision...
Also, anyone ever see that game where you ran in a castle to get
crowns and vases and stuff and there was a smoke-puffing, mean-looking,
fire-breathing dragon at the bottom of the screen trying to kill you..?
I loved that game so much (never had it, only borrowed it) that when I
first figured out charcter-sets, I made a "clone" of it. I never got the
arrows on the outside of the castle, so that's useless, but I liked what
I made. I still even go back and play it when I'm bored. I think
I'll send it to the archive when I figure that out.. ne1
interested? Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

460. Parrot software/Computer eyes Gr.9 capture software!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:31:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Vy2DFB7w164w@cyberden.uucp>
Source record: 112744

Anyone have the sound-capture software for the Parrot? (I!) that they
don't want no more or something? And also, where can I get the GRAPHICS
9 capture software for ComputerEyes? tanx
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

461. Re: cart backup to disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:33:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Z32DFB8w164w@cyberden.uucp>
Source record: 112733

> to backup carts to disk and run them without further

Sounds nice. I wouldn't mind being able to alter programs. I already
tried fiddling with AtariWriter+ (on disk), but I couldn't copy it in
case I screwed it to high-heaven! Oh well..
Also, I'm still looking for any good (useful) MODULES for
BobTerm.
thanks
Bill
PS. Hey! A mini un-arc'r for BobTerm'd be cool, or perhaps a
breakout-style game, like DeTerm (that was a waste of time getting!) for
it!? Who knows! Any-one!?
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

462. Re: XF551,VM301,1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:38:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <702DFB9w164w@cyberden.uucp>
Source record: 112745

Sounds like you do have an XF551 (that the #?) It seems that all the
XE/ST/TT stuff (the Tramiel era) has that grey color and is sleeker and
has those diagonal vents and parralelagram(sp?) buttons.
You can also easily recognize XL stuff (including the 1050, 1010, etc.)
because of it's white-tan / dark brwon color, and it's funny looking
vents all around (even the 1010 has them, but no USE for them!). The
400/800 (810,etc.) all look alike, too. They have that greyish color (if
I recall?) and the orange (like the ConsoleButtons) and all that..
I find it sort of interesting that they all look the same
depending on the era... ? Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

463. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:41:14 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FF3DFB10w164w@cyberden.uucp>
Source record: 112732

Amos.Jackson@tdkt.kksys.com (Amos Jackson) writes:

> SpartaDOS the SAME capabilities as the X cart.
>

Sounds like I'll need that soon. I'm looking forward to getting
SpartaDOS (not X, of course, otherwise I wouldn't want the file!!)
Bill
They call me CRAZY! I'm not
CRAZY! I'm <<MAD>>!!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

464. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:46:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mo3DFB11w164w@cyberden.uucp>
Source record: 112738

(BTW: Bill Wilkinson IS a SUPERB writer! I loved reading all those articles that I had (got a bunch of old Compute!s year b-4 last)... he also wrote BASIC! What a BRAIN!)

I think that for a start, net's/usergroups/word of mouth will get this magazine (newsletter?) going.. then maybe you can start advertising in other magazines (such as Explorer, which still has a little useless drivle about 8-bits, from what I've seen...)

I'm still stuck on my disk-based idea! (: (call ME devoted!, but...)
Bill
They call me CRAZY! I'm not
CRAZY! I'm <<MAD>>!!!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

465. Re: Action! Runtime Compiler...

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 00:59:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <393DFB14w164w@cyberden.uucp>
Source record: 112740

Wow! This PD Action! Compiler/RunTime Pkg. sounds awesome! For a while
there (mainly reading the desc. (blurb) about a RTP for it on the
Archive), I thot that it wouldn't be useful. But! hehe.. I think I'll
make a BBS program (never got Oasis Jr to run! :( )
Bill

thanks for the info.
(BTW: is this PD compiler on the Archive, and if so, what's its name!?)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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466. Re: 8 BIT and Deskjet 500

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:01:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qc4DFB15w164w@cyberden.uucp>
Source record: 112735

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Bob Woolley uses the Deskjet 500 with Atariwriter Plus. He had to write
> his own custom driver if I can remember correctly. He is the president of
> the San Leandro Computer Club. Perhaps since he already knows about the HP
> Deskjet, he could assist you with yours. The address for the SLCC was
> posted here awhile back. I'm at school, doing workstudy, so don't keep
> SLCC's address on me...
>
> Jeff McWilliams

I don't know San Leandro Atari Computer Club's address, but the phone
number is:

415-887-2008 (It's in California, USA) I have the name Keith Sammons
above it, so I'll suppose that he's head of it?

Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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467. 3.5" xf551 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:02:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ke4DFB16w164w@cyberden.uucp>
Source record: 112739

Is the disk format for that compatible with anything else? (IBM/Mac?) I
know that MyDOS can format a 1050 drive's disk to be usable on an IBM..
thanks
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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468. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:06:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XL4DFB17w164w@cyberden.uucp>
Source record: 112743

INTERESTING!!! I got Zybex from ATARIBASE! And they are AT ATARI!!

Hmm... that's funny. Also, I always sort of wondered WHEN Zybex was
made? On the title screen it just has three names of the authors, no
date or nothing...?

(oh great.. now I have pirated stuff!)
Hmm.. I'll stop (did I ever?) uploading it.
(I think I did, but that place's hard drive crashed..
of course I happened to be in charge of the now COMPLETELY empty
8-bit section! Life's a bitch, and then you die...
)
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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469. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:08:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Po4DFB18w164w@cyberden.uucp>
Source record: 112734

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> Unless you see a (c) copyright symbol on an individual posting, (which is
> very rare), everything is PD. As long as you give a little credit to
True.. that's what I forgot to mention about Zybex. No (c) anywhere..
No company name,either. (then again, I can't see all of the screen as it
is, but I did play it on out 2x" screen in the living room, and could see
all of the bottom line...?)
Well.. maybe I didn't pirate!?
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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470. Re: Modifications on 800XL/1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:12:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Zu4DFB19w164w@cyberden.uucp>
Source record: 112741

CSS makes the following for the 1050:
Super Archiver I & II
The Bit-Writer
Silencer

there's also the US Doubler (I forgot who from?) and the Happy Upgrade.

That's about all I remeber for the 1050. Also, what software do you
have? I have a TON of stuff, and a stock 1050.. no problemo!

As for the mem. upgrade... there are tons.. Newell makes up to
1088k-4096k (yes, 1-4 meg!) upgrades. There are also Rambo XL (256k I
think) and a bunch of others I've seen and forgotten..
Hope it helps
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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471. Re: cart backup to disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:15:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0Z4DFB20w164w@cyberden.uucp>
Source record: 112731

CSS's The Super Pill copies 8k & 16k (non-bank-selecting) carts. to disk.
It costs only $25.

Also, Alpha Systems (makers of the Parrot I & II, ComputerEyes, many a
book/disk combo (such as copy-protection techniques/etc.), magna print
II/II+, etc.etc.) made The Impersonator which could copy disks. All they
sell anymore for 8-bits that I've heard of is the Parrot II for I think
between $50-70? (I forget.. but around there)
But, yes.. it IS possible. Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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472. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:17:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <N44DFB21w164w@cyberden.uucp>
Source record: 112736

Chris_F_Chiesa@cup.portal.com writes:

> >Do you NETters beleive that the Atari 8bit has reached or CAN
> >reach a point when All that there is to say about it has been said? When All
> >that can be programmed has been programmed? Sometimes I find myself saying
> >yes, only to be amazed at a new program someone comes out with.
> >What do you think?
>
> No, I don't think we will ever reach that point. There will always be new
> developments from other areas of computing to emulate/implement on the Atari,
> for one thing...
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

THAT'S THE SPIRIT, CHRIS!!! :)
Bill |||
/|\

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

473. Re: SX212 Handler for Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:39:49 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan31.013949.2375@usenet.ins.cwru.edu>
Source record: 112801

In a previous article, omf@jab.tucson.az.us (Oscar Fowler) says:

>What is the best/most current handler I can use for an SX212 hooked up to a
>SIO port for Kermit65 v3.7?
>
>-------------------
>Oscar M. Fowler
>omf@jab.tucson.az.us
>dt@coyote.datalog.com
>

I use sx212a.arc from the atari.archive.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

474. 8-bit software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:52:15 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920131015215_71450.1050_EHB22-1@CompuServe.COM>
Source record: 112804

I have the following Atari 8-bit software for sale. If you are interested in any of the items, please send me a message on CompuServe [71450,1050], Delphi (L.ESTEP), GEnie (L.ESTEP1), Internet (71450.1050@COMPUSERVE.COM), or on The Atari Scene! BBS (502) 456-4292 (Lawrence Estep) and make an offer for what you are interested in. The first offer received for each piece of software will receive it, as I really want to get rid of this extra stuff.

Magazines - AIM 12/91
AtariUser 6-91 thru 8-91 and 10-91 thru 1-92

Books - The Book Of Adventure Games
Your Atari Computer
Mapping The Atari (original edition)

Software with Documentation:

Ultima II, Empire Of The Over-Mind, Sorcerer (Infocom), Age Of Adventure, The Seven Cities Of Gold, Super Boulderdash, Ultima IV Quest Of The Avatar, Micropainter, Dragonriders Of Pern, The Neverending Story, Alternate Reality: The City, Archon II: Adept, Computer Preparation For The SAT w/textbook, Hacker, Racing Destruction Set, 810 Turbo, Brimstone (Electronic Novel-Never Opened!), Zork I (Infocom), Zork II (Infocom), The Wizard & The Princess, Karateka, The Quest, Zombies, Diskwiz, Diskwiz II, Disk Commander II, Mychess II, Ulysses & The Golden Fleece, Warlock's Revenge, Intelink, Valley Of The Kings, Ogre, Fantasyland 2041 A.D., Universe, Gemstone Warrior

APX Classics from Antic:

Backtalk, Earthviews, RAMbrandt, Screen Plot, Spell Magic w/dictionary disk

Software w/no documentation:

Megafont, Fantastic Four, SpartaDOS (2 disks) & SpartaDOS Multi I/O disk, Atari DOS 3, Joystick Sketchpad (cassette)

Cartridges:

BASIC XL w/manual, The Learning Phone, Atari LOGO, AtariWriter, Atari MicroSoft BASIC II v. 2.0, Journey To The Planets w/manual, Gorf, Wizard Of Wor w/manual

475. P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 01:58:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jan31.015839.3531@usenet.ins.cwru.edu>
Source record: 112803

I just obtained a P:R:connection for connecting my printer, since I decided
I was sick of trying to do all my printing through the XEP80. But I
wasn't expecting the DB15 port on it instead of a normal DB25 like on the
XEP80. Can I just use a DB15-DB25 adaptor to make the connection, or do
I need a whole new cable? The local Radio Shack doesn't have such an
adaptor.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

476. Re: SX212 Handler for Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 02:45:21 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92030.214521LENNJM@PURCCVM.BITNET>
Source record: 112705

The best, by far, is RVERT.COM from BobTerm 1.21 (and possibly
earlier versions, I only have 1.212), it also works great with OmniCom.

I use RVERT.COM with MYDOS and haven't tried it with any other DOS.

The SX212 handlers currently on the archive aren't as nice to work with.

Once again, Bob Puff outdid himself with this program.

Jody Lenn
8-bit Hoarder!!!

477. Re: I NEED HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 02:53:51 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53701@cup.portal.com>
Source record: 112706

I wrote a simple one in basic a while back. It was only for the 850/PR:
though. It's not that hard to do, but after using IGS graphics on an ST for
a few days, I got tired of the idea. I included a few oddball commands for a
terminal, like the ability of the host to POKE data into the terminal & I
think I had the ability to call a USR() to the poked data. I was thinking
about using it for an on line adventure
type game, but like I said, lost interest as 8-bits lost users :-(

478. Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 03:45:41 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Jan30.224541.8742@miavx1.acs.muohio.edu>
Source record: 112748
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

HEY! I just got the latest issue of Discover magazine and there's a way spiffy cool double page spread advertisement for Atari...nifty, eh?

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

479. 8-bit magazine/AIM (CIS)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 03:47:32 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920131034732_71450.1050_EHB75-1@CompuServe.COM>
Source record: 112707

Messages forwarded from CompuServe Atari 8-bit Forum regarding 8-bit magazine campaign and AIM's position:

#: 16637 S1/Forum Business
30-Jan-92 18:58:29
Sb: #16610-#New Upload note
Fm: Bob Woolley 75126,3446
To: Atari Interface 70007,4640 (X)

Of couse we would like to discuss an 8-bit only magazine! How about AIM doing one? What do we need to do to make that happen? I was just talking to Marver (ChromaCAD) and he would much rather see an 8-bit only as a means of advertising - speaking from a developer's point of view. What does it take to put out such a publication?
Bob Woolley

* Reply: 16642

Read action !

#: 16642 S1/Forum Business
30-Jan-92 22:13:11
Sb: #16637-New Upload note
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446

BobW,

It really depends on what you want out of a publication before I can say what it takes to put one out.

What's important? Distribution to national bookstore chains? A monthly 8-bit only newsletter going to subscribers only? These are questions I haven't seen answered in the discussion on UseNet.

Pattie (Atari Interface)

(If anyone would care to reply to the questions that Pattie has, I believe that AIM is reading these Digests, and I will forward any replies that are posted to the Atari 8-bit Forum on CIS)

-Lawrence

480. colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 04:09:35 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92030.230935AKH104@psuvm.psu.edu>
Source record: 112708

Did you people ever see the color view program? 4096 colors!
The Bud Ladies look sooooo good on the 8-bit!
Andrew

481. XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 05:16:44 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92031.001644JJMCWILL@MTUS5.BITNET>
Source record: 112711

In response to the enquiry regarding the XF551 720K 3.5" upgrades, it is possible only because Atari chose to use a standard IBM type mechanism in the unit. Bob Woolley took the ROM on the controller board, and found out how to change the ROM to work with 80 track 3.5" disk drives, and also fixed some bug in the original ROM that didn't properly allow the drive to come up to speed before attempting to access the drive. The Innovative Concepts 3.5" drive is essentially that, a new ROM which will control a 3.5" mechanism, plus the proper connectors, since 5.25" and 3.5" mechanisms usually use two different types of connectors. Modification is then a matter of replacing the connectors and the ROM chip, and purchasing a 3.5" disk drive with 5.25" mounting plates, and hooking it all up. What I did when I got mine was, hooked up a switch between the TWO ROMS, the original, and the new one. This switch also switches a control line on the data cable going from the XF551 controller board to both the 3.5" and the 5.25" mechs. So by turning off the drive first, I can throw a toggle and access my 5.25" if the need arises.

Computer Software Services has taken all this further. I haven't seen the upgrade personally, nor have I read any reviews of it, I can only go by what I read in their catalogs. They apparantly also have modified the ROM code in the drive to enable it to read IBM/Atari ST formatted disks. Furthermore, they have an option where both your original 5.25" and the 3.5" can be accessed simultaneously, without flipping a switch like I do on my upgrade.
If you set the 3.5" drive as drive #1, then the 5.25" automatically becomes drive #2. The 5.25" is always one drive number higher than the 3.5". This sounds great, and I really wish I could pick up this upgrade.

BUT, since the Black Box is now coming out with that new floppy controller board that can handle 360K, 720K, 1.2M and 1.44M drives at much higher data access rates than even an UltraSPEED 1050 can do, that seems to be the most awesome way to go.

Realistically speaking however, given my current budget as a college student, it's likely I won't see either piece of hardware for a while.

The 1050 uses a much more complex controller than the XF551 does, and it does not use a standard IBM mechanism. I suppose this is why it hasn't been modified for 3.5" drives and such.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

482. Re: 8bit Atari forth?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 05:38:10 UTC
From: rat@ruth.UUCP
Message-ID: <B7FeFB1w165w@ruth.UUCP>
Source record: 112362
Cross-posted to: comp.sys.atari.8bit,comp.lang.forth

deej@thrush.umesve.maine.edu (Dj Merrill) writes:

> A friend of mine wrote a version of Forth for the Atari called ATILA
> (A Thread Interpreted Language for the Atari) about 6-7 years ago.

> If anyone is interested, drop me e-mail at deej@grouse.umesve.maine.edu

Is this the same Atila Forth that was used in the writing of the book
"Library of Forth Routines and Utilities," by James D. Terry? The blurb
in the back of the book talks of a version for the Apple II, IBM PC,
Atari 520ST, Amiga, Commodore 64/128, and Apple Macintosh.

UUCP: ....!halcyon.com!ruth!rat | [witty saying stolen...
InterNet: rat@ruth.UUCP | reward offered for safe
==== Apple II Forever! ==== | return.]

483. Zybex - buying address

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 11:43:03 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992Jan31.114303.22734@city.cs>
Source record: 112712

```
In response to Jeff's request, here's a U.K. mail order
firms address, who stock a wide range a 8 bit titles
on both disk and cassette and rom, plus a full range
of 2600 carts. Ask for a list.

Miles Better Software,
219/221 Cannock Road,
Chadsmoor, Cannock,
Staffordshire, WS11 2DD.
(0543) 466577
(and on 466578 and 466579)

Zybex is 4.99 (UK pounds) as is Draconus.
Other good titles - Druid (2.99), Plastron (2.99)

Overseas order add 1 pound per item,
and orders < 5 pounds add 50 pence.
--
| "Wrathchild" | e-mail : dh108@cs.city.ac.uk | ||| Atari - Power|
| dh108 | ** All views expressed are my own - ** | ||| Without |
| Mark Keates. | UNTIL I GET MARRIED !! | / | \ Our Support |
```

484. Forth on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 12:59:38 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992Jan31.125938.24180@city.cs>
Source record: 112715

Whilst I was using Forth a few years ago, E.S. Forth by English Software,
I brought the book for reference:

'FORTH' by W.P. Salman, O. Tisserand
and B. Toulout, published by Macmillan.

In section 1.4 of the introduction (page 4) the following paragraph appears:

Remaining in the field of entertainment applications, we
should mention the experience of the Atari company that
developed a system of tests for arcade games using FORTH
on a 6502 microprocessor. New arcade games now appearing
on the market function in FORTH. Atari are also developing
their home TV games in FORTH and already offer a version
of FORTH called GameFORTH for their Atari 800 home computer.

Does anyone have any information on GameFORTH?
Is it available anywhere? Was it any good?

Whilst I'm at it - did any of these three titles ever get released
in the U.S. as they were 'promised' over here:

Winter Olympics (Epyx), Impossible Mission (Epyx), 10th Frame (Accolade)

If not, who could I get the conversion rights for Imp. Mission from?

Thanks,
Mark.
--
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari - Power
dh108	** All views expressed are my own - **				Without
Mark Keates.	UNTIL I GET MARRIED !!	/	\ Our Support

485. Re: 800 OS upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 14:08:08 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92031.090808JJMCWILL@MTUS5.BITNET>
Source record: 112713

In article <1992Jan30.080717.2678@polari.uucp>, polari!mrp@sumax.seattleu.edu says:
>
>I've got a REALLY old 800 (so old that the "tell the manufacture date
>by the serial number tip doesn't work) that still has the A version of
>the OS ROMs in it. I'm tired of playing M.U.L.E. with all the GR1 text
>upside-down. Is there any place that still sells the B/C upgrade ROMs
>and does anyone install them? I have little experience with soldering,
>although I could probably recruit a friend...
>
>
>--
Try B&C Computervisions, BEST Electronics, or Atari Techna-Vision.
They all carry parts for the Atari 8 bits, and one of them should
be able to help you. Need an address? Have to wait -- I'm at school
again. :)

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

>--
> Christopher Rimple | Mad Rabbit Productions | One Planet,
> 14607 Northeast 81st St. | Software Design & Consulting | One People,
> Redmond, WA 98052 USA | | One Platform:

486. Re: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 14:14:09 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92031.091409JJMCWILL@MTUS5.BITNET>
Source record: 112721

In article <1992Jan31.015839.3531@usenet.ins.cwru.edu>,
aa700@cleveland.Freenet.Edu (Michael Current) says:
>
>I just obtained a P:R:connection for connecting my printer, since I decided
>I was sick of trying to do all my printing through the XEP80. But I
>wasn't expecting the DB15 port on it instead of a normal DB25 like on the
>XEP80. Can I just use a DB15-DB25 adaptor to make the connection, or do
>I need a whole new cable? The local Radio Shack doesn't have such an
>adaptor.
-

I think you need a whole new cable. You can order your own connector
and build it yourself using the PIN-OUTS in the back of the manual,
or order a P:R: Connection/Atari 850 cable from an Atari 8 bit vendor.
Even the RS232 is different. But that can be made from an IBM
AT->RS232 (9 PIN -> 25 PIN) adaptor, and one of Radio Shack's joystick
extension cables, and I think an extra DB9. Just think of it as fun and
experience playing "match the color-coded wires" and soldering. :)

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@interbit / Cleveland Free-Net: aa700

487. 8-bit Net wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 14:32:17 UTC
From: towo@uqun05.nixdorf.de
Message-ID: <1402@uqun05.nixdorf.de>
Source record: 112720

I'm a member of a german Atari 8-bit user club (Atari Bit Byter User Club
e.v.= ABBUC). We have an 8-bit Mailbox (0-2400 Bps,Tel.:+049/2366/39623).
This Mailbox has a Netconnection with another Box in the Netherlands.
Now we're looking for for a Box in the USA to join this Network.
Our Box runs on an Atari 800 XL with BBS pro and it was the best if your
system has the same software.
If you are interested in this give me mail to the address in the haeder.
I hope to heare from you!
--
------------ ----- \ Woelfer / ----- | SNI AG, WI-FT 41
/ / \ \ / / \ | Heinz-Nixdorf-Ring
/ \ / \ /\ / \ / | W-4790 Paderborn
/ Thomas ----- \/ \/ ----- | +049 05251 8 23546
--
------------ ----- \ Woelfer / ----- | SNI AG, WI-FT 41
/ / \ \ / / \ | Heinz-Nixdorf-Ring
/ \ / \ /\ / \ / | W-4790 Paderborn
/ Thomas ----- \/ \/ ----- | +049 05251 8 23546

488. Atari 800 (re Re: How's this sound?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 14:59:44 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jan31.145944.1461@exu.ericsson.se>
Source record: 112724

moon!cyberden!phbill@well.sf.ca.us writes:
>
>What res!? I've READ that the 7800 can be 320x???, but is that like in
>text mode pixels, and gr.8 pixels?

The resolution is the same as the 800, and the 3200x200 can either be
text or graphics. Wait, that's misleading; on the 7800 *everything*
is a sprite, and you can arbitrarily bop things around as you please.
You can do all sorts of neat stuff like overlay text modes and graphic
modes ON THE SAME LINE. The hardware is really cool, and I'm planning
on writing a game or two for the thing, time permitting. Oh, as for
colors, you can have up to 25 per scan line (chosen from 256 total).

>Where can I get a 7800?

Send $1 to:

Telegames USA
Box 901 V
Lancaster, TX 75146

for a catalog and mention that you are interested in the 7800.

Once again I'll mention that I have nothing to do with this place.
They sell brand new 7800s with two controllers for only $39.99.
Definitely worth it, especially if you are a fan of Xevious, Robotron,
Asteroids, or Joust.
--
James Hague
exuhag@exu.ericsson.se

489. Re: Zybex - buying address

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 15:32:41 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92031.103241JJMCWILL@MTUS5.BITNET>
Source record: 112722

Thanks for the Info Mark. I will be sending off a letter asking for
a catalog today!

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

490. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 16:04:40 UTC
From: jsd@moray.owlnet.rice.edu
Message-ID: <1992Jan31.160440.6165@rice.edu>
Source record: 112714

In article <92030.230935AKH104@psuvm.psu.edu>, AKH104@psuvm.psu.edu writes:

> Did you people ever see the color view program? 4096 colors!
> The Bud Ladies look sooooo good on the 8-bit!

Is it PD by some chance? Does it read gifs? Please elaborate.

--

Shawn Joel Dube "Better men than you and I have tried to disprove
jsd@owlnet.rice.edu Ohm's Law. They're ALL gone now." -Massey, Elec 241

---

491. Re: Modifications on 800XL/1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 16:20:05 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53732@cup.portal.com>
Source record: 112719

Sorry about that, I misspoke, I should'a said doesn't work with RD.COM
The omission of SDX from the non-working was intentional since I have one
that I use with a Newell up-grade. I should add, just for lurkers, that
Tim Patrick wrote a ramdisk program that'll recognize what type of
up-grade you have & install properly. It works with Atari DOS 2.5 for
people that don't want to use anything else. I think it was in Antic.

492. Re: 8-bit magazine/AIM (CIS)

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 16:30:31 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Jan31.163031.12467@ultb.isc.rit.edu>
Source record: 112717

In article <920131034732_71450.1050_EHB75-1@CompuServe.COM>, 71450.1050@CompuServe.COM (Lawrence Estep) writes:
> Messages forwarded from CompuServe Atari 8-bit Forum regarding 8-bit magazine
> campaign and AIM's position:
>
> BobW,
>
> It really depends on what you want out of a publication before I can say what
> it takes to put one out.
>
> What's important? Distribution to national bookstore chains? A monthly 8-bit
> only newsletter going to subscribers only? These are questions I haven't seen
> answered in the discussion on UseNet.
>
> Pattie (Atari Interface)

IMHO: An 8-bit magazine would need national distribution to bookstores like B.Dalton's and WaldenBooks. There are TONS of 8-bit owners out there that have been stranded by the publications. If an Atari mag would show up on the newsstands, I think sales would be more than one would expect. Considering that Atari Explorer is the ONLY mag that I EVER see on newsstands, another magazine is definitely needed!

I also believe that Bill and Pattie Rayl cannot be the editors. From what I gather, they are quite busy with AIM. Perhaps another editor can be found that will work under the AIM banner on this 8-bit mag. Hmmm, the name "Poehland" suddenly comes to mind. :^)

	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	
---

493. Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 17:47:21 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan31.124721.8751@miavx1.acs.muohio.edu>
Source record: 112681

A while back people were talking about the copyrights of programs,
and trying to get them released into PD. I would like to know what is
Atari's view of their own software. It would be great to be able to
download Star Raiders or Ms. Pac Man.

Also, I'll be getting a EPROM burner soon. My 800XL has BASIC Rev.
B in it. I've got the patch to bring it up to Rev. C, and I would like
to burn my own Rev. C ROM. Has anybody had any experience in doing this.
Would this be legal?

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

494. Disk-based newsletter

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 17:53:53 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jan31.175353.20426@aber.ac.uk>
Source record: 112716

I'm sure I've mentioned this several times now, but I already produce an on-disk newsletter for the Atari 8-bit here in the UK. It contains articles, tutorials, reviews, programs, adverts, and lots more! Issues 1-4 are currently available. Issues 1-3 are currently available from my US distributor:

JEFF EDWARDS
138 SOUTH MAIN STREET
TRAVELERS REST
SC 29690

Please mention the fact that DEAN GARRAGHTY gave the information on the newsnet. I'm not exactly sure how much he charges for them.

Dean Garraghty.
djg0@uk.ac.aber

495. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:33:00 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PTiFFB3w164w@cyberden.uucp>
Source record: 112658

I beleive Xagon is a user group PD game. And, like I meantioned before,
Zybex has no (c) or company name or even DATE ANYwhere! So... I'll keep
my copy! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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496. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:35:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <myiFFB4w164w@cyberden.uucp>
Source record: 112667

Oh! I LOVE DLI's! It took me a while to make one I got out of a REALLY
old Creative Computing to stop crashing whenever the program stopped or
ended and I entered a command. 'course that was because it was stuck in
a string and loved to hop around when I enter stuff. But, now.. works
like a (flickering!) charm!
Anyone interested in info. on DLI's? I'll post them like I did
the GRAPHICS mode list...? (call me bored! ;))
Bill..

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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497. Re: cart backup to disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:38:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <c4iFFB5w164w@cyberden.uucp>
Source record: 112664

Happy-Computers is a magazine!? Cool! I LOVE TurboBASIC... Like many
people have said, it's amazing it's PD! Sounds like Frank Ostrowski is
Germany's Bill Wilkinson or Robert Puff... (got, it'd be cool to see
those three do something together!!!) Bill

Anyone have addresses for Frank or Bill? I have Bob's...
Thanks again --- Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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498. Re: Turbo-BASIC for 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:42:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <y9iFFB6w164w@cyberden.uucp>
Source record: 112657

It loades as DOS!? .. Do you mean it's named as DUP.SYS, or what?
That's the trick I use with MyDOS because it can't (or at least I don't
know HOW to) load AUTORUN.SYS's at boot... (BTW: Anyone know how to
overcome this?) If FrOst Basic is named DUP.SYS, just rename it
too AUTORUN.SYS (if you have DOS 2.x, or anything that'll boot to
AUTORUN..) and copy DUP.SYS back on the disk... Or not.. maybe just
re-WRITE DOS... I've noticed that copied DOS's take a LOT more room! Is
this because the rest of DOS is hidden on the disk!? (this is with 2.x,
I haven't noticed anything/tried anything with MyDOS...)
thanks for any tips/info Bill
s

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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499. Re: Help! Dead 800XL!

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:43:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sBJFFB7w164w@cyberden.uucp>
Source record: 112662

buescher@irk.ugcs.caltech.edu (Brent Joseph Buescher) writes:

> And it's pretty dead too... It died after I pulled some
> cart out with the thing on. I've swapped out everything socketed,i
>
> Brent Buescher

Hmm... I've never had trouble with yanking carts. outta my 1200xl..? Are
you sure that's why!? Other than it's NOT the cart's fault, I have NOO
idea... Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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500. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:44:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9cJFFB8w164w@cyberden.uucp>
Source record: 112659

DiskComm trouble?! Did you try FileFixing it? That helped me on about
1/2 my DL's of DiskComm's...

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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501. Re: Fonts, music, and pictures

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:49:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RLJFFB9w164w@cyberden.uucp>
Source record: 112660

I have a couple of groovy font demo.'s that I'm gonna upload once I
figure out how.. They make a 160x192 (IRG 4, multicolor, GR.12, etc.)
text mode, but the text looks a lot like normal mode (320x192), and you
can even change colors. Inverse is sort of bothering, but'd be nice for
different colored high-lights, such as for a spreadsheet...

As for music, >I'm< still waiting for stuff! I might purhcase
Digi-studio soon, because he's (the maker... sorry! forgot his name!)
going to add BASIC players and stuff.. things I need.

With pics. I HAD a bunch of spiffy digi's
(including...well...mainly..XXX), but I deleted most of those because...
well.. err.. waste of space...that's it! ;) (can always UnDelete!)

If someone were kind enough to download pics (many are not-copyrighted
anyhowz) from BBS's (sorry...like I said...all my kinky ones are gone :(
) and upload them to the archive, that'd be pretty nice..
Happy Hunt'n
Billl

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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502. "next" zybex

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 19:59:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <c3JFFB10w164w@cyberden.uucp>
Source record: 112661

About that Draconus game (or whatever it's called.. somebody help me OUT here!!)... I'm wondering if it has game music. I LOVE Zybex's music, and actually impressed the a**h*** IBMer's around here with the sound. The thing I miss, though, is like in most of my brother's C=64 games that Zybex reminds me of, the game music. The sound fx in Zybex are ok. Nothing too special, you know. I LOVE the fact that it doesn't ever need the disk drive after boot, but I'm wondering if there are any games of the like (good gfx/music/gameplay) that would trade the non-loading for constant music. Are there any, or are there any of you out there who could actually make a game considerably good, like Zybex, that plays music!?

Also.... for you REALLY good programmers.. How about a patch for Sega/Genesis controllers. So far, I've only been able to recognize 2 of the fire buttons, but that's one more than out little for-some-reason-highly-used Atari 1-button joysticks. (Amiga/st..they all use them.. BAD MOVE.. no offense, Atari..) The continous fire makes it a tad bit difficult to kill someone when you have only a few bullets to use (say, level 1 weapon), and they're on the right of the screen, and the bad-guy's right in front of you... Or would this make the game too easy?
Anyone good at making patches? Please reply!!! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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503. Re: Fonts, music, and pictures

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 20:02:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <H8JFFB11w164w@cyberden.uucp>
Source record: 112665

(re: TurboBasic arc)

The TB arc I got had only TurboBasic in it. There was also a compiler ou
there, and I finally found a run-time package in an Arc with another
copy of the compiler..
Also... anyone (or the archive) have the US version of the
compiler? I made an alarm clock program that I use every (school-)
night, and when I compiled it, I gained 10 seconds every minute! (forget
that! just made a boot file and an Autorun.bas)
Thanks
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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504. Re: Atari 8-bit Mag

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 20:04:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wakFFB12w164w@cyberden.uucp>
Source record: 112663

gruber@stg.vnet.ibm.com (Scott Gruber) writes:

> Ben,
> I wish to reverse my yay to a nay on Atari Explorer. Mainly being
> there is no diskette (not necessary but nice), and I too think this
> mag. should be ALL 8-bit. Also I would like to volunteer some of my time
> for writing articles I have a few I can find stashed away somewhere.
>
> Scott
>
>

Like I said... I'd love to contribute, too...!
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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505. Re: Any sources for 1050 disk drive belts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 20:06:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6DkFFB13w164w@cyberden.uucp>
Source record: 112666

Hey! Did your 1050 make a nice stone-grinding noise just before it
died!? Mine did! Wonderful!!! I got my belt and hub replaced at San
Jose Computer. (408)995-5080.
Now does yours spin, but NOT the disk? Mine did! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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506. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 20:11:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <kLkFFB14w164w@cyberden.uucp>
Source record: 112668

Thanks for the tip. I'm hopefully getting SpartaDos soon. I tried both
DiskComm (would've been interesting) and MyDOS's copy. I wonder, is
there a patch anywhere that can be added to AW+ that'll let it view all
>4< digits of MyDOS's disk directory. Also, how about a >q<uit command
(back to dos.) I almost ALWAYS [L]oad AUTORUN.SYS on AW+ from MyDOS.
Thanks for any help!
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

507. Forsale : Atari 800XL for $20 !

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 20:18:54 UTC
From: mac1@Sax.CC.MsState.Edu
Message-ID: <mac1.696889134@Sax.CC.MsState.Edu>
Source record: 112723
Cross-posted to: misc.forsale,comp.sys.atari.8bit,misc.forsale.computers

```
Atari 800XL forsale. Asking $20 + shipping.
When I bought it the power supply was blown up
so I never had the chance to use it therefore
no warranty.
Let me know.
Thanx in advance.

Mubashir
```

508. SIO2PC problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 21:41:12 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jan31.214112.6883@dartvax.dartmouth.edu>
Source record: 112725

just received my SIO2PC interface from Nick Kennedy and am looking forward to transfering my floppies to my hard drive. Unfortunately, it seems that something isn't working right. Version 3.0 seems to be unable to read the device ID properly unless I run version 2.5 first. With both versions, when I try to format or read a disk, the 800XL beeps out the I/O and then gives me an error 140. Does anyone have any idea what I'm doing wrong? (Or is the interface faulty?)

Please E-Mail me any suggestions and if anyone says they're interested, I'll summarize.

My system configuration:
Atari side:
800XL (unmodified)
1050 (unmodified and I tried it with and without it hooked up)

PC side:
386 20MHz
2 Megs of RAM
AMI BIOS (old)
Mono monitor
60 Meg RLL drive (using Ontrack Disk Manager 4.0)
Modem on Com3:
SIO2PC on Com2: (COM2: works fine when I hook my mouse up to it.)
Tested with both DR-DOS 6.0 and MS-DOS 3.3

Thanks for your help,
PCrow
preston.crow@dartmouth.edu
crow@nes.nersc.gov

509. CIS discussions

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 23:52:18 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920131235217_71450.1050_EHB44-1@CompuServe.COM>
Source record: 112726

```
--- Forwarded Message ---

Date: 31-Jan-92 11:23 EST
From: Jeff McWilliams >INTERNET:JJMCWILL@MTUS5.cts.mtu.edu
Subj: CIS discussions

Sender: JJMCWILL@MTUS5.cts.mtu.edu
Received: from cunyvm.cuny.edu by ihc.compuserve.com (5.65/5.910516)
id AA22888; Fri, 31 Jan 92 10:41:03 -0500
Message-Id: <9201311541.AA22888@ihc.compuserve.com>
Received: from MTUS5.cts.mtu.edu by CUNYVM.CUNY.EDU (IBM VM SMTP V2R2)
with BSMTP id 1829; Fri, 31 Jan 92 10:43:31 EST
Received: from MTUS5.cts.mtu.edu (JJMCWILL) by MTUS5.cts.mtu.edu (Mailer R2.08)
with BSMTP id 3398; Fri, 31 Jan 92 10:36:22 EST
Date: Fri, 31 Jan 92 10:35:13 EST
From: Jeff McWilliams <JJMCWILL@MTUS5.cts.mtu.edu>
Subject: CIS discussions
To: Lawrence Estep <71450.1050@compuserve.COM>
X-Acknowledge-To: <JJMCWILL@MTUS5.cts.mtu.edu>

Lawrence,

Thanks for posting the material from CIS containing part of the
magazine discussion between Bob Puff and A.I.M.'s Pattie Rayl.
If there is any more discussion regarding the Magazine on there,
I sure would like to see it!!

With thanks,

Jeff McWilliams
```

510. CIS magazine discussion

Newsgroup: comp.sys.atari.8bit
Date: 1992-01-31 23:54:41 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920131235441_71450.1050_EHB44-2@CompuServe.COM>
Source record: 112727

Jeff,
Here is the complete text of the discussion so far,
-Lawrence

#: 16610 S1/Forum Business
29-Jan-92 17:52:15
Sb: #8-BIT MAGAZINE
Fm: Atari Interface 70007,4640
To: SYSOP*don lebow 76704,41 (X)

Although Bill and I don't have UseNet accounts, we have been reading up on the activity there, thanks to Don! Would anyone care to discuss the 8bit publication idea here? WE'd be happy to add our 2 cents worth! :)

Pattie (AIM)

* Reply: 16637

Read action !

#: 16637 S1/Forum Business
30-Jan-92 18:58:29
Sb: #16610-#8-BIT MAGAZINE
Fm: Bob Woolley 75126,3446
To: Atari Interface 70007,4640 (X)

Of couse we would like to discuss an 8-bit only magazine! How about AIM doing one? What do we need to do to make that happen? I was just talking to Marver (ChromaCAD) and he would much rather see an 8-bit only as a means of advertising - speaking from a developer's point of view. What does it take to put out such a publication?
Bob Woolley

* Reply: 16642

Read action !

#: 16642 S1/Forum Business
30-Jan-92 22:13:11
Sb: #16637-#8-BIT MAGAZINE
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446 (X)

BobW,

It really depends on what you want out of a publication before I can say what it takes to put one out.

What's important? Distribution to national bookstore chains? A monthly 8-bit only newsletter going to subscribers only? These are questions I haven't seen answered in the discussion on UseNet.

Pattie (Atari Interface)

* Reply: 16644

Read action !

#: 16644 S1/Forum Business
31-Jan-92 00:22:27
Sb: #16642-#8-BIT MAGAZINE
Fm: Bob Woolley 75126,3446
To: Atari Interface 70007,4640 (X)

We want distribution in bookstores. We have lots of newsletters as it is. How much circulation is required for bookstore distribution? Who do we bribe? (grin)
Bob

* Reply: 16652

Read action !

#: 16652 S1/Forum Business
31-Jan-92 11:51:56
Sb: #16644-8-BIT MAGAZINE
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446

Ok... if that's what you want, you need to stick with something that's already distributed nationally, like Explorer or AIM. Those are the two choices, really. The ST market has even gotten to the point where it's hard to get magazine distributors to carry publications, so there's next to no hope for national distribution of an 8-bit only magazine.

If the primary goal is to get on the newsstand shelves, then the 8-bit community is going to have to focus their efforts on either Atari Interface or Atari Explorer. This means that 8-bit readers will have to be willing to ignore the ST/Portfolio/Lynx content of AIM or Explorer.

It would be very easy for either publication to put all of the 8-bit articles together in one section, making the information easy to find.

Pattie (AIM)

---END OF CAPTURE---

511. Power Supplies -- Indus/800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 00:40:48 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Feb1.004048.296@magnus.acs.ohio-state.edu>
Source record: 112728

First, are 130 XE and 800 XL power supplies compatible?
Second, where can I get a power supply for an Indus disk drive, will
other Atari supplies work? If so, which?

512. Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 02:51:06 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jan.31.21.51.06.1992.6964@electron.rutgers.edu>
Source record: 112729

I dusted the mothballs off of my old Atari 130XE a couple of months ago and set it up next to my "other" computer, a Mac SE/30. The Mac still gets a lot of use, but the Atari demands a fair amount of attention for the great games that I have for it. I intend to do much more with it when I get a chance, but I have a problem that I hope is fairly simple to solve.

I was fortunate to get a couple of composite monochrome monitors for free from a friend of mine. So I ordered a monitor cable and hooked one up to the Atari. The cable ends with three RCA type plugs. One of them drives the monitor fine, and I have the other two dangling. My question is this. What are the other two for? I suspect that they are the composite lumina & chroma from the monitor jack. What I was (am) hoping for is that one of the carries the audio output from the jack. Is this the case? If not, is there a simple way to get the audio output out? Any help would be appreciated. Thanks in advance.

513. Das Omen Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 03:31:45 UTC
From: omf@jab.tucson.az.us
Message-ID: <mZ5FFB5w164w@jab.tucson.az.us>
Source record: 112747

Has anyone looked at the Das Omen demo yet?? It's even better than the demo from Holland (or wherever it was from...).

Too bad the screen jumps around so badly on US Ataris. Does anyone know how difficult it would be to fix this demo for US machines? Maybe the authors can be reached.

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

514. Rejected news: No send to JUNET

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 06:16:05 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920201061605_71450.1050_EHB41-1@CompuServe.COM>
Source record: 112730

```
--- Forwarded Message ---

Date: 31-Jan-92 23:31 EST
From: >INTERNET:news@fdm.fujitsu.co.jp
Subj: Rejected news: No send to JUNET

Sender: news@fdm.fujitsu.co.jp
Received: from JP-GATE.WIDE.AD.JP by iha.compuserve.com (5.65/5.910516)
id AA13364; Fri, 31 Jan 92 22:07:20 -0500
Received: from fwide.fujitsu.co.jp by jp-gate.wide.ad.jp (5.65+1.6W/2.8Wb-std/1.1s) with
SMTP
id AA10412; Sat, 1 Feb 92 12:07:37 JST
Received: from fdm.fujitsu.co.jp by fwide.fujitsu.co.jp (4.1/2.7W-fujitsu/1.1)
id AA24659; Sat, 1 Feb 92 12:10:13 JST
From: news@fdm.fujitsu.co.jp
Received: by fdm.fujitsu.co.jp (5.65/6.4J.6)
id AA13374; Sat, 1 Feb 92 12:05:13 +0900
Return-Path: <news@fdm.fujitsu.co.jp>
Message-Id: <9202010305.AA13374@fdm.fujitsu.co.jp>
Date: 1 Feb 92 03:05:07 GMT
To: 71450.1050@compuserve.com
Subject: Rejected news: No send to JUNET
Responding-System: fdm.fujitsu.co.jp

----- Unsent reason follows -----
User "71450.1050@CompuServe.COM" is not authorized.

----- Unsent message follows -----
Path: fdm!fdm-cnews!fgw!sh.wide!wnoc-tyo-news!ccut!sun-barr!cs.utexas.edu!uwm.edu!linac!at
t!ucbvax!CompuServe.COM!71450.1050
From: 71450.1050@CompuServe.COM (Lawrence Estep)
Newsgroups: comp.sys.atari.8bit
Subject: 8-bit software FOR SALE
Message-ID: <920131015215_71450.1050_EHB22-1@CompuServe.COM>
Date: 31 Jan 92 01:52:15 GMT
Sender: daemon@ucbvax.BERKELEY.EDU
Lines: 42

I have the following Atari 8-bit software for sale. If you are interested in
any of the items, please send me a message on CompuServe [71450,1050], Delphi
(L.ESTEP), GEnie (L.ESTEP1), Internet (71450.1050@COMPUSERVE.COM), or on The
Atari Scene! BBS (502) 456-4292 (Lawrence Estep) and make an offer for what
you are interested in. The first offer received for each piece of software
will receive it, as I really want to get rid of this extra stuff.
```

Magazines - AIM 12/91
AtariUser 6-91 thru 8-91 and 10-91 thru 1-92

Books - The Book Of Adventure Games
Your Atari Computer
Mapping The Atari (original edition)

Software with Documentation:

Ultima II, Empire Of The Over-Mind, Sorcerer (Infocom), Age Of Adventure, The Seven Cities Of Gold, Super Boulderdash, Ultima IV Quest Of The Avatar, Micropainter, Dragonriders Of Pern, The Neverending Story, Alternate Reality: The City, Archon II: Adept, Computer Preparation For The SAT w/textbook, Hacker, Racing Destruction Set, 810 Turbo, Brimstone (Electronic Novel-Never Opened!), Zork I (Infocom), Zork II (Infocom), The Wizard & The Princess, Karateka, The Quest, Zombies, Diskwiz, Diskwiz II, Disk Commander II, Mychess II, Ulysses & The Golden Fleece, Warlock's Revenge, Intelink, Valley Of The Kings, Ogre, Fantasyland 2041 A.D., Universe, Gemstone Warrior

APX Classics from Antic:

Backtalk, Earthviews, RAMbrandt, Screen Plot, Spell Magic w/dictionary disk

Software w/no documentation:

Megafont, Fantastic Four, SpartaDOS (2 disks) & SpartaDOS Multi I/O disk, Atari DOS 3, Joystick Sketchpad (cassette)

Cartridges:

BASIC XL w/manual, The Learning Phone, Atari LOGO, AtariWriter, Atari MicroSoft BASIC II v. 2.0, Journey To The Planets w/manual, Gorf, Wizard Of Wor w/manual

515. Re: CIS discussions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 07:28:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92032.022829JJMCWILL@MTUS5.BITNET>
Source record: 112750

In article <920131235217_71450.1050_EHB44-1@CompuServe.COM>,
71450.1050@CompuServe.COM (Lawrence Estep) says:
>
>--- Forwarded Message ---
>
>Date: 31-Jan-92 11:23 EST
>From: Jeff McWilliams >INTERNET:JJMCWILL@MTUS5.cts.mtu.edu
>Subj: CIS discussions
>
>
>Lawrence,
>
>Thanks for posting the material from CIS containing part of the
>magazine discussion between Bob Puff and A.I.M.'s Pattie Rayl.
>If there is any more discussion regarding the Magazine on there,
>I sure would like to see it!!
>
>With thanks,
>
>Jeff McWilliams
>
My deepest apologies to both Bob Woolley and Bob Puff for
getting the two confused in regards to this topic.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

516. Re: An 8-bit magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 07:51:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53787@cup.portal.com>
Source record: 112746

Chris... send your name and address to:

Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, Michigan
48108

And request a free sample copy of Atari Interface magazine...

It's pretty much what you've suggested... originally it was
the "Michigan Atari Magazine", which grew out of a collaboration
among Michigan Atari clubs including MACE, and now is distributed
as the "official newsletter" for over 80 different Atari Users
Groups nationwide...

BobR

517. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 16:42:33 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53794@cup.portal.com>
Source record: 112751

Anthony Falcone posted asking for information about line-drawing algorithms.'
Specifically, about the one used in the Atari 8-bit computer.

The algorithm used in the Atari is documented in a Pascal-like notation in
the OS User's Manual which is part of the Technical Reference Notes. I
can probably find it and type the relevant parts back in here, but don't
have the time just now.

More to the point, is that the Atari doesn't use a very efficient line-
drawing algorithm. Check the Apple IIe -- a more complicated memory-to-
display high-res graphics memory organization, same CPU (more or less)
as the Atari, and it can draw lines MUCH faster. (Disclaimer: I know
NOTHING about the relative "clock speeds" of the Apple IIe and the Atari.)

Any computer graphics textbook goes into great detail about how to draw
a line on a pixel-matrix-oriented display; there are a lot of ways to do
it, some better than others, some better suited to different applications...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

518. BART responses

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 19:21:43 UTC
From: dt@coyote.datalog.com
Message-ID: <qycHFB1w163w@coyote.datalog.com>
Source record: 112656

I've been trying to get BART to send me a couple of files:

send 8bit/k65doc.arc
send 8bit/sx212a.arc

I haven't gotten a response for days. Am I doing something wrong, or is the system that slow?

If someone could E-mail these files to me, I'd really appreciate it!

Oscar Fowler
tucson.az.usa

dt@coyote.datalog.com
genie: o.fowler1
cis: 72347,1655
phone: (602) 326-8286

++++++++++++++++++++++++++

519. Re: 8-bit magazine/AIM (CIS)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 19:25:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53806@cup.portal.com>
Source record: 112752

Yes, AIM has been following these discussions, both through the reposted articles on CIS and here.

The main point in their response has been that so far there has been no specific set of goals determined, and no specific proposal generated for them to reply to.

They've also had a number of comments regarding other points that have been brought up in the discussion, most of which center around the "realities" of the situation and magazine production in general.

They're definately NOT opposed to 8-bit coverage in some form. It's just the determination of what that coverage would realistically look like that's the issue.

BobR

520. Re: IMagic

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-01 19:55:18 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Feb1.195518.20565@exu.ericsson.se>
Source record: 112753

moon!cyberden!phbill@well.sf.ca.us writes:

>Anyone have any of their games? They were the BEST programmers for the
>2600. Then came LucasFilm and then Activision...

Naw, I'd put Activision first. Then Imagic. I don't remember LucsaFilm
doing anything for the 2600. Parker Brothers was also decent, though
they usually had plainer graphics in their games. Now if you want to
talk WORST company...

> Also, anyone ever see that game where you ran in a castle to get
>crowns and vases and stuff and there was a smoke-puffing, mean-looking,
>fire-breathing dragon at the bottom of the screen trying to kill you..?

That was Dragonfire. Interesting game, though repetitve (but
weren't all 2600 games?).
--
James Hague
exuhag@exu.ericsson.se

521. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 00:34:03 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <gFRHFB1w164w@cyberden.uucp>
Source record: 112692

Like I said before.. try FileFix2 on DiskCommunicator files that won't work.. Usually, it says "Bad byte found.. Try filefix 2 on it or download again" or something like that. If you don't have FF2, get it from the archive if you can, otherwise I'll see if I can upload it (once I figure that all out!)
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

522. Re: DRAWTO command

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 00:47:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J2RHFB2w164w@cyberden.uucp>
Source record: 112690

AH!! I have JUST what you need! I converted (one minor change I made, actually) a Timex Sinclar 1000 line drawing routine to work on the Atari. I made it mainly to do wraparound in Logo type applications, but it is sooo slow in Basic (at least AtariBasic). I have many a routine stacked up that I almost never use any more, and I'd be glad to post them if you like (I'll list them after the routine for lines).

Here'goes!:

```
5 GRAPHICS 15:COLOR 3:X1=79:Y1=79 (mode 7.5, blue, center)
10 INPUT X,Y:A=X-X1:B=Y-Y1:C=(A AND ABS(A)>=ABS(B))+(B AND
ABS(B)>ABS(A)):IF C=0 THEN C=0.1 (get a point from the user, figure out
some whatnots, and the C=.1 is incase it is vertical, I think..maybe
horizontal..?)
12 DIS=ABS(A)+ABS(B) (find distance)
15 OK=0:FOR F=C TO 0 STEP -SGN(C)/DIS:XN=X+(A/C*-F):YN=Y+(B/C*-F):X1=XN:Y1
=YN (I guess I stopped using OK, as it is not anywhere else in the
program, so try removing OK=0 and see what happens. The rest is to start
a loop and find the new locations)
20 IF XN<0 THEN X1=160+XN (wrap around...)
25 IF YN<0 THEN Y1=160+YN (ditto.. the 160 is as not to go behind the
text window.. all these #s can be changed depending on the resolution)
30 IF XN>159 THEN X1=XN-160 (")
35 IF YN>159 THEN Y1=YN-160 (guess what!?)
40 X1=INT(X1):Y1=INT(Y1):PLOT X1,Y1:NEXT F:GOTO 10
```

This program, as I said before, will draw a COMPLETELY connected line by determining every location between the starting and ending points. I'm NOT sure if it exactly replicates DRAWTO, mainly because it was originally for another computer and was never meant to emulate ATARI's drawto, but it's good enough. You might use it for pattern drawing in a paint program. I also have a BASIC recursive fill (very interesting to watch), that is NOT like ANY other fill >I< have ever seen (Mac, Amiga, IBM, Atari's delta drawing, Atari's FILL/XIO, TurboBASIC's PAINT)... That, too is good for pattern painting. I'll only post it if anyone wants it.

The other routines I have include:
PLOT A LINE (above)
FILL USING PLOT and DRAWTO
SNAKE LINE (can eat up memory, as would FILL)

I've also aquired a few assorted ML routines and a big list of memory locations that are very useful (even made it before I got DeRe or Mapping!)

Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

523. Re: _Atari_Classics_Magazine_

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 00:51:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <68RHFB3w164w@cyberden.uucp>
Source record: 112689

I got the idea from Antic's disk option. I just thought that having a
disk-only mag would be pretty cool. I don't know.. call me a dreamer! :)
BK

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

524. Re: 1200XL vs. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 00:59:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <LLsHFB4w164w@cyberden.uucp>
Source record: 112685

Here's a rundown on the F-keys on the 1200xl (BTW: I read somewhere,
I think my XMM801 manual, it said Press CTRL+F to change character sets!
Opps! CTRL+F4!).
F1 up
F2 down
F3 left
F4 right
with shift
F1 home (top left of screen/text window)
F2 bottom (bottom left of screen)
F3 carrage return (NOT with line feed! Moves cursor to left of line)
F4 right of line (opposite of F3)
with control
F1 lock all keys but CTRL+F1 and RESET (and break?)
F2 blank screen (ANTIC off)
F3 click off
F4 chset (from non-int to int.. from int to normal.. that is, if you have
a homemade chset on, when you first press ^F4, it'll go into
international mode)

PEEKing (764) will NOT give you values of up/down/left/right arrows for
the function keys (mainly because the arrows already have the +128 added
because of the CTRL key. I believe that you can use SFT+CTL with the
F-keys. I never use them because Atari was an idiot and only made them
on the 1x00xls..

Anyone out there have a 14x0xl?

Also, because of all the quirks that Jeff mentioned before, is it at all
dificult to add the IBM keyboard upgrade? I've been asking around for
cheap new/used keyboards..

thanks- bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

525. Rejected news: No send to JUNET

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:00:39 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920202010039_71450.1050_EHB34-1@CompuServe.COM>
Source record: 112754

```
--- Forwarded Message ---

Date: 01-Feb-92 16:19 EST
From: >INTERNET:news@fdm.fujitsu.co.jp
Subj: Rejected news: No send to JUNET

Sender: news@fdm.fujitsu.co.jp
Received: from JP-GATE.WIDE.AD.JP by iha.compuserve.com (5.65/5.910516)
id AA17178; Sat, 1 Feb 92 16:07:11 -0500
Received: from fwide.fujitsu.co.jp by jp-gate.wide.ad.jp (5.65+1.6W/2.8Wb-std/1.1s) with
SMTP
id AA24498; Sun, 2 Feb 92 06:07:25 JST
Received: from fdm.fujitsu.co.jp by fwide.fujitsu.co.jp (4.1/2.7W-fujitsu/1.1)
id AA08427; Sun, 2 Feb 92 06:10:01 JST
From: news@fdm.fujitsu.co.jp
Received: by fdm.fujitsu.co.jp (5.65/6.4J.6)
id AA15507; Sun, 2 Feb 92 06:07:32 +0900
Return-Path: <news@fdm.fujitsu.co.jp>
Message-Id: <9202012107.AA15507@fdm.fujitsu.co.jp>
Date: 1 Feb 92 21:07:29 GMT
To: 71450.1050@compuserve.com
Subject: Rejected news: No send to JUNET
Responding-System: fdm.fujitsu.co.jp

----- Unsent reason follows -----
User "71450.1050@CompuServe.COM" is not authorized.

----- Unsent message follows -----
Path: fdm!fdm-cnews!fgw!sh.wide!wnoc-tyo-news!ccut!sun-barr!ames!agate!spool.mu.edu!uwm.ed
u!linac!att!ucbvax!CompuServe.COM!71450.1050
From: 71450.1050@CompuServe.COM (Lawrence Estep)
Newsgroups: comp.sys.atari.8bit
Subject: 8-bit magazine/AIM (CIS)
Message-ID: <920131034732_71450.1050_EHB75-1@CompuServe.COM>
Date: 31 Jan 92 03:47:32 GMT
Sender: daemon@ucbvax.BERKELEY.EDU
Lines: 44

Messages forwarded from CompuServe Atari 8-bit Forum regarding 8-bit magazine
campaign and AIM's position:

#: 16637 S1/Forum Business
30-Jan-92 18:58:29
Sb: #16610-#New Upload note
Fm: Bob Woolley 75126,3446
To: Atari Interface 70007,4640 (X)
```

Of couse we would like to discuss an 8-bit only magazine! How about AIM doing one? What do we need to do to make that happen? I was just talking to Marver (ChromaCAD) and he would much rather see an 8-bit only as a means of advertising - speaking from a developer's point of view. What does it take to put out such a publication?
Bob Woolley

* Reply: 16642

Read action !

#: 16642 S1/Forum Business
30-Jan-92 22:13:11
Sb: #16637-New Upload note
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446

BobW,

It really depends on what you want out of a publication before I can say what it takes to put one out.

What's important? Distribution to national bookstore chains? A monthly 8-bit only newsletter going to subscribers only? These are questions I haven't seen answered in the discussion on UseNet.

Pattie (Atari Interface)

(If anyone would care to reply to the questions that Pattie has, I believe that AIM is reading these Digests, and I will forward any replies that are posted to the Atari 8-bit Forum on CIS)

-Lawrence

526. Re: CSS/Bob Puff

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:02:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NRsHFB5w164w@cyberden.uucp>
Source record: 112697

ARGH! No WAY! My dad's gonna kill me as it is for calling LD so much!

The idea's I have are:

1) arc/unarc modules for BobTerm
2) START instead of ESC (and a lot of times any non-listed buttons) goes
to main menu.
3) Ability to save captured mem. twice.

Other than those 3 "complaints", I think it's about PERFECT!
(even better than a lot of hooey I've seen on those damned IBMs!)
Thanks for the #,
tho.. I MIGHT call?!?!
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

527. Re: CSS/Bob Puff

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:04:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iTsHFB6w164w@cyberden.uucp>
Source record: 112696

BTW: Can I get a software catalog, or do you SELL software? (I think I
remember seeing in your? catalog something like "catalog of previously
enjoyed software" or something like that...)
[Ph]Bill
Kendrick

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

528. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:06:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7wsHFB7w164w@cyberden.uucp>
Source record: 112698

Didn't you already ask!? If it was you (even if it WASN'T), I posted a
small (couple of line) program thatll do the trick (damn call waiting!)

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

529. 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:11:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <56sHFB1w164w@cyberden.uucp>
Source record: 112693

I'm currently working on an 80column program in TurboBASIC that'll do about the same as those COL80HND.COM programs I have around, except better, and it won't give me that Error 165 no matter what I do! (I'm running on a stock 1200xl, stock 1050, mydos 4.56/4, and turboBasic 1.5/a???)

Anyone else have this problem, or would be interested in an 80col handler for TurboBASIC (I'll trans.it to Action! when I get it...'ll be much faster)???
Thanks... Bill

(I LOVE and and Or!)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

530. Re: 8-bit software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:15:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FcTHFB2w164w@cyberden.uucp>
Source record: 112695

How much each for:

Karateka
Earthviews
RAMbrandt
MegaFont
SpartaDOS
BASIC XL
MicroSoft BASIC II v.2.0
??! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

531. Re: SX212 Handler for Kermit-65

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:17:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NgTHFB3w164w@cyberden.uucp>
Source record: 112691

How much Mem does R:Verter take up?
Bill

Also, is there a way to make MyDOS NOT load itself after you Bload a
program?

(i.e.: I made the following file:
255
255
2
211
2
211
52
This POKEs 54018,52..to play a cassette.
The only problem, is MyDOS tries to load itself, 'course it's not
on the same disk!, so I loose the effect and have to run it from DOS2.5!)
Tanx

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

532. Re: I NEED HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:20:03 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5JTHFB4w164w@cyberden.uucp>
Source record: 112686

That sounds interesting. I was just reading about RLE files and such.
Also in the same (old Antic) mag, I saw an add that had two drawings.
One was a screen that said "Blah Blah Blah Blah Blah Blah...enter choice"
and the other had a picture of people walking around talking, and a
picture of a post office and stuff... pretty neat... Also, somebody did
a program like that for c64's... Looks spiffy! Are these still around?
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

533. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:22:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JoTHFB5w164w@cyberden.uucp>
Source record: 112687

WHAT!? 4096!? Where! Where!? What res!? I've seen ApacView - 256
sim.colors on a 80x96 mode.. (anyone ever make a page flipper that'll
make it 80x192, instead of alternating modes and lowering res?)

What is this program... and are you sure it is on an 8-bit!?!?

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

534. Re: 800 OS upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:23:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HqTHFB6w164w@cyberden.uucp>
Source record: 112694

Doesn't the 800 come with the ablitily to pull out OS carts? And also
RAM carts? I wish they would've kept that... Looks cool!

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

535. Re: XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 01:26:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NVTHFB7w164w@cyberden.uucp>
Source record: 112688

You've got it reversed from what I recall reading (about a day ago!) in their catalog. 3.5 drive is #2 if 5.25 drive is #1.

Also, it looks sort of ugly, because it's just sitting there on top. No cover or anything!

How much are XF551's, anyways? Any why that name!?
Bill

Who out there knows the original reason Atari made that drive!? (I do! ;))

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

536. X10 PowerManager software help needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 03:10:17 UTC
From: marcotte@unixland.natick.ma.us
Message-ID: <1992Feb2.031017.5772@unixland.natick.ma.us>
Source record: 112655

I am having trouble getting the PowerManager software from
Terrific Corp to work with my X10 home control computer
interface. The software does not seem to be communicating
with the interface (the screen freezes up at the set time
and date display). If anyone has this software and has
gotten it to work, I'd appreciate it if you could send me
some advice at the email address listed below!
Thanks!

Lou Marcotte
marcotte@unixland.natick.ma.us

537. AIM expands

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 11:46:42 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920202114641_71450.1050_EHB8-1@CompuServe.COM>
Source record: 112669

News from CompuServe's Atari 8-bit Forum:

#: 16673 S17/Community Square
02-Feb-92 00:44:06
Sb: #AIM Expands...
Fm: Atari Interface 70007,4640
To: all

Just for those who might be interested.... :)

Our magazine distributor has just managed to put us in about 250 ADDITIONAL
Walden Bookstores!!So, look for AIM at a mall near you soon! :)

Pattie (AIM)

* Replies: 16674, 16675, 16676

-Lawrence

538. 2/92 BBS listing

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 13:20:44 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920202132043_71450.1050_EHB21-3@CompuServe.COM>
Source record: 112670

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--------------------------------------------------------------------------
THE BBS REPORT Atari 8-bit/ST Bulletin Board System Listing <Feb 92 b>
Editor: Lawrence Estep CompuServe: 71450,1050, Delphi: LESTEP, GEnie L.ESTEP1
Internet: 71450.1050@COMPUSERVE.COM
--------------------------------------------------------------------------

Note: Thank you for the overwhelming response helping to update this listing.
Please keep me up-to-date on changes or additions that need to be made. This
month we re-introduce listings for Canada to our list. Please send me your
additions.

Minimum/Maximum baud listed before each number.

Alabama-(AL)-----------------------------------------------------------------
HAUG 3/24 (205) 722-0900

Arizona-(AZ)-----------------------------------------------------------------
Danish Tower 3/24 (602) 459-6514 Star-Linx 3/24 (602) 464-4817

California-(CA)--------------------------------------------------------------
Note: Some systems in the 415 area code may have changed to the 510 area code.
If you run across any that need to be changed, please let us know.

AAUG 3/24 (714) 625-4251 ABACUS 3/24 (415) 587-8062
ACAOC 3/24 (714) 778-1228 AVACE 3/24 (805) 723-0093
BAAUG 3/24 (408) 986-0215 BitStream 3/24 (408) 449-2150
Crime Bytes 3/24 (408) 287-8399 Desert Atarians 3/24 (619) 342-1647
Key System 3/24 (415) 352-5528 Owl's Nest 3/96 (510) 785-1290
RAM Of Ventura 3/24 (805) 987-6985 SCCAUG 3/24 (408) 848-6032
SDACE 3/24 (619) 558-7866 Sierra Online 3/24 (209) 683-4463
STu's Place 3/24 (415) 782-4023 West Coast Synd. 3/24 (510) 438-9387
Z*Net Golden Gate 12/144(510) 373-6792

CANADA-----------------------------------------------------------------------
Sewer Rat's Domain 3/24 (306) 586-9412

Colorado-(CO)----------------------------------------------------------------
FRAUG 3/24 (303) 223-1297

Connecticut-(CT)-------------------------------------------------------------
AUGOGH 3/24 (203) 871-0696 New Haven 3/24 (203) 776-9723
Silicon Palace 3/12 (203) 871-0696 Sinkhole Utopia 3/24 (203) 873-8518
Star 3/24 (203) 421-4861

Florida-(FL)-----------------------------------------------------------------
Hacker's Zone 3/24 (813) 584-2425 Harbor Lights 3/24 (813) 726-3449
MegaPlex 3/24 (813) 823-1471 St. Pete PO 3/24 (813) 821-3188
```

Tut's 3/24 (813) 797-8449

Georgia-(GA)----------
U Want What 3/24 (912) 471-7629

Hawaii-(HI)----------
Dragon Masters 3/24 (808) 531-4805 Town Crier 3/24 (808) 488-8838

Idaho (ID)----------
BAUG 3/24 (208) 362-2243 RattleSnake STat. 3/24 (208) 587-7603

Illinois-(IL)----------
Blue Moon 3/24 (708) 457-2219 EAUG 3/24 (618) 254-6077
ICD 3/24 (815) 968-2229 Network:Atari 3/24 (815) 962-3084
Northwest Passage 3/24 (708) 213-9299 Pegasus (LCACE) 3/24 (708) 623-9570
Python (LCACE) 3/96 (708) 680-5105 SCAT 3/24 (708) 231-7227

Indiana-(IN)----------
ACORN 3/144 (219) 744-1396 BlAST 3/24 (812) 332-0573
Data Central 3/24 (317) 543-2007 IndyServe 3/24 (317) 849-4007
MOUSE 3/24 (219) 674-5947 ST Archive 3/24 (317) 353-9326

Kentucky-(KY)----------
Atari Scene! 3/24 (502) 456-4292 JCPD Cop Shop 3/24 (502) 933-3481
Kentucky Online 3/24 (502) 895-1590 LFPL Freeboard 3/24 (502) 584-4162
TrivAtari 3/24 (502) 245-0386 Twilight Zone 3/24 (502) 897-1589

Massachusetts-(MA)----------
Argus Exchange 3/24 (617) 674-2345 BCS 12/24 (617) 391-6745
BCS 9600 (617) 396-4607 Cookie Shop 3/24 (508) 226-8028
Microsystems softw 3/24 (508) 875-8009 Outer City Limits 3/24 (617) 665-0977
Question Mark-SSAG 3/24 (617) 328-9230 Toad Hall 3/24 (617) 567-8642
WMAUG 3/24 (413) 589-1382

Michigan-(MI)----------
CACE 3/24 (517) 787-5061 Carnival 3/24 (313) 235-0158
CHAOS 3/24 (517) 394-6852 EXTE 3/24 (616) 245-8259
FACTS 3/24 (313) 736-3920 MAGIC 3/24 (313) 978-7363
Molin's Den 3/24 (313) 451-0524 Nine Planes 3/24 (313) 233-6095
RIP-Call voice 1st 3/24 (616) 235-1708 RIP 24/144(616) 235-2313
STING 3/24 (616) 891-8740 Treasure CheST 3/24 (313) 973-9137

Minnesota-(MN)----------
MAST 3/24 (612) 472-6582 SPACE 3/24 (612) 488-5973

Missouri-(MO)----------
Outer Zone 3/24 (314) 291-2488

Montana-(MT)----------
Flying Dutchman 3/96 (406) 452-5025 Rattlesnake ACE 3/24 (406) 777-3992

Nevada-(NV)----------
Bud Lite 3/144 (702) 870-4750 Ground Zer0 3/24 (702) 435-7919
Wildlife 3/144 (702) 645-7579

New Mexico-(NM)----------
Asylum 3/96 (505) 897-4080

New York-(NY)----------
BACK 3/24 (516) 937-1455 Backstairs 3/24 (315) 458-0118
CDACE 3/24 (518) 237-1232 Cobblestone Manor 3/24 (716) 334-8232
Computer World 3/24 (716) 247-8355 Corner Pub 3/24 (718) 351-4304
CSS Support 3/24 (716) 247-7157 Dimension's End 3/24 (716) 436-3078
Moose 3/24 (716) 381-5139

North Dakota-(ND)----------
Above Board 3/24 (701) 727-4049

Ohio-(OH)----------
Magic Kingdom 3/24 (513) 574-5660 NOAH 3/24 (216) 582-1904
Pirate Busters 3/24 (216) 545-4817

Pennsylvania-(PA)----------
ACUTE 3/24 (215) 261-0620 Excalibur 3/24 (215) 488-9194
NATUG 3/24 (215) 677-1370 PACE 3/24 (412) 481-5002
SAGE 3/24 (814) 833-4073 Warp 10 3/24 (612) 778-9034
Westex 3/24 (215) 776-7495

Tennessee-(TN)----------
Doghouse-8 3/24 (901) 873-3244 KAUG 3/24 (615) 691-0113
MASH-COM 3/24 (901) 377-1904

Virginia-(VA)----------
GRASP 3/24 (804) 744-8022 STATUS 3/24 (804) 495-3905

Washington-(WA)----------
SWAG 3/24 (206) 574-1146

Wisconsin-(WI)----------
MAST 3/24 (414) 461-1730 MilAtari (MAUG) 3/24 (414) 476-9229

We would appreciate your comments and changes regarding this listing. Please forward them to the online service addresses listed at the top of this file, or to Lawrence Estep on The Atari Scene! BBS (502) 456-4292.

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NEXT UPDATE SCHEDULED FOR 03/01/92

539. User Group listing (A-K) 2/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 13:24:01 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920202132400_71450.1050_EHB21-4@CompuServe.COM>
Source record: 112671

```
--------------------------------------------------------------------------------
Atari Computer User Groups Listing (listings A-K) Updated 02/02/92
Editor: Lawrence Estep CompuServe: 71450,1050, Delphi: LESTEP, GEnie: L.ESTEP1
Internet: 71450.1050@COMPUSERVE.COM
--------------------------------------------------------------------------------

ALABAMA (Sorted by ZIP code)

ALABAMA ACE*
PO BOX 1205
TUSCALOOSA AL 35403-1205

Joe Moudry (205) 556-1781

HAUG*
3911 W CRESTVIEW
HUNTSVILLE AL 35816

Levin Soule (205) 534-1815
BBS (205) 722-0900

ARIZONA (Sorted by ZIP code)

NPAC*
PO BOX 36364
PHOENIX AZ 85067

Paul Parks (602) 278-2375

SVAC
PO BOX 662
CHANDLER AZ 85224

Tim Barr (602) 821-1200
Meetings: 3rd Sat., 10 AM
3234 S. Fair Lane, Tempe AZ

AIM newsletter participant

TAC*
1426 W KILBURN RD
TUCSON AZ 85705-9232

Ray Waters (602) 887-4196

ARKANSAS

LRAA*
28 JOHN HANCOCK CIR
```

JACKSONVILLE AR 72076

Keith Steensma (501) 985-2131

CALIFORNIA (Sorted by ZIP code)

(ZIP codes 90000-90999):

ICE
PO BOX 5085
TWO HARBORS CA 90704

William D. Peterson (213) 510-1807

Atari ST support
Meetings: 2nd Wed., 8 PM

LBACE*
PO BOX 92812
LONG BEACH CA 90809-2812

Lee Curtis (213) 423-2758

(ZIP codes 91000-91999):

HACKS*
249 N BRAND BLVD #321
GLENDALE CA 91206

John King Tarpinian (818) 246-7286

SCVACE
19449 NADAL ST
CANYON COUNTRY CA 91351

Mark Ostrove (805) 252-6881

8-bit meeting on 1st Thursday, 16-bit meeting on 3rd Thursday

AAUG*
PO BOX 1433
UPLAND CA 91786-1433

Todd Bane (714) 737-4329
BBS (714) 625-4251

(ZIP codes 92000-92999):

SAN DIEGO ST USERS WORKSHOP*
902 NOLAN WAY
CHULA VISTA CA 92011

Chester Edwards (619) 224-5090

ERACE*
1906 AVINEDA DEL DIABLO

ESCONDIDO CA 92025

Gary Martin (619) 489-9872

SDACE*
PO BOX 900076
SAN DIEGO CA 92120

Mike Bergman (619) 558-7866
BBS (619) 558-7866

The Desert Atarians
47-800 MADISON St #53
INDIO CA 92201

Lee Ellis (619) 342-1600
BBS (619) 342-1647

Pass Area ST Enthusiasts*
1145 WEST WESTWARD
BANNING CA 92220

Steve Miller (714) 849-7927

AUGIE*
3905 N LUGO AVE
SAN BERNARDINO CA 92404

CAJON COMPUTER CLUB*
639 W 36TH ST
SAN BERNARDINO CA 92405

Tim Adams (714) 882-6784

ACAOC
PO BOX 9419
FOUNTAIN VALLEY CA 92708

Larry Weinheimer (714) 969-9053
BBS (714) 778-1228

Meetings : 2nd Sunday at 1:00 P.M.
Fellowship Room of the North Orange Christian Church
16561 Lincoln Avenue (between Tustin Ave. & Orange-Olive Rd.)

CompuServe contact : Rick Meredith [76157,30]
GEnie address: TOPNOTCH

BBS (714) 778-1228

NOCCC ST-SIG*
3852 BALSA
IRVINE CA 92714

Dain Leese (714) 552-5185

(ZIP codes 93000-93999):

RAM OF VENTURA COUNTY*
PO Box 112
CAMARILLO CA 93011

Tim McCoy (805) 482-4788
BBS (805) 987-6985

SBACE*
PO BOX 3678
SANTA BARBARA CA 93130-3678

Avery Galbraith (805) 687-1075

BAKERSFIELD ACE*
PO BOX 40203
BAKERSFIELD CA 93308

Anthony Garcia (805) 397-9566

ATARI FEDERATION*
PO BOX 5367
VANDERBERG AFB CA 93437

Chester Hadely (805) 733-4177

SMLACE*
PO BOX 2286
ORCUTT CA 93457-2286

Eric A. Daniels (805) 929-3296

AVACE*
PO BOX 512
PALMDALE CA 93590

(805) 945-9780
BBS (805) 723-0093

SVACE
672 E ROMIE LN
SALINAS CA 93901

President: Gary Klugman [70277,1000]
Meetings : 1st Tuesday of each month
Salinas Community Center, 7:30 P.M.

BitStream BBS (408) 449-2150

(ZIP codes 94000-94999):

ABACUS
PO BOX 22212
SAN FRANCISCO CA 94122

Roger Sinasohn (415) 469-7924

GEnie contact: B.MCCLELLIN

Meetings: 1st Saturday, 10 AM Atari 8-bit, 11:30 AM General, 1 PM Atari ST

Membership: $20/yr full membership or $7.50 BBS

ABACUS BBS (415) 587-8062
The Owl's Nest BBS (510) 785-1290

SLCC
PO BOX 1506
SAN LEANDRO CA 94577-0374

President: Bob Barton
Meetings 1st Tuesday, ST SIG 2nd Monday
Newsletter : SLCC Journal (monthly)
Member Dues: $20/yr
Key System 8-bit BBS (415) 352-5528, Stu's Place ST BBS (415) 782-4023

CompuServe contact: Bob Wooley [75126,3446]

(ZIP codes 95000-95999):

ATARI USERS GROUP OF SOUTH SANTA CLARA COUNTY
52222 CARRYBACK AVE
SAN JOSE CA 95111

Ron Reade (408) 225-7162

Meetings 2nd Wed at San Jose Computer

BBS (408) 848-6032 Atari ST support

ST ACE OF SONOMA COUNTY*
PO BOX 4916
SANTA ROSA CA 95402

Hal Anderson (707) 542-1745

ACCESS
PO BOX 1354
SACRAMENTO CA 95812-1354

President: Mark O'Connell
All Atari 8-bit user group

CANADA

KWEST
CO MR DANI A ROLOSON
#8 - 43 BENTON ST
KITCHENER, ONTARIO
CANADA N2G 3H1

Meetings 2nd Wednesday, DCS Course Room 2009, 2nd Floor, Math & Computer Bldg,
U of Waterloo at 7:30 P.M.

Dues: $15/yr. per family

RASTA
3711 GORDON RD
REGINA, SASKATCHEWAN
CANADA S4S 5XE

Sewer's Rat Domain BBS (306) 586-9412

COLORADO (Sorted by ZIP code)

FRAUG*
3012 ROCKBOROUGH CT
FORT COLLINS CO 80525

Jerry Belfor (303) 223-2604
BBS (303) 223-1297

PIKES PEEK AND POKE ACE*
PO BOX 17779
COLORADO SPRINGS CO 80935-7779

Rick Reaser

CONNECTICUT (Sorted by ZIP code)

AUGOGH
PO BOX 289
WINDSOR LOCKS CT 06096-0289

William Midyette (203) 870-7034, CompuServe [76406,455], GEnie W.A.MIDYETTE
1 Abbott Rd, #78, Ellington CT 06029-9501

BBS (203) 871-0696

STAUS*
176 BURNSIDE
E HARTFORD CT 06180

Brian Rufini (203) 289-7903

FCACE*
362 HATTERTOWN RD
MONROE CT 06468

Paula Burton (203) 452-1716

STAR ATARI ST ROAD RUNNERS
263 GUINEVERE RIDGE
CHESHIRE CT 06492

Lou Demetriou (203) 271 0452
BBS (203) 421-4861

DELAWARE

CDACC*
PO BOX 545
CAMDEN DE 19934

Tom Baldwin (302) 678-9411

FLORIDA (Sorted by ZIP code)

ABLE
CO HADLEY NELSON
PO BOX 1172
WINTER PARK FL 32790

PACE
12500 ULMERTON RD LOT 196
LARGO FL 34644

President: Joan Raia
Meetings: 1st Saturday, 2 P.M., Largo Public Library, 351 E. Bay Dr.
Dues: $10/yr per family

Hacker's Zone BBS (813) 584-2425, Tut's BBS (813) 797-8449

Newsletter: The PACESetter
4663 60th Street North
Kenneth City FL 33709

GEORGIA

MGAUG*
CO PETE MILLER
115 FEAGIN MILL RD
WARNER ROBINS GA 31088

(912) 328-8758

IDAHO (Sorted by ZIP code)

RACE
301 BIRCH ST
MOUNTAIN HOME ID 83647

Meetings: 3rd Tuesday, 7 P.M.-Pizza Express

Carson Walden (208) 587-7476
Dues: $10/yr w/1 free PD disk

Rattlesnake STation BBS (208) 587-7603

BAUG
CO FRANK CHAN
3073 S RIBA RIDGE WAY
BOISE ID 83709

(208) 376-5603
BBS (208) 362-2243

ILLINOIS (Sorted by ZIP code)

SCA*
CO ALVIN RIESBECK
PO BOX 7226
ROSELLE IL 60172

(708) 985-0693
BBS (708) 231-7227

ClAUG North
Meetings: Wright College, 3400 N Austin Ave, Chicago IL 60634
3rd Saturday, 11 A.M.
BBS: (312) 889-1340

ClAUG South
Meetings: Daley College, 5830 W 95th St, Oak Lawn IL 60645
4th Saturday, 11 A.M.
BBS: (312) 422-4476

CLAUG
PO BOX 66583
AMF O'HARE IL 60666-0583

President: Gerry Fied

(See ClAUG North and ClAUG South above for more information)

LCACE
PO BOX 8788
WAUKEGAN IL 60079-8788

(312) 623-3815
Python BBS (312) 680-5105

Dues: $20/yr per family
Meetings: 2nd Saturday, 11 A.M.
Warren-Newport Public Library, 244 O'Plains Road, Gurnee,IL

Newsletter : LCACE News Journal

GAUG*
CO MICHAEL BURKLEY
PO BOX 55
VIOLA IL 61486

(309) 596-4152

ST INFORMATION GROUP*
CO JOE LAMBERT
1116 WOODLAWN CT
PEKIN IL 61554

CIAUG*
CO ROBERT HANDLEY
1920 E CROXTON AVE

BLOOMINGTON IL 61701-5702

(309) 828-4661

CUSTUG
PO BOX 3442
CHAMPAIGN IL 61826

(217) 356-7916

Meetings 2nd Wednesday at Urbana Free Library, Race and Elm Streets, 7:00 P.M.
Dues: $16/yr.
President: Lee Johnson
GEnie: L.JOHNSON13

EAUG*
CO HANK VIZE
2425 CRISLISA DR
ALTON IL 62002

(618) 465-0342
BBS (618) 254-6077

INDIANA (Sorted by ZIP code)

ASCII
CO DAN WARD
1752 ALIMINGO DR
INDIANAPOLIS IN 46260

(317) 254-0031
ST Archive BBS (317) 353-9326

GEnie contact: D.WARD10

IMAGE
PO BOX 1742
SOUTH BEND IN 46634-1742

Stephen Elek, Jr. (219) 291-0550, GEnie address: S.ELEK
Dues: $10/yr. per family

8-bit meetings 2nd Monday, 6 P.M.
Mishawaka-Penn Public Library, 209 E. Lincolnway, Mishawaka, IN

ST meetings 3rd Monday, 7 P.M.
St. Joseph County Public Library LaSalle Branch, 3232 W Ardmore Trail, S. Bend

MOUSE BBS (219) 674-5947

ACORN
CO KEN HELMS
3627 IOWA CT
FT WAYNE IN 46815

Meetings 1st Saturday at Shawnee Branch of Allen County Public Library, 10 AM

BBS (219) 744-1396
Dues: $18/yr.

Delphi contact: KENHELMS
GEnie contact: K.HELMS

BlAST
CO BILL LORING
PO BOX 1111
BLOOMINGTON IN 47402

(812) 336-8103
BBS (812) 332-0573

GEnie contact: W.LORING1

CRAG*
CO JEFF COE
PO BOX 10995
MERRILLVILLE IN 46411-0995

IOWA

MIDWEST ATARI GROUP IOWA CHAPTER*
CO GORDIE MEYER
PO BOX 1982
AMES IA 50010

(515) 232-1252

KANSAS (Sorted by ZIP code)

FLAG*
PO BOX 3233
FORT LEAVENWORTH KS 66027

LACC*
PO BOX 1415
LAWRENCE KS 66044

Robert Drake (913) 842-5961

MIDWEST ST ATARI RESOURCE*
CO GARY LEACH
7213 MASTIN
MERRIAM KS 66203

WACE*
CO MARILYN MERICA
501 TROTTER
MAIZE KS 67101

(316) 722-1078

KENTUCKY

AEL
PO BOX 34183
LOUISVILLE KY 40232

Contact: Lawrence Estep (812) 944-8997

Atari Scene! BBS (502) 456-4292

Dues: $20/yr per family (includes AIM subscription)
AELien Transmissions newsletter (bi-monthly): $1.74/yr w/membership

Meetings
Location: South Central Jefferson County Government Center, 7201 Outer Loop

General Meeting 2nd Saturday, 11:30 A.M.

DC (8-bit) Sig meetings 1st Wednesday, 7:30 P.M., Leader: Rich Link

ASTRO (ST) Sig meetings 4th Wednesday, 7:30 P.M., Leader: Jan Wilt

CompuServe contacts: Lawrence Estep [71450,1050]
Bill Marcum [72750,476]
Delphi contact: L.ESTEP (Lawrence Estep)
GEnie contacts: L.ESTEP1 (Lawrence Estep)
R.LINK1 (Rich Link)
Internet contact: Lawrence Estep (71450.1050@COMPUSERVE.COM)

SOMERSET COMPUTER USERS GROUP
RT 7 BOX 135
SOMERSET KY 42501

Joe Burton (606) 382-5371, GEnie: J.M.BURTON
Meetings 2nd Monday at 7 P.M. in Math lab of Somerset Community College
Dues: $10/yr.

540. User Group list (L-Z) - 2/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 13:34:12 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920202133411_71450.1050_EHB20-1@CompuServe.COM>
Source record: 112673

```
--------------------------------------------------------------------------------
Atari Computer User Groups Listing (listings L-Z) Updated 01/29/92
Editor: Lawrence Estep CompuServe: 71450,1050, Delphi: LESTEP, GEnie: L.ESTEP1
Internet: 71450.1050@COMPUSERVE.COM
--------------------------------------------------------------------------------

LOUISIANIA

NOACE
CO DAVE PORTER
PO BOX 73236
METAIRIE LA 70033

(504) 887-7505

MARYLAND (Sorted by ZIP code)

MAST*
CO BOB JOHNSON
1616B FORREST AVE
FT MEADE MD 20755

AURA*
PO BOX 7761
SILVER SPRING MD 20910

Steve Duggan (301) 890-3889

MARYLAND ATARI COMPUTER CLUB*
CO JAMES HILL
8591 WHEATFIELD WAY
ELLICOTT CITY MD 21043

(301) 461-7556

FREDERICK ATARI COMPUTER ENTHUSIASTS*
CO BUDDY SMALLWOOD
923 N MARKET ST
FREDERICK MD 21701

MASSACHUSETTS (Sorted by ZIP code)

WMAUG*
CO DAVID SCARPA
285-A GATES ST
PALMER MA 01069-9617

BBS (413) 589-1382
```

NVACUS
CO RAY WALLACE
PO BOX 456
MAYNARD MA 01754

(508) 534-0699

BACS*
1 CENTER PlAZA
BOSTON MA 02108

Jerry Feldman (617) 244-3025
BBS (617) 396-4607

SSAG
PO BOX 129
HYDE PARK MA 02136

Meetings 3rd Friday at Harbour Campus of U Of MA, McCormick Hall, Room 207,
1st Floor at 7:00 P.M.

Dues: $12/yr. single or $18/yr. family

Question Mark BBS (617) 328-9230
Norman Boucher, Jr. (617) 361-0590

NAACC
CO COMPUTER ZONE
28 E WASHINGTON ST
N ATTLEBORO MA 02760

Contacts: Joe Heroux/Secretary (508) 533-2619 GEnie address: JOE.HEROUX
Bob Levetin/President (508) 699-0430

Meetings last Tuesday except July and December at the Computer Zone on Route 1
in North Attleboro

MICHIGAN (Sorted by ZIP code)

MACE
PO BOX 2785
SOUTHFIELD MI 48037

President: Ed Hanson (313) 675-0044

Meetings 3rd Tuesday, 7:30 P.M. at:
Southfield Civic Center, Evergreen & 10 1/2 Mile Rd

MAGIC*
CO MIKE LECHKUN
4801 MARTIN RD
WARREN MI 48092-3491

BBS (313) 978-7363

GREAT LAKES ATARI ST SUPPORT*
CO BYRON JOHNSON

PO BOX 99737
TROY MI 48099

GENESEE ATARI GROUP
PO BOX E
FLINT MI 48507

Meetings 2nd Wednesday at GMI institute, Corner of Dupont at 3rd Ave., 6:30 PM
Dues : $15/yr.
Send $1 postage or large SASE for 8-bit or ST PD catalog

Jerry Cross (313) 736-4544, CompuServe [75046,467]

FACTS BBS (313) 736-3920

CHAOS
PO BOX 16132
LANSING MI 48901

President: Leo Sell
BBS (517) 394-6852

Meetings 3rd Saturday, 10 A.M. at Capitol Federal, 250 E. Saginaw

STING*
CO RON SCHULTHEIS
PO BOX 321
MARNE MI 49435-0321

MINNESOTA

SPACE
PO BOX 120016
NEW BRIGHTON MN 55112

President: Nathan Block

BBS (612) 488-5973

Meetings 2nd Friday, 7:30 P.M. at Falcon Heights Community Center, 2077
W. Larpenter.

MISSISSIPPI

CAAUG
CO LOWEN OVERBY
PO BOX 5098
BILOXI MS 39534

(601) 388-1515

MISSOURI (Sorted by ZIP code)

ACE ST LOUIS*
PO BOX 6783
ST LOUIS MO 63144

Joan Ryan (314) 645-6431

KCAC
7837B WORNALL RD
KANSAS CITY MO 64114

(816) 363-2814

Meetings at Baptist Medical Center, 66th and Rockhill Rd. on first Tuesday

MONTANA

RATTLESNAKE ACE*
CO TOM TUCKER
PO BOX 9457
MISSOULA MT 59807

(406) 626-4410
BBS (406) 777-3992

NEBRASKA

O-ACES
PO BOX 723
PAPILLION NE 68046

Peter Killian (402) 592-542 or (402) 294-6232 (day)
CompuServe User I.D. [72017,72], GEnie: P.KILLIAN

Meetings on second and LAST Wednesday (except Nov/Dec when only 2nd Wed.) at
La Vista Recreation Center, 8116 Parkview Blvd., La Vista, NE 68128

Dues: $18.00/yr (AIM included in dues)

NEVADA

DUST
PO BOX 19672
LAS VEGAS NV 89132-9672

Meetings 2nd Tuesday at 7 P.M. at Spring Valley Library
Last Wednesday at 7 P.M. at Nevada Power building

Bud Lite BBS (702) 870-4750
Wildlife BBS (702) 645-7579

HiSUG
4857 HELLS BELLS RD
CARSON CITY NV 89701

Gary Marston (702) 885-2081

Meetings 3rd Tuesday at 6:30 P.M. at Round Table Pizza in Baring Village,
Sparks, Nevada

NEW HAMPSHIRE

NASTUS
CO DON PETERS
51 CHEYENNE DR
NASHUA NH 03063

(603) 883-0347

NEW JERSEY

JACG*
PO BOX 5206
NEWARK NJ 07105-0206

(201) 241-4554

NEW YORK (Sorted by ZIP code)

ATARI COMPUTER USERS GROUP OF WESTCHESTER*
4 CHARLOTTE ST
WHITE PLAINS NY 10606

Roland Herman (914) 946-4134

RACUG*
CO RICHARD BLOCH
29 RIVERGLEN DR
THIELLS NY 10984

(914) 429-5283

LIAUG
PO BOX 92
ISLIP NY 11751

CDACE*
PO BOX 511
DELMAR NY 12054

Joe Boggard (518) 785-4071
BBS (518) 237-1232

ACE OF SYRACUSE*
204 E PATRICIA Ln
N SYRACUSE NY 13212-3218

Kenneth Wickert (315) 458-6077

Backstairs BBS (315) 458-0118

ACORN
PO BOX 24920
ROCHESTER NY 14624

President: Don Allis (716) 293-3415

Dimension's End BBS (716) 436-3078

NORTH CAROLINA (Sorted by ZIP Code)

TCC*
CO DONALD NELSON
RT 3 BOX 760
HILLSBOROUGH NC 27278

(919) 942-2764

PTAUG
PO BOX 1073
GREENSBORO NC 27402

Meetings are on the last Wednesday of each month (except July and December)
at Folk Recreation Center, 3910 Clifton Road, Greensboro NC 27402

Dues: $15/yr
President: Danny Hartman (919) 722-9902
Co-sponsored by the Greensboro Parks & Recreation Department.

BRACE*
CO SHELDON WINICK
40 WESTGATE PARKWAY #F
ASHEVILLE NC 28806

(704) 251-0201

GACE*
CO MARY ANNE TERMINATO
19 ALPINE WAY
GREENVILLE NC 29609

(803) 292-2690

OHIO (Sorted by ZIP code)

CACE*
PO BOX 93034
CLEVELAND OH 44101-5034

John Savarda

NOAH*
CO DOUG NOVAK
5538 PEARL RD
PARMA OH 44129

Doug Novak (216) 845-6260
BBS (216) 582-1904

CINTARI
PO BOX 14959
CINCINNATI OH 45214

Roger Miller (513) 367-6842
Meetings 2nd Saturday

MVACE*
PO BOX 24221
DAYTON OH 45424

Joe Lovett (513) 847-3970

OKLAHOMA

STIE
CO STEVE BALCH
PO BOX 161
NICOMA PARK OK 73066

(405) 340-9233

OREGON

PAC*
PO BOX 1692
BEAVERTON OR 97005

David Moore (503) 240-1913

PENNSYLVANIA (Sorted by ZIP code)

PACE
PO BOX 13435
PITTSBURGH PA 15208

GEnie contact: R.GIERL
BBS (412) 481-5002

WAO*
230 CLAIRMONT St
N HUNTINGTON PA 15642

Keith Krause (412) 834-5678

SAGE*
PO BOX 10562
ERIE PA 16514-0562

Earl Hill (814) 833-9905
BBS (814) 833-4073

SPACE
PO BOX 11446
HARRISBURG PA 17108-1446

Richard Basso (717) 761-3755

ABEACE*
PO BOX 2830
LEHIGH VALLEY PA 18001

(215) 868-4856

LVAUG
PO BOX 796
WHITEHALL PA 18052-0796

General meeting 1st Thursday, SIG meeting 3rd Thursday

Jonathan Mordosky, GEnie address : J.C.MORDOSKY

A.C.U.T.E. BBS (215) 261-0620
Westex BBS (215) 776-7495

SCRANTON AREA ATARI USERS GROUP
10 4TH ST
PITTSTON PA 18640

Atari ST/TT support

Dennis Peters (717) 655-7797
GEnie address : D.PETERS18

NATUG*
PO BOX 18150
PHILADELPHIA PA 19116-0150

Allan Zaluda (215) 677-6751
BBS (215) 677-1370

RHODE ISLAND

RIACE*
CO STEVE DUNPHY
192 WEBSTER AVE
PROVIDENCE RI 02909

(401) 621-5359

SOUTH DAKOTA

RACE*
CO KENNETH KAYL
902 VIRGINIA LN
RAPID CITY SD 57701

(605) 343-7289

TENNESSEE (Sorted by ZIP Code)

CAOS*
PO BOX 80101
CHATTANOOGA TN 37411

Phil Snider

KAUG*
CO JOHN COLE
9109 PARKTOP LN APT C
KNOXVILLE TN 37923

(615) 691-4435
BBS (615) 691-0113

CACE*
CO ROBERT PECORA
280 CAPSHAW DR
COOKEVILLE TN 38501

(615) 528-7116

TEXAS (Sorted by ZIP Code)

AUNT*
PO BOX 852016
RICHARDSON TX 75085-2016

Gary Sewell (214) 727-6567

DAL-ACE*
PO BOX 851872
RICHARDSON TX 75085-1872

Rachel Duke (214) 429-6134

AAAUA*
PO BOX 79-1426
SAN ANTONIO TX 78279-1426

Al Sherrill (512) 492-6633

ATARI ST CLUB OF EL PASO*
CO TIM HOLT
10953 YOGI BERRA
EL PASO TX 79934

(915) 821-2048

VIRGINIA (Sorted By ZIP Code)

NOVATARI*
PO BOX 4076
MERRIFIELD VA 22116

Earl Lilley (703) 281-9017

WACUG*
13408 MARUMSCO DR
WOODBRIDGE VA 22191

Ron Dunn (703) 494-4260

GRASP
CO MICKEY ANGELL
3024 SHILOH CHURCH RD
MIDLOTHIAN VA 23112

Delphi/GEnie contact: MICKEYANGELL
BBS (804) 744-8022

STATUS*
CO BUCK MADDREY
5425 SHENSTONE CIR
VIRGINIA BEACH VA 23455

(804) 464-2100
BBS (804) 495-3905

WASHINGTON (Sorted By ZIP Code)

BRACE*
PO BOX 70097
BELLEVUE WA 98007

Joe Mraz (206) 747-2433

STDIO*
CO RALPH PLAGGENBURG
904 N 33RD PL
RENTON WA 98056

(206) 228-5303

STarBase*
CO STEVE DRAKE
8307 27TH NW
SEATTLE WA 98117

(206) 782-3691

R-AUG*
PO BOX 845
OAK HARBOR WA 98277

Mike Barret (206) 675-7167

TRACE*
CO TERY SCHREIBER
BOX 2037
POINT ROBERTS WA 98281

(604) 943-4786

KCACE*
PO BOX 2333
BREMERTON WA 98310

Bill Penner (206) 373-4840

SPSACE*
CO NICK BERRY
BOX 110576
TACOMA WA 98411-0576

(206) 759-1473

SWAG*
PO BOX 1515
VANCOUVER WA 98668-1515

Allan Cokes
BBS (206) 574-1146

ATARI ASSOCIATION OF DESERT DWELLERS*
CO RICK RAYMOND
RT 1 PO BOX 5296
RICHLAND WA 99352

WISCONSIN (Sorted By ZIP Code)

PACUS*
CO PETER SCHEFSKY
2714 S 11TH PL
SHEBOYGAN WI 53081

MAAUG*
PO BOX 14038
W ALLIS WI 53214

Linda Heinrich (414) 421-2376

MASTUG*
PO BOX 25679
MILWAUKEE WI 53225

Bruce Welsch (414) 463-9662

CWAUG*
CO THOMAS PTAK
217 S SCHMIDT AVE
MARSHFIELD WI 54449

(715) 387-4512

To add your user group to this listing, please send the following information to Lawrence Estep at the online service addresses listed at the top of this file, or on the Atari Scene! BBS (502) 456-4292. Your information will be confirmed via Electronic Mail, and will be added to the listing when the next update is made:

Group name
Address

Name and phone number of contact person(s)
Online service id(s) (if applicable) of contact person(s)

Meeting time(s)/location(s)

Support provided for which computers (8-bit, ST, etc.)

Additional information if available
(Bulletin Board System number, newsletter information, yearly dues, etc.).

Thanks for helping to keep this listing as accurate as possible.

-Lawrence Estep
Editor

541. 2600 Connection

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 13:37:31 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920202133730_71450.1050_EHB20-2@CompuServe.COM>
Source record: 112672

Someone on here inquired about The 2600 Connection, a bi-monthly newsletter devoted exclusively to the Atari 2600. Subscriptions are $6.00 per year, and as of the Sep/Oct issue circulation was up to 150 copies, and 98 subscribers.

To subscribe send a check payable to Timothy Duarte to:

The 2600 Connection
P.O. Box N 664
Westport MA 02790

Phone (508) 636-3674

-Lawrence

542. Reading Atari disks with IBM DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 15:21:25 UTC
From: vonwaadn@kuhub.cc.ukans.edu
Message-ID: <1992Feb2.092125.37518@kuhub.cc.ukans.edu>
Source record: 112682

Does a utility exist to allow an IBM or clone PC to read Atari format disks?
I recently sold my Atari 800, and would like to move the data to my IBM.
My disks are single and double density, created with an Indus GT.

E-mail replies are greatly appreciated.

Thanks!
Mark
vonwaadn@kuhub.cc.ukans.edu

543. Re: SIO2PC I'm interested

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 16:04:36 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Feb02.160436.18484@yuma.acns.colostate.edu>
Source record: 112674

I'm definitedly interested, please post your solutions and problems. I may have need to do the same. I did not know SIO2PC existed.

544. Re: Atari 800 (re Re: How's this sound?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 16:45:03 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53852@cup.portal.com>
Source record: 112676

Awright, so if you "write a game for the 2600/7800," how the dickens do you move the game from your development system (aka Atari 800) to the 2600/7800? Burn a PROM? You must go through a lot of PROMs during the development phase, I take it... I'm just very curious how much "extra equipment," of what nature, is involved in programming for those systems. Such programming is surely more than pure programming, per se!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

545. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 17:06:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53854@cup.portal.com>
Source record: 112678

Bill's still around the Bay area. He's a member of BAAUG and has made it to some meetings. For a while he said he'd sold off all his Atari equipment but ended up buying a STE (I think). I wish I could remember the quote, but it was something like, "Out of some sort of misplaced loyalty to Atari" He said his son uses it for doing animation. He's working as a programmer now.

546. Re: Atari 800 (re Re: How's this sound?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 18:56:42 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Feb2.185642.28473@ra.msstate.edu>
Source record: 112675

Chris,
You could always use EEPROMS or EPROMS during the development phase.
This would allow you to only buy a few chips for testing... Most Electronic
Mail order companys sell what your looking for!

Bye,
John

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-______-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
_____ | (/ ! \ !!!!jdz1@isis.MsState.edu {AOL: Zitt}

547. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 20:58:12 UTC
From: gwash@seas.gwu.edu
Message-ID: <1992Feb2.205812.28511@seas.gwu.edu>
Source record: 112679

Why is the topic here "600XL vs. 800XL"? Isn't it obvious that the 800XL is better? I happen to have both machines, but I never use them since I have an Amiga 500, too =).

-- Gerald

548. Creative DLI for precision timing

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 21:39:30 UTC
From: deaven@physics.berkeley.edu
Message-ID: <koop8iINN8oj@agate.berkeley.edu>
Source record: 112677

Hello fellow Atari 8-bitters, I have just found this group.

I saw some interest in DLI's in some previous postings, so I thought
I'd mention a favorite of mine. I have an electric slot car set and
I have set up an 800 to time the cars as they race around the track. I
get better than 1/100 second timing by using multiple DLI's to split
up the 1/60 second VBLANK clock. The cars cross an infrared beam at
one point in the track (there are two vertical beams each with an LED
and phototransistor) which is interfaced to the joystick ports.
A simple BASIC program then takes care of posting the lap/cumulative
times for each lane. I have played around with posting scale MPH and
other stats--once the assembly code does the hard work BASIC can
do the rest.

If anyone is interested I'll send 'em code and a description of the
circuit I used via e-mail.
--

David Deaven (deaven@physics.berkeley.edu) .

549. Re: IMagic

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 23:56:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8BkJFB2w164w@cyberden.uucp>
Source record: 112605

I always like all the COLOR in I+Magic games. Also, LucasFilm made games
like Raiders of the Lost Arc, Empire Strikes Back, Star Wars, Return of
the Jedi (AWESOME GAME!!!), and Return of the Jedi light-saber fight.
My friend's dad used to work as a security guard at LucasFilm, and got
free or reduced price games.

Also, anyone ever see a 2600 game by some company with a 3-d maze and big
faces chasing you around? My friend had it, but I lost contact with him
and don't know his #/address or if he even still has it.
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

550. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-02 23:59:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <kikJFB3w164w@cyberden.uucp>
Source record: 112629

Re: Apple II's drawing fast.

You know artifacting on the 8-bits!? Well you should just SEE how the
Apple's do it! It SUCKS!!! It is SOOOOOOOO weak! I make simple
programs on the IIs and IIGSs at my school (poor school!) that draw lines
from the center of the screen outward, to make neat effects, but if you
change the color, especially on the IIGSs which have 2 more colors or
something like that, the other pixels next to the new color all change to
white and purple and stuff! It SUCKS!!!
AND! If you draw a diagonal line with color 3 (white), the lines WILL
NOT be connected!! I say use my simple little BASIC program I posted...
Works MUCH nicer! (and you can do patterns if you figure out how... I've
not tried as-of-yet...)
Bill

ATARI'S RULE! APPLES SUCK!! (except macs)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

551. Re: Atari 800 (re Re: How's this sound?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 00:10:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <q1kJFB6w164w@cyberden.uucp>
Source record: 112625

That's right. I have a Telegames catalog or two somewhere. (too full of
Nintendo!!!). What about the # of games? I like having a 2600 because
of ALL THE GAMEs! And I like the comp. because I can MAKE the games!
Thanks,
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

552. Radio Flyers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 00:11:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <62kJFB7w164w@cyberden.uucp>
Source record: 112700

I know this has ABSOLUTELY NOTHING to do with even computers, but go see
Radio Flyers, because most of it was made in my home town of Novato!! :)
Bill Kendrick

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

553. Re: Power Supplies -- Indus/800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 00:16:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J0kJFB8w164w@cyberden.uucp>
Source record: 112647

Let's see. Let me check my little San Jose Computers pamphlet and see what they say about adapters... sheeite! Where'd it go!? Ok.. I THINK so? They list:

XL/XE (xpt 1200XL) $19.95
800-1200XL-400-810-1050 $9.95
2600-5200 $4.95
7800 $4.95
520ST... etc. You can tell that because BOTH the 2600/5200 and 7800 cost the same, but weren't listed on the same line, that they are probably NOT the same. I know that my 1200xl and 1050 look the same (gets confusing, but I don't think I'll worry if I get them switched!)

So, go call SJC @ 408 995-5080 and ask'em.. This pamphlet was as of Sept/Oct 1991, and at least >1< price has changed (for the worse, of course!)
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

554. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 00:21:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wiLJFB9w164w@cyberden.uucp>
Source record: 112641

As to your Mon->3 RCA problem. Hmm.. Do you have 2 jacks in the back of
the monitor, and is the monitor sound?
I have a mon->2 RCA plugged into the back of a SONY TV via the video
ports (makes changing convinient.. call me lazy!) I KNOW that comp
luma/chroma do come out of even the 5 pin din monitor ports (if there are
8-pins out there... I know for the newer c64's/128's there are..)
The major question is if the monitor has sound capabilities (may just be
a simple case of volume control!), or if it doesn't and has no other RCA
plugs in back, try hooking up the other 2 RCAs to a stereo or tape
player. You can probably get RCA->mic adapters pretty cheaply at a
computer or electronics store (Radio Shmuck just happens to pop into mind
for some unGodly reason!) So, I hope I've helped out at least a little.
If people are still confused with your question and my ideas didn't
work, I'd say try to describe what's going on as EXACTLY as possible.
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

555. Re: Das Omen Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 00:24:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iNLJFB10w164w@cyberden.uucp>
Source record: 112607

Where is this demo? On the archive? I'd like to get a bunch of
"show-off" demos. I have one called "AWESOME.DCM" that never worked (and
yes, I DID try FileFix on it MANY TIMES, and re-downloading it MANY
TIMES!... it sounds pretty cool.). I also have Fuji-Spin, Robot-Ship,
>I< even compiled a pretty x-rated one from a digitized sound player
(eww!) and a digi-picture. Worked pretty good. Was in BASIC
(booo...hiss!) Oh well.. Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

556. Re: The 2600 Connection (was Re: EXPLORER Proposal)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 00:27:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HsLJFB11w164w@cyberden.uucp>
Source record: 112631

That's what's funny about us 8-bitters. We don't CARE about money!
Heck! If I had the resources/knowledge, I'm make my OWN magazine for as
little $ as possible and just GIVE it away! (well..maybe not, but I'm
only human... super-human, but still human ;))
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

557. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 00:28:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6TLJFB12w164w@cyberden.uucp>
Source record: 112626
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Edito, ergo sum (I eat, therefore I am)

Atari!? Advertising!?!?! For what? ? Lynx? Port?
gotta go! call!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

558. Re: 8-bit Net wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 05:44:59 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <oH1JFB1w163w@unixland.natick.ma.us>
Source record: 112680

towo@uqun05.nixdorf.de (Thomas Woelfer) writes:

> I'm a member of a german Atari 8-bit user club (Atari Bit Byter User Club
> e.v.= ABBUC). We have an 8-bit Mailbox (0-2400 Bps,Tel.:+049/2366/39623).
> This Mailbox has a Netconnection with another Box in the Netherlands.
> Now we're looking for for a Box in the USA to join this Network.
> Our Box runs on an Atari 800 XL with BBS pro and it was the best if your
> system has the same software.
> If you are interested in this give me mail to the address in the haeder.
> I hope to heare from you!
> --
> ------------ ----- \ Woelfer / ----- | SNI AG, WI-FT 41
> / / \ \ / / \ | Heinz-Nixdorf-Ring
> / \ / \ /\ / \ / | W-4790 Paderborn
> / Thomas ----- \/ \/ ----- | +049 05251 8 23546
> --
> ------------ ----- \ Woelfer / ----- | SNI AG, WI-FT 41
> / / \ \ / / \ | Heinz-Nixdorf-Ring
> / \ / \ /\ / \ / | W-4790 Paderborn
> / Thomas ----- \/ \/ ----- | +049 05251 8 23546

WELL, no telling when, but ill be attempting to put up a pro BBS here in Massachusetts in the next few months (when I can afford the last few gadgets im in need of!). If your still around, ill see about "netting" with ya or something. Ill be aquiring that disk that lets me do it.
-Craig
(craigr@athena.mit.edu)

559. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 06:37:36 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92034.013736AKH104@psuvm.psu.edu>
Source record: 112683

ColRVIEW is a nifty program that reads a special type of format file..
RGB files. There is a nifty other program the reads GIF and other file
types and strips them for use on the system. All this stuff is on GENIE.
If you want I could upload it to the archive sometime this week.
Andrew

560. More CIS discussion / 8-bit magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 06:43:23 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920203064322_71450.1050_EHB20-1@CompuServe.COM>
Source record: 112699

More discussion from the Atari 8-bit Forum on CompuServe:

#: 16691 S1/Forum Business
02-Feb-92 20:42:54
Sb: #16652-#8-BIT MAGAZINE
Fm: Bob Woolley 75126,3446
To: Atari Interface 70007,4640 (X)

Why can't we get an 8-bit only mag on the shelves? What does the distributor require?
Bob

* Reply: 16719

Read action !

#: 16719 S1/Forum Business
02-Feb-92 23:55:11
Sb: #16691-8-BIT MAGAZINE
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446

Well...it's the distributor's determination of whether there's a market or not that gets you in. We talked to our distributor and they said they probably wouldn't take new ST magazines. Other distributors we've spoken to have basically told us there's not enough of an Atari market to justify their carrying any Atari-specific publication.

It's a tough sell, even for ST and Amiga mags. Our distributor even went so far as to say they'd think twice about new Mac publications!

Bill Rayl/Atari Interface

-Lawrence

561. csa8 problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 12:33:02 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92034.073302JJMCWILL@MTUS5.BITNET>
Source record: 112646

```
Sorry for waste of space, mainframe here having serious problems with
the newsgroups. ..

Jeff
```

562. Re: CIS discussions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 14:17:52 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92034.091752JJMCWILL@MTUS5.BITNET>
Source record: 112642

```
test
```

563. Re: Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 14:39:59 UTC
From: omf@jab.tucson.az.us
Message-ID: <c0okFB1w164w@jab.tucson.az.us>
Source record: 112684

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>
> A while back people were talking about the copyrights of programs,
> and trying to get them released into PD. I would like to know what is
> Atari's view of their own software. It would be great to be able to
> download Star Raiders or Ms. Pac Man.
>
Several people reported that Atari didn't particularly care what we did with
their software. I don't know if this is an 'official' stance on the subject
or not, though...

> Also, I'll be getting a EPROM burner soon. My 800XL has BASIC Rev.
> B in it. I've got the patch to bring it up to Rev. C, and I would like
> to burn my own Rev. C ROM. Has anybody had any experience in doing this.
>
I put Rev. C BASIC in my 800XL simply by desoldering the Rev. B ROM and
replacing it with a Rev. C ROM from a cartridge I aquired.

Oscar M. Fowler
omf@jab.tucson.az.us
dt@coyote.datalog.com

564. atari printers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 18:41:39 UTC
From: po401a037@husky1.stmarys.ca
Message-ID: <1992Feb3.144139.1@husky1.stmarys.ca>
Source record: 112628

has anybody had a problem with their atari 1027 printer in that the impacter or something isn't hitting properly and the type comes out faint and relatively messed up? has anybody fixed this problem at home?
Has anybody found that their atari xm801 printer became real faint after awhilw and pretty unclear to read? I've put in new ribbons and everything and still had the same problem. I've sent the 500 dollar piece of crap to atari before and 3-4 months later finally got anyother one. Does anyone know what is wrog with the one I have now? I'm not sending it back and am definatly not buying atari if I get up the money to buy something bigger than an 8bit machine.

565. printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 18:44:14 UTC
From: po401a037@husky1.stmarys.ca
Message-ID: <1992Feb3.144414.1@husky1.stmarys.ca>
Source record: 112615

also, why is it that when using atariwriter and the 1027 printer the damn thing would just *stop* for no reason, ttake anywhere from a 2 minute to 20 minute break, and then keep on printing? This was amusing and all to my friends with C64's but kinda pissed me off when I had 20 page papers due the next day...
ble

566. 5200 Tech info

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 18:50:23 UTC
From: at847@cleveland.Freenet.Edu
Message-ID: <1992Feb3.185023.3629@usenet.ins.cwru.edu>
Source record: 112644

Does anyone have any technical information on the Atari 5200's
chip set? I just picked up the board for $0.50 at a swap and I'd
like to put it to some use in a possible project. Intellivision info
would also be appreciated.
jeff

567. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 19:25:31 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb3.192531.7384@ge-dab.GE.COM>
Source record: 112606

Hi Shawn!

Yes, Colrview is PD (I'm the author). Alone, it does not read GIFs.
Rather it displays pictures created by APACVIEW (the latest version)
that were created from GIFs. In other words, you need both programs
in otder to read and display GIFs (not enough memory in a stock 800
to do both in one big program.

--
Jeff Potter
....potter@ge-dab.ge.com

568. Re: Turbo-BASIC for 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 19:39:48 UTC
From: buescher@plague.ugcs.caltech.edu
Message-ID: <buescher.697145988@plague>
Source record: 112608

moon!cyberden!phbill@well.sf.ca.us writes:

>It loades as DOS!? .. Do you mean it's named as DUP.SYS, or what?
>That's the trick I use with MyDOS because it can't (or at least I don't
>know HOW to) load AUTORUN.SYS's at boot... (BTW: Anyone know how to
>overcome this?) If FrOst Basic is named DUP.SYS, just rename it
>too AUTORUN.SYS (if you have DOS 2.x, or anything that'll boot to
>AUTORUN..) and copy DUP.SYS back on the disk... Or not.. maybe just
>re-WRITE DOS... I've noticed that copied DOS's take a LOT more room! Is
>this because the rest of DOS is hidden on the disk!? (this is with 2.x,
>I haven't noticed anything/tried anything with MyDOS...)
> thanks for any tips/info Bill
>s
Nope, it loads as DOS.SYS.
Presumably this is to save memory (?).
It's kind of obnoxious and I think FrOst BASIC is some
kind of prerelease version. As I said in my original post,
I had the disks from Happy-Computer and they had a straight
version of the interpreter for the 800 and I don't recall the
message being "FrOst BASIC"... My other guess is that FrOst BASIC
is meant to load from cassette on a small machine.

Brent

>_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

>The CyberDen accepts liability or responsibility for no one-You're on your own.

569. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 19:50:05 UTC
From: buescher@plague.ugcs.caltech.edu
Message-ID: <buescher.697146605@plague>
Source record: 112638

moon!cyberden!phbill@well.sf.ca.us writes:

>I'm currently working on an 80column program in TurboBASIC that'll do
>about the same as those COL80HND.COM programs I have around, except
>better, and it won't give me that Error 165 no matter what I do! (I'm
>running on a stock 1200xl, stock 1050, mydos 4.56/4, and turboBasic
>1.5/a???)

>Anyone else have this problem, or would be interested in an 80col handler
>for TurboBASIC (I'll trans.it to Action! when I get it...'ll be much
>faster)???
> Thanks... Bill

>(I LOVE and and Or!)

I did this years ago when I first got TurboBASIC with the V: 80 column
(Gr.8) handler published in Compute!. Kind of tricky since the handler
choked on XLs to start with and conflicted with TurboBASIC, but if it's
legal to post something from Compute!, I'll put it w/ docs on the archive.

Brent

>_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

>The CyberDen accepts liability or responsibility for no one-You're on your own.

570. Re: Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 21:49:49 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.697153789@vincent1.iastate.edu>
Source record: 112616

In <1992Feb3.171657.19219@cis.ohio-state.edu> fontana@mercury.cis.ohio-state.edu (Mark Fontana) writes:

> (Oscar Fowler) writes:
>> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>>> A while back people were talking about the copyrights of programs,
>>> and trying to get them released into PD. I would like to know what is
>>> Atari's view of their own software. It would be great to be able to
>>> download Star Raiders or Ms. Pac Man.

>>Several people reported that Atari didn't particularly care what we did with
>>their software. I don't know if this is an 'official' stance on the subject
>>or not, though...

>So why doesn't someone just take the initiative and start a site? We've beat
>this issue around for several months now, and the general consensus was that
>most of the software companies are out of business, and the ones that
>ARE still around no longer support the 8 bits and could care less.
>According to one poster, a company spokesperson figured the software was
>already on BBS's anyway.

I agree. Anyone know if atari.archive would accept this stuff?

>Of course, no software currently being PUBLISHED should be permitted on
>such a site. (But a copy of Defender would be fine, even if it is still
>sitting in the discount bin at K-mart in Kuhdorf, Nebraska. The point is,
>it is no longer produced or supported by Atari. If K-mart hasn't sold it
>by now.... that's their problem.)

What about B&C, Best, etc that still have some stuff? That's a little
different from a K-mart in Nebraska. I see nothing wrong with copying
something that isn't available anywhere. The problem would be to
determine what is fair game, and what shouldn't be copied.

Just my opinions.

Todd
--
Todd Greenfield
tgreen@iastate.edu

571. Re: Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 23:18:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <g0cLFB1w164w@cyberden.uucp>
Source record: 112703

As to burning an eprom of basic b with a c patch, >I< personally would do it! I wouldn't care, you already have a copy of B, and the new C copy won't be used by anyone BUT you. If you make one copy (call it a back-up), I don't think anyone'd mind.

I'm sort of wondering WHAT's up with Atari with 8-bits in general. A guy called me for 8-bit info and told me he got 2 1050s for $4 and $5 a peice!!! He said the seller called Atari and asked how much their worth and they said nothing!! Hmm...?

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| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

572. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 23:22:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mFDLFB2w164w@cyberden.uucp>
Source record: 112620

HOW exactly does ColRVIEW work? You (somebody?) said 4096 colors?
That's nearly impossible. The Atari has only 16 colors and 16 shades. I made a static 256 color display using mode 9 and a multiple-DLI. Looks pretty, but is useless. APAC files use alternating 16 shade/16 color modes, so if you step back it will be 256 colors ANYWHERE, but it STILL looks funny because of the alternating modes. It also halves the resolution from a sucky >80< x 192 to an even suckier 80 x >96<! That beats Apple II's *ss's off, but still can look PRETTY whimpy compared to what it is for. I made a really simple TurboBASIC program that will copy every other line (shade) to the next (erasing color) so you can print them as 16 shade pictures.
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

573. Re: atari printers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 23:28:15 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sPDLFB4w164w@cyberden.uucp>
Source record: 112632

$500 for an XMM801!?!?!?! Wowee! I think we got mine for about
$100-$200 new back in '86...???!
Hmm.. have you tried cleaning the head? My printer gets REALLY dirty
alot, but I've never had that problem. The only problem I have now is
the bottom-most bits sometimes print twice, but I think it's the paper or
ink.

Has anyone ever hooked up an (I hate to say this) Image Writer, say, II
onto their Atari? (say.. is there an ImgWrtI? I notice that Apple
drives all say drive2.. Sooooo stupid!)

C-ya Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

574. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 23:29:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9RDLFB5w164w@cyberden.uucp>
Source record: 112701

Is the 1027 a thermal printer? I have an Okimate 10 (which died about 1
year ago... hey...almost exactly?!), and it never did this, but in the
manual it said that it would stop a while to cool off.. I say get
another printer.. the 1027 sounds like a peice of crap!
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

575. Re: Turbo-BASIC for 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 23:30:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TTDLFB6w164w@cyberden.uucp>
Source record: 112624

What!? As DOS.>SYS!?<... hmm.. is it appended to the file? What version
of DOS is it?

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

576. FileFix2 (was Re: Probs with Expo91 demo)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-03 23:46:22 UTC
From: parsons@matt.ksu.ksu.edu
Message-ID: <korl2eINNogh@matt.ksu.ksu.edu>
Source record: 112637

Bill writes:

>Like I said before.. try FileFix2 on DiskCommunicator files that won't ...
>If you don't have FF2, get it from the archive if you can, otherwise
>I'll see if I can upload it (once I figure that all out!)

I didn't see FileFix2 in the archive, but could I be mistaken? Can
anyone upload this? Bill? Someone else?

--
Scott Parish a.k.a. parsons@matt.ksu.ksu.edu

"Some people quietly reveal in the manner of the meek, Some people shout the way they feel
to a radical degree...
Some people speak with subtleness, some don't rely on words at all." -- MWS

577. Re: Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 00:49:04 UTC
From: farren@cbmvax.commodore.com
Message-ID: <27866@cbmvax.commodore.com>
Source record: 112623

fontana@mercury.cis.ohio-state.edu (Mark Fontana) writes:
>
>So why doesn't someone just take the initiative and start a site?

IF someone does this, they had better check the legalities VERY carefully
before continuing. Sorry, a word from "a company spokesman" is not
enough - I'd want there to be a written release from the company
involved, if they're still around, or a release from the attorney
handling the bankruptcy business, if they're not. As an example,
someone said here that Epyx had said they didn't care if their software
was put into the PD or not. Well, a couple of those games are my work,
and that was the first time that *I've* heard that my royalties are
no longer active. I'd be seriously pissed off if, say, Gateway to Apshai
showed up on some ftp site somewhere without people even having the
courtesy to *ask* me about it.

>the general consensus was that
>most of the software companies are out of business, and the ones that
>ARE still around no longer support the 8 bits and could care less.

Support the 8-bits? No. Could care less? NOT guaranteed. Like I
said, I'd like to see that in writing.

>According to one poster, a company spokesperson figured the software was
>already on BBS's anyway.

When I worked for Epyx, we figured that the software was on BBS's within
a week of its release. So?

>Of course, no software currently being PUBLISHED should be permitted on
>such a site. (But a copy of Defender would be fine, even if it is still
>sitting in the discount bin at K-mart in Kuhdorf, Nebraska. The point is,
>it is no longer produced or supported by Atari. If K-mart hasn't sold it
>by now.... that's their problem.)

"No longer produced or supported" does NOT mean "free for anyone to use".
Again - the copyright issues are complex. Don't make any assumptions,
or you might be in a bit of trouble.

>If you're still worried about the remote possibility of a legal issue,
>consider the massive amounts of adult graphics transmitted daily on the
>Internet and stored at FTP sites; transmitted at federal expense and
>available to just about anyone, including minors. Anyone investigating
>a couple of us old 8 bitters swapping old software for a [dead] computer
>ought to focus on the bigger issues. (Don't start a discussion on
>net.pornography, I'm just using it as an example.)

Well, in my world, copyright violations are a lot bigger issue than
sexy GIFs. The argument doesn't hold water, no matter what you think
of sex vs. computer games. There is nothing preventing the Feds from
busting *both* operations.

Mike Farren - no longer employed by Commodore. Still only my opinions,
and not those of any organization.

578. Disk drive sources

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 01:39:33 UTC
From: hank@uieea.ece.uiuc.edu
Message-ID: <hank.697167587@uieea>
Source record: 112643

Does anybody know where I can get a new disk drive?
I remember when my 1050 broke I dent it back to Atari with $85
and they sent me a new drive (the grey one - whatever it's called)
which lasted about a year. I assume I could send this one back to
Atari. Anyone know the number?

--hank

579. gifs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 03:22:04 UTC
From: po401a037@husky1.stmarys.ca
Message-ID: <1992Feb3.232204.1@husky1.stmarys.ca>
Source record: 112622

is it possible to view these "gifs" on an atari 800xl with 256k? What are gifs anyway and how does one view them? 7

580. Re: 800 OS upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 06:46:05 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Feb4.064605.15668@ra.msstate.edu>
Source record: 112635

In article <HqTHFB6w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Doesn't the 800 come with the ablitily to pull out OS carts? And also
>RAM carts? I wish they would've kept that... Looks cool!
>

Yes,
The 800 does have the ability to pull out the OS and (3)16K RAM
cards. In fact When you dissassemble the machine {Wich I've done MANY times}
You'll find that the CPU board also pulls out like the others. This board has
the 6502 and other ROMs...
I wish I had a 32kRAM card and/or the 80 column board for the 800 line!

Enjoy...
John

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-______-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
_____ | (/ ! \ !!!!jdz1@isis.MsState.edu {AOL: Zitt}

581. Reading Atari disks with IBM DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 11:36:00 UTC
From: Michael.Schmidt@tdkt.kksys.com
Message-ID: <697214977.0@tdkt.kksys.com>
Source record: 112609

There is a utility for reading and writing ATARI DD disks in a 360k IBM type drive. It can only read and write Double Density. I have a copy, and used it for writing IBM printshop graphics for conversion to ATARI format, at the time I was using this program, I didn't have a IBM compatable at home.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

582. Re: atari printers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 11:36:50 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Feb4.113650.4027@aber.ac.uk>
Source record: 112619

I'm having problems with my XMM801. The print quality has gone crap and fuzzy. It looks like the middle set of pins are striking when they shouldn't. This is making lower case impossible to read, and makes S look like B or 8.

I've had the printer to bits, and got to the pins. It looks like the centre pin has bent, which obviously isn't doing it much good! You don't have to buy an atari replacement. The XMM801s are actually made by SHINWA, and the two printers are identical, except for the case and 1 extra PCB hurridly clipped into the back by Atari. This board hangs upside down off the shinwa board, which is why the molex connectors are upside down on the XMM801. I'm looking out for a cheap 2nd hand shinwa cp80 so that I can get the mech. out of it and clip it into the XMM801. The CP80 is a crappy printer, so you should get one VERY cheap 2nd hand.

Hope this helps.
Dean Garraghty. djg0@uk.ac.aber
.

583. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 12:56:18 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <53964@cup.portal.com>
Source record: 112653

Well. Count me as one person who HAD trouble with the Expo91 Demo file at first, but has overcome them and is VERY impressed with the demo! (except for the text being mostly in Dutch which I can't read... what do you call a person who only speaks ONE language? American...) For the record, the fix posted here recently "remove the extra 'b' character from the one line of the fourth part of the file that is obviously one character too long" (it does stick out like a sore thumb; it is also the only line of the data portion of the UUencoded file that doesn't start with an 'M'), WORKS. Take out that 'b', UUdecode, unDiskComm to an Enhanced Density diskette, and VOILA! A demo that in my opinion would do justice to the Amiga! (And I should know, I have one...) My next project will be to see what I can do about extracting the individual code segments from the boot disk for disassembly. One message that briefly flicks onto the screen sounded very intriguing: something about "GigaPacker", and how it was slow but... (the rest of the message blipped off the screen too fast to read)... Anyway, this disk certainly COULD be in a data-compressed format, it's got a LOT of code packed onto it -- anybody here know anything whatsoever about this GigaPacker, before I go plunging into the disk to find it for myself? (Which will doubtless be difficult; those European programmers are extremely clever with their coding...!) This whole thing inspires me to write something of my own... or at least finish one of the MANY things I've STARTED... ;-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

584. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 14:01:29 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb4.090130.8882@miavx1.acs.muohio.edu>
Source record: 112621

In article <53579@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
> In a recent posting here, Anthony Falcone (a.falcon@bitsy.cooper.edu - derived
> from his SIGNATURE at the end of his message, NOT from the incoming mail
> headers!) writes:
>
>> I would like to know if _ALL_ of the information on the a8 digest
>>is in the public domain... reason being that my user group,
>>OHAUG, would like to reprint some info in it.
>
> I believe it is at least "traditional" to contact the INDIVIDUAL authors
> of articles you wish to reprint, to obtain their e-mail-written permission
> to reprint their writings. I would suggest setting up some sort of auto-

Well, I know Z*Net has included stuff from here that they never
contacted the original author. It was a post I had on some question. (I
can't remember now.) I was reading through Z*Net, and there I was!! It
was kinda thrilling though. (I didn't really care that they included my
message, but I feel some people might. You know what they say in
America: Sue till it hurts!! :*)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

585. IA8 Digest

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 14:35:13 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920204143513_71450.1050_EHB58-1@CompuServe.COM>
Source record: 112634

Can anyone tell me what the last edition of the Info-Atari8 Digest was.
The last one we received on this end was #25.

Thanks,
Lawrence Estep

586. Sound from monitor jack:followup

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 15:21:29 UTC
From: chase@upquark.rutgers.edu
Message-ID: <Feb.4.10.21.29.1992.1272@upquark.rutgers.edu>
Source record: 112633

Thanks to everyone who helped me out on this problem. The monitor
I have has only one plug, so it has no sound. SO I looked at the other
two plugs on the cable and one thought came to my mind: Stereo output.
Of course that Idea was silly, but it didn't stop me from buying 2 RCA ->
headphones connector (or a couple of connectors I hooked up to get the
same effect. Alas, nothing but static came out. For some reason I thought
I should get something even if only one of the plugs carried sound. I've been
assured by several people that one of the plugs does carry sound and as soon
as I stop by my local electronics supply store (read: Radio Shack) I will have
the appropriate connector and be able to listen to Ms. PacMan chomp away on
my Atari.

587. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 16:47:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53968@cup.portal.com>
Source record: 112562

Hi Bill! I've already written an 80 column handler in Action! It's pretty quick, will do both 80/23 & an almost illegable 80/27 screen & switch to 40 columns if you need it on the same screen. I should say it's not really a handler since it doesn't install itself in the handler table. It's currently mixed in with an 80 column terminal program I'm doing. It could be changed to 80/24 if you're willing to do a display list. Tell me when you you get your Action! cart & I'll E-mail it to you. It'll really get you jazzed about Action! You don't need to even know how it works, if you use the
include "HAND80.ACT"
at the start of your program then you can just: Print80(Hello World!")
Print40("Big text") etc.

588. FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 18:15:04 UTC
From: Archangel <RHR101@psuvm.psu.edu>
Message-ID: <92035.131504RHR101@psuvm.psu.edu>
Source record: 112618

I have the following items for sale:

1. Atari 800xl with RamBo XL installed
2. Atari 1050 disk drive with Happy
3. Atari's DS/DD disk drive
4. Atari SMM Printer
5. Supra 2400 baud modem
6. ICD's 1 meg MIO

All cable and necessary wires are included. Much software available too.
If you are interested, leave a message here, or give me a call at
814-949-5782. Make me an offer, and I'll see what I can do!

Rufus

589. 800XL Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 18:58:03 UTC
From: mrsmart@cs1.bradley.edu
Message-ID: <mrsmart.697229883@cs1.bradley.edu>
Source record: 112612

I have a question. I was working with my "new" 800 XL and it did not
give me an error until I got to 1E-128, and I know my 400/800's did
not flake out until 1E-99. Does the XL series have an improved
Floating Point routine?

--
---
mrsmart@bucs1.bradley.edu	The path of excess leads to
rknautz@heartland.bradley.edu	the tower of Wisdom.
mrsmart@camelot.bradley.edu	-W. Blake
Rob Knautz	
---

590. Re: 3.5" xf551 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 20:46:25 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92035.154625JJMCWILL@MTUS5.BITNET>
Source record: 112640

In article <ke4DFB16w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>Is the disk format for that compatible with anything else? (IBM/Mac?) I
>know that MyDOS can format a 1050 drive's disk to be usable on an IBM..
> thanks
Well I am back after four days of the READNEWS being down on the main-frame here. Mydos cannot format 1050 disk drive disks with the IBM format, rather there is a program for the IBM that will read the Standard 180K (Double Density) formatted Atari disks, which Mydos uses in addition to SmartDOS.
To answer your question about the XF551, it can act like a modified (double density) 1050 disk drive, or also be double sided, i.e. 360K of storage. If you install the 3.5" drive kit from C.S.S., it comes with a program that will allow it to READ IBM/ST floppies.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

>
>_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]
>
>The CyberDen accepts liability or responsibility for no one-You're on your
>own.

591. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 20:52:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92035.155215JJMCWILL@MTUS5.BITNET>
Source record: 112627

In article <Jan.31.21.51.06.1992.6964@electron.rutgers.edu>,
chase@electron.rutgers.edu (Kevin Chase) says:
>
>I dusted the mothballs off of my old Atari 130XE a couple of months
>ago and set it up next to my "other" computer, a Mac SE/30. The Mac still
>gets a lot of use, but the Atari demands a fair amount of attention
>for the great games that I have for it. I intend to do much more with
>it when I get a chance, but I have a problem that I hope is fairly
>simple to solve.
>
>I was fortunate to get a couple of composite monochrome monitors for
>free from a friend of mine. So I ordered a monitor cable and hooked one up
>to the Atari. The cable ends with three RCA type plugs. One of them
>drives the monitor fine, and I have the other two dangling. My
>question is this. What are the other two for? I suspect that they
>are the composite lumina & chroma from the monitor jack. What I was
>(am) hoping for is that one of the carries the audio output from the
>jack. Is this the case? If not, is there a simple way to get the
>audio output out? Any help would be appreciated. Thanks in
>advance.

The jack actually has the following outputs:

Chroma, Luma, Composite, and Audio, plus GND. Depending on how your
cable is made, some or all of these will be brought out as RCA conn-
tors. I don't hvae the pinouts of the jack on hand at the moment,
but Audio IS there.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

592. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 22:29:22 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb4.222922.15369@ge-dab.GE.COM>
Source record: 112614

Hiya Bill!

The latest versions of APACVIEW and COLRVIEW should be on GEnie,
CompuServe, and various BBSes around the country. I don't know
if they're in the archive here. With APACVIEW you can read GIFs, and
create either APAC mode (80 x 96), interlaced APAC mode (80 x 192)
or COLRVIEW mode (80 x 192 with 4096 colors) picture files. You
need COLRVIEW to load this last file format (it's really 3 files,
each with one color component). APACVIEW/COLRVIEW also support
160 x 192 with 64 colors (made of graphics 15 pixels), which looks
great for line drawings, cartoons, anime art, etc.

I believe both programs made it to the AIM 8-bit disk-of-the-month,
so check with your friendly local club for them. Remember they are
shareware everybody :-)

--
Jeff Potter
....potter@ge-dab.ge.com
....74030.2020@compuserve.com

593. disk formats of different DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 22:43:49 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.697243429@vincent1.iastate.edu>
Source record: 112639

I'd like to find out what the file structures are for
atari DOS, MyDOS, and SPARTADOS. I have the info on
plain old single density (92K) atari DOS. How is the
1050 density and a half (140K) different for atari DOS?
Does MyDOS use the same format for the VTOC on a 140K disk?
If someone could point me to a source of information,
it would be greatly appreciated.

Thanks.

Todd Greenfield

--
Todd Greenfield
tgreen@iastate.edu

594. More CIS 8-bit magazine discussion

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 23:08:27 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920204230826_71450.1050_EHB40-1@CompuServe.COM>
Source record: 112630

More CIS 8-bit magazine discussion

#: 16766 S1/Forum Business
04-Feb-92 06:08:20
Sb: #16719-#8-BIT MAGAZINE
Fm: Bob Woolley 75126,3446
To: Atari Interface 70007,4640 (X)

Would the best route to take be "news stand only" instead of subscription? (doesn't sound like a good deal for the consumer, does it?) It would save on mailing costs and get you a copy with the front and back cover intact! This would at least get people in the store asking if the latest issue is in. Who ever asks when they have a subscription?
Bob

* Reply: 16783

Read action !

#: 16783 S1/Forum Business
04-Feb-92 14:13:17
Sb: #16766-8-BIT MAGAZINE
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446

Bob...it's usually best to do both newsstand and direct subscription. There are some people who just don't have the time or can't get to a bookstore. As with most things in business, the more ways someone can get your product, the better!

As for the "intact" covers, that can easily almost guaranteed by 1st class subscriptions mailing in a protective envelope or slip cover...this could even be done for 3rd class mail if the money is there to pay for the additional cost.

One thing you should be aware of with newsstand distribution is that the magazine publisher does not get paid for the issues sent right away...inf fact, it is usually anywhere from 3 to 6 months before you receive payment for a given issue. So, anyone wanting to go for newsstand distribution, assuming a distributor will take you, must be able to print at least 3 months worth of issues WITH NO INCOME coming from the distributor. For a magazine the size of AIM, that's a good chunk of money -- close to $20,000 for that 3 month period.

Without a good subscriber base and fairly steady advertisers you can count on, you'd better have DEEP pockets to go with a magazine distributor.

Bill Rayl/Atari Interface

Read action !

#: 16728 S1/Forum Business
03-Feb-92 03:45:05
Sb: #16691-#8-BIT MAGAZINE
Fm: DAVID KUDZMA 71071,3357
To: Bob Woolley 75126,3446 (X)

HELP HELP HELP!!!!!!!!!!!!!!!!!!!!!!

I have Goldstar 71256-15 drams in my Xe. They work great. I bought 3/4 meg of GOLDSTAR 71C256A-80 chips. They don't work. WHY? I have an XL here I have upgraded to 256k. It belongs to a friend of mine. He paid for the 256k drams. I can't give him his money back as I don't have it. What can I do? Why do the 71256-15's work and the 71C256A-80 chips not? Please help. RSVP YHOSvt. ** TNM **

* Reply: 16769

Read action !

#: 16769 S1/Forum Business
04-Feb-92 06:19:01
Sb: #16728-8-BIT MAGAZINE
Fm: Bob Woolley 75126,3446
To: DAVID KUDZMA 71071,3357

They may be too fast! Sometimes, little glitches that slow chips can not "see" can trash a really fast chip. How do they "not work"? I don't recognize those numbers - are you sure that they are normal 256K DRAMs? There are some special purpose chips out there that may not work. Goldstar? With 256K chips at less than a buck, just chuck them! I have a bunch of spares if you are stuck.
Bob

Read action !

#: 16706 S1/Forum Business
02-Feb-92 23:02:13
Sb: #16652-#8-BIT MAGAZINE
Fm: SYSOP*Bob Puff 76702,1076
To: Atari Interface 70007,4640 (X)

(This is to Don)

Hey Uncle,

Is it possible to post Pattie's messages on Internet regarding this magazine topic?

Just a thought.

Bob

* Reply: 16723

Read action !

#: 16723 S1/Forum Busines
03-Feb-92 01:34:41
Sb: #16706-8-BIT MAGAZINE
Fm: Lawrence Estep-AEL 71450,1050
To: SYSOP*Bob Puff 76702,1076

Bob,
Already done! I've been posting the messages regarding this topic to the
Info-Atari8 Digest. I expect that there will be a couple of editions released
very soon, as I just contributed a lot of material to the net.

-Lawrence

Read action !

#: 16658 S1/Forum Business
31-Jan-92 23:37:07
Sb: #16644-8-BIT MAGAZINE
Fm: tim hanson 70564,3260
To: Bob Woolley 75126,3446 (X)

bob...

why settle for that? we want nightly coverage on CNN at 7pm!

..tim

Read action !

#: 16784 S1/Forum Business
04-Feb-92 14:38:00
Sb: #16637-8-BIT MAGAZINE
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446

I'm sure that Marver and other 8-bit supporting companies would be very
supportive of an 8-bit only magazine. That's one of the reasons I believe such
a publications would be viable. There are a number of things that would be
needed to make a publication like this work:

1) A handful of advertisers willing to pay a fair rate for direct market
advertising. (The 8-bit market has that)

2) A group of writers/staff willing to work at this for little or no
monitary reward. This includes everyone from authors to publisher.
(The 8-bit market has that, too)

3) A large number of direct subscribers willing to pay a higher than normal
rate for subscriptions (like $25/yr). (Ben Poehland and Jeff McWilliams
are trying to determine if the 8-bit market has this)

Given those three key elements, an 8-bit only publication would be workable.
The quality and size of the publication would be wholly dependent upon the
number of subscribers. To give you a rough idea, to produce a magazine
"exactly" like Atari Interface (not counting any advertising and with a smaller
print run), you would need approx. 2,000 direct subscribers at that $25/yr

rate. Of course, printing a magazine with less pages would lower the cost.

At 500 subscribers, something along the lines of AtariUser would definitely be doable. With 1,000 subscribers, you could do something similar to Atari Interface but at around 1/2 the size (not sure about full color covers, though. It would take a bit of number crunching to find out).

All of this is without any newsstand distribution. You would, actually, need a larger subscriber base to be able to afford to do newsstand distribution (assuming you could get a distributor to accept the publication).

Bill Rayl/Atari Interface

Read action !

#: 16785 S1/Forum Business
04-Feb-92 14:56:49
Sb: #16637-8-BIT MAGAZINE
Fm: Atari Interface 70007,4640
To: Bob Woolley 75126,3446

The other message I just left was getting pretty long. Since this is only tangentially related, I thought I'd leave it in a separate message.

I mentioned the three key things needed to be sure this 8-bit only publication would be viable. The 3rd one, the subscriber number, being the most important.

If the results of a survey we did of Atari Interface readers is any indication, there does appear to be enough 8-bit users still out there. Our survey results show that 28.3% of our direct subscribers are 8-bit only owners, 38.8% are ST only and 32.8% have both machines. We currently have approx. 4,000 direct subscribers, so that means that around 1,100 of our subscribers are 8-bit only users and an additional 1,300 have both an 8-bit and an ST.

Our survey polled only direct subscribers, not people who bought the magazine from newsstand shelves or computer stores. So, the numbers can't really be projected to be true of all 10,000 circulation.

Bill Rayl/Atari Interface

-Lawrence Estep
71450.1050@COMPUSERVE.COM

595. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 23:32:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Hk9mFB1w164w@cyberden.uucp>
Source record: 112555

BTW: You mentioned V: handler? Does this handler NOT intercept the E:
access that COL80HND and such do? My TBasic program does neither, but
rather is accessed as a PROCedure. (I wish that you could send
parameters, but I'll just wait for Action! ! :))
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

596. Re: FileFix2 (was Re: Probs with Expo91 demo)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 23:43:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <539mFB1w164w@cyberden.uucp>
Source record: 112558

I'M STILL FIGURING OUT THE DAMNED ARCHIVE!!! ARGH!! I'll try, though.
I'd like to get this demo myself. Anyone have the demo called AWESOME?
I'm pretty sure it's from Germany. It too is a DiskComm file, but none
of the DCM d/l's I have, even after being filefixed, work!!:(I think I
found a place with the PD disk, but I hesitate to spend any $! Thanks...
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

597. Test

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-04 23:53:00 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19920204235339.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 112645

```
Sorry folks, yet another test message. Please ignore.
```

598. Re: gifs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:01:00 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Dw0mFB2w164w@cyberden.uucp>
Source record: 112556

Goody! I get to answer another question! Well.... GIF stands for (correct me if I'm not exactly quoting it, guys!) Graphics Interchange Format. I'm not sure how it's formated, but it IS compressed. There are at least 2 GIF viewers for the 8-bits. I don't think either care if you have 256k or 16k..(well..256 or 32...)
The programs are AT8GIF.COM, which stands for Atari8-bit GIF viewer and APACVIEW.COM (I have APACVW12.COM as well.. my ARC of the original APACVIEW release is really thrashed for some reason...) I'm pretty sure both require a file with RGB data. AT8GIF.COM is good as far as resolution, but that's it. It can go up to hi-res (320x192x2 - 320 pixels/line, 192 lines/screen, 2 colors) if needed (I have a Mac picture somewhere). It's other mode is 160x192x4. The only problem is how it shows the colors. It shows them as red, green, and blue (and black). When mixed, these colors can look good, but most pictures I have SUCK with this viewer. It sets up 2x2 pixels to show the colors. Purple would be red,blue/blue,red .. actually, more like red,blue/black,red or something. I don't really recommend this program, but it's good to have just in case.

The other program, APACView was made after the programmer (forgot his name) read about APAC screens in Antic or Analog magazine. APAC stands for Any Point, Any Color. Since you have the 800xl (well..more like NOT a 400/old 800), you have the GTIA chip (George's Television Interface Adapter?). It's capable of taking 8k of memory and displaying it as 80x192x16. Now, this looks REALLY good. If, say, you have a digitized ComputerEyes picture in 16color mode, you can switch APACview into b/w mode and view it fine. (it has 2 loads.. GIF (*.GIF) and APAC (*.PI9)). The 3 GTIA modes are: 16 shades of a background color (I made TRUE 256 colors by changing the backgd down the screen 16 times! using a DLI)...9 colors that can be changed... and 16 colors of a certain brightness (except black, black stays darkest.) (Note that ONLY mode 9 - 16shades - can view 16 shades, using POKE or SETCOLOR will only give you 8 shades! :( )

What APACView does is alternate the modes on the screen (using a DLI, I'll suppose...what else!?). This gives you 256 simulated colors anywhere on the screen by coloring on the color line, and brightening it on the shade line, so if you step back it will look ok. The only problem is because the mode lines are alternated for this program, it gives the GIF file 1/2 as many lines down the screen to use (not too much of a problem because AT8GIF did pretty much the same thing). It ALSO is only in 80 columns, giving you a HORRIBLE resolution of 80x96 vs.160x192, but who cares, because as I said, AT8GIF works about the same as far as ridding you of resolution!

What >I<'d like to see is a really fast page flipper to double the
vertical resolution. There would be a full screen of color, and a full
screen of shades, then flip between them and simultaneously change
between the two modes (color & bw). I've tried.. 'course that was wiht
BASIC, (turboBASIC, mind you, but still)... Maybe when I get Action!???

Also, a neat thing to do is double the horizontal res. by, again, having
2 screens (doing both uses 4 screens..32k, it would JUST fit on a 48k
machine with a reasonably small dos, say MyDOS or AtariDOS
must continue later!!!

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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599. Re: 800 OS upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:06:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Z50mFB1w164w@cyberden.uucp>
Source record: 112560

Why didn't they stick with the pullable ROMs and such? That'd be SOOOO
cool! Especailly compared to IBM and Apples damned cards! :)
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

600. Re: gifs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:11:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8caNFB2w164w@cyberden.uucp>
Source record: 112559

As I was saying before I had to disconnect..

Both will show approximately the same resolution of GIF pixels, but in
with different set ups. 4 colors to make 256 will work by patching 4
next to each other, but it looks terrible in many cases to 16 colors AND
16 shades using the same space to make 256 colors. Both have the ablitiy
to zoom and move around and stuff, but AT8GIF handles it more nicely.
You can view .PI9 and .GR9 files with APACView, but other than the
annoying zoom control and a few other things I think could be added (that
are in neither anyways), I think APACView is the best.. You SHOULD,
however get AT8GIF because of it's 320 feature and stuff. I usually use
APACView 1st, and then AT8GIF to see if theres much of a difference.
Hope I helped!
Bill Kendrick

moon!cyberden!phbill@well.sf.ca.us

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

601. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:17:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <eNaNFB3w164w@cyberden.uucp>
Source record: 112557

Cool! I was hoping there was or would soon be a multiple screen GIF
viewer to enhance color quality. I'm wondering, are their any paint
programs out their that support any of these formats? Also, Interlaced
APAC? I have APACView 1.2 I think, and ILBMRead and whatever else can
out in the APACVIEW.ARC, BUT!!!! only the RGB file would BARELY make it
out of the arc, and the instructions, and I think that was about it.?

BTW: What's the diff. between ShareWare and PD? Can a place selling PD
sell ShareWare for the same price, or at all? (the PD I've seen is
between $2-4 depending on where..)
Thanks! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

602. Re: Action! Runtime Compiler...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:34:16 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <TFBNFB1w163w@unixland.natick.ma.us>
Source record: 112704

moon!cyberden!phbill@well.sf.ca.us writes:
> Archive), I thot that it wouldn't be useful. But! hehe.. I think I'll
> make a BBS program (never got Oasis Jr to run! :( )
> Bill

OASIS JR is very simple to set up and run. In fact it pretty much sets up
itself if you do it correctly. Ive had tons of difficulty with the DL areas
on the board.. such as validating files and putting them up for users to
see.. I dont kno what the extenders should be on the files..
If you want, Write me as Craigr@athena.mit.edu and ill give you some hints
on how to set the board up.

603. Re: 1200XL vs. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:51:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92035.195129JJMCWILL@MTUS5.BITNET>
Source record: 112617

In article <LLsHFB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>
>Also, because of all the quirks that Jeff mentioned before, is it at all
>dificult to add the IBM keyboard upgrade? I've been asking around for
>cheap new/used keyboards..
>
> thanks- bill
Difficulty of installing the Transkey IBM keyboard adaptor depends on whether your POKEY is socketed or not, and whether you want to mount the keyboard JACK in the case or not. If you have a socketed Pokey, or want to socket it yourself, then a small daughter-board plugs into the POKEY's socket, with the POKEY plugging into the daughter board. A small ribbon cable runs from the daughter board to the main Transkey board.

Four wires run from the Transkey main board to the GTIA, where they are soldered to pins on there. Then there is a connector on the Transkey board. On this connector on my model is a small ribbon cable with an inline DIN-5 jack on it. That is where the keyboard plugs in. Optionally, you can get a case-mounted jack and drill a hole in your XL/XE case and mount it in there.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

604. Re: atari printers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:55:01 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <eecNFB2w163w@unixland.natick.ma.us>
Source record: 112636

po401a037@husky1.stmarys.ca writes:

> has anybody had a problem with their atari 1027 printer in that the impacter
> or something isn't hitting properly and the type comes out faint and relative
> messed up? has anybody fixed this problem at home?
> Has anybody found that their atari xm801 printer became real faint after
> awhilw and pretty unclear to read? I've put in new ribbons and everything and
> still had the same problem. I've sent the 500 dollar piece of crap to atari
> before and 3-4 months later finally got anyother one. Does anyone know what i
> wrog with the one I have now? I'm not sending it back and am definatly not
> buying atari if I get up the money to buy something bigger than an 8bit
> machine.

The 1027 printer is a piece of junk. I have 2 dead ones here and Im mulling
over fixing them or not. They gave me nothing but problems and broke due to
no fault of mine. I damaged the motor on one and the printer heads on
another. Try to replace the ribbons on the one you have to fix the problem
of faint type. It impacts quite hard onto the paper.. I dont think thats
your problem (the heads).

I dont know anything about the XE line of printers.

Perhaps youd be better off with a panasonic or epson printer?
Just get an interface (if you dont already have one) and the cord
from a supplier and you can use a NON atari printer.
You also might want to look into the 825 printer at best for $59...
No NLQ mode though.
If you like 40 columns, the 1020 is kinda nice.. does colors too!
Kinda funky little bugger.

605. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:55:56 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <XFcNFB3w163w@unixland.natick.ma.us>
Source record: 112610

po401a037@husky1.stmarys.ca writes:

> also, why is it that when using atariwriter and the 1027 printer the damn thi
> would just *stop* for no reason, ttake anywhere from a 2 minute to 20 minute
> break, and then keep on printing? This was amusing and all to my friends with
> C64's but kinda pissed me off when I had 20 page papers due the next day...
> ble

How is it that you can load in atariwriter and do 20 pages on it?
I load in about 9 before its buffer fills up and I have to "Link" files with
other things.

606. Re: I NEED HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 00:59:07 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92035.195907JJMCWILL@MTUS5.BITNET>
Source record: 112611

In article <5JTHFB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>That sounds interesting. I was just reading about RLE files and such.
>Also in the same (old Antic) mag, I saw an add that had two drawings.
>One was a screen that said "Blah Blah Blah Blah Blah Blah...enter choice"
>and the other had a picture of people walking around talking, and a
>picture of a post office and stuff... pretty neat... Also, somebody did

What you saw I think was an ad for "Games Computers Play". This was a service similar to GEnie or COMPUSERVE, except everything was done graphically. Want to read email? Then you would use your joystick to move your man to the post-office on the screen. There were online graphics games, like what GEnie and COMPUSERVE are starting to offer if your machine can run the front-end programs.

In my opinion, Games Computers Play was ahead of its time. Too bad it didn't catch on then.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

607. Re: XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 01:03:37 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92035.200337JJMCWILL@MTUS5.BITNET>
Source record: 112613

In article <NVTHFB7w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>You've got it reversed from what I recall reading (about a day ago!) in
>their catalog. 3.5 drive is #2 if 5.25 drive is #1.
>
>Also, it looks sort of ugly, because it's just sitting there on top. No
>cover or anything!
>
>How much are XF551's, anyways? Any why that name!?
> Bill
>
The reason it "looks ugly" is because you have to purchase your own
external drive case. C.S.S. wouldn't make any money selling cases for
all their floppy/hard drive products.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

608. Re: Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 01:22:24 UTC
From: mikc@fcsys.uucp
Message-ID: <1992Feb5.012224.28547@fcsys.uucp>
Source record: 112702

In article <27866@cbmvax.commodore.com> farren@cbmvax.commodore.com (Mike Farren) writes:
>fontana@mercury.cis.ohio-state.edu (Mark Fontana) writes:
>>
>>So why doesn't someone just take the initiative and start a site?
>
>IF someone does this, they had better check the legalities VERY carefully
>before continuing. Sorry, a word from "a company spokesman" is not
>enough - I'd want there to be a written release from the company
>involved, if they're still around, or a release from the attorney
>handling the bankruptcy business, if they're not. As an example,
>someone said here that Epyx had said they didn't care if their software
>was put into the PD or not. Well, a couple of those games are my work,
>and that was the first time that *I've* heard that my royalties are
>no longer active. I'd be seriously pissed off if, say, Gateway to Apshai
>showed up on some ftp site somewhere without people even having the
>courtesy to *ask* me about it.
>
Whenever I meet somebody who has written an out-of-print computer
program I ask him if he would consider making it PD. Would you consider
releasing your Atari 8 bit programs to the public domain? Would you
consider releasing your source code to the public domain? At this time
I'd guess that you are not going to receive any more royalties on Atari
8 bit programs. But there are still some people who would like to have
them. Perhaps the continued use of your work would bring some fame and
help you make money in the future. If your source code could be studied
it might help new programmers to learn how games are written.
I certainly agree that the copyright issue is very unclear and
complicated.

--
Michael Coughlin << I use computers all the time: >>
fcsys!mikc@think.com << I know they're no good! >>

609. Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 14:14:12 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Feb5.141412.10158@aber.ac.uk>
Source record: 112648

Here is a copy of the official information sheet for Digi-Studio. An order form is included at the end. I still have no US distributor for Digi-Studio, so copies are still going to have to be ordered directly from me in the UK. Monies should be paid in pounds sterling by International Money Order.

Copies of my on-disk Atari 8-bit newsletter have been posted to the atari archive, and should be available there soon.

Digi-Studio Information

Digi-Studio is a new piece of software for the Atari XL/XE series.

It allows you to play music using real sounds which have been digitized.

Digi-Studio comes with a keyboard player and tune player. The keyboard player lets you use your computer keyboard like a piano keyboard to play tunes, but using real sounds, rather than computer-generated noises as is usually the case with this type of program. You can have 3 sounds in memory and can quickly change between them while playing tunes.The keyboard player has responsive keys so that the sound will only play for as long as you hold the key down.Just like a synthesizer!! The Digi-Studio disk contains many sounds for use with the keyboard player, ranging from church bells, to pig grunts, to a baby crying, to screams, and lots of synthesizer sounds. In fact around 25 sounds in all. Why buy a synthesizer when your Atari can do the same?!

The tune player allows you to play pre-programmed tunes using any of the available sounds on the disk. Five tunes have been included on the disk for you to play.

Digi-Studio comes on a DS/SD disk, and includes a printed manual. It is aimed at everyone, whether musically inclined or not! You may just want to use it for fun, or compose a tune with it! The comprehensive user manual makes it a joy to use!

Digi-Studio will only work on XL/XE computers with 64K RAM. No extra hardware is required. The sound samples just play through your TV speaker!

The full Digi-Studio package costs just 5pounds in the UK, and 10pounds for foreign orders, including printed manual, and shipping. All payments must be made in UK funds (pounds sterling) and paid by money order in sterling if you are ordering from a foreign country. Order your copy today!

--------CUT--------

Please send me the Digi-Studio package. I enclose a cheque/PO for 5pounds (10 pounds foreign payable in sterling) payable to: DEAN GARRAGHTY.

NAME:_____
ADDRESS:_____
_____
POST CODE(UK orders):_____
(STATE/ZIP CODE in US):_____

Dean Garraghty. djg0@uk.ac.aber

610. Re: I NEED HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-05 19:04:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54016@cup.portal.com>
Source record: 112649

What type of set up are you using for your modem? If it's an 850, PR:, or
you have a compatable it'll run. Straight Basic is a little slow, but if
you can get your handler under TB you could fool around with it. IMHO: We
(people who have hung onto our 8-bits) are getting few and far between.
Software still gets spread around, but I recall Wright's Station BBS shutting
down because calls had gone from 40 or 50/day to 1 or 2, ditto for WCS.
It would be kinda like giving a great party but having no one show up.

611. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 00:50:34 UTC
From: ehobbs@nmt.edu
Message-ID: <1992Feb6.005034.1711@nmt.edu>
Source record: 112654

Correct me if I'm wrong, but what good is a program that displays
4096 colors when GIF's are only 256 colors at the most?

BTW, even though it is a cool program, I have yet to see an APAC color
GIF that came out looking the way it should. Playing with the TV's
brightness and color doesn't seem to help.

Eric A. Hobbs
ehobbs@JUPITER.nmt.edu

612. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 01:40:40 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92036.204040AKH104@psuvm.psu.edu>
Source record: 112650

I didn't think all four were wired up anymore i.e. 800XL-130XE.
I know that you have to add the Chroma line to the 800xl.
Andrew

613. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 01:49:48 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92036.204948AKH104@psuvm.psu.edu>
Source record: 112651

In article <XFcNFB3w163w@unixland.natick.ma.us>, asgardia@unixland.natick.ma.us
(Craig Rothman) says:
>
>po401a037@husky1.stmarys.ca writes:
>
>> also, why is it that when using atariwriter and the 1027 printer the damn
>thi
>> would just *stop* for no reason, ttake anywhere from a 2 minute to 20 minute
>> break, and then keep on printing? This was amusing and all to my friends
>with
>> C64's but kinda pissed me off when I had 20 page papers due the next day...
>> ble
>
>
This is a bug in the XL/XE OS. It is related...somewhat to the sleeping
1050 bug. This was fully documented in COMPUTE! magazine before it became
the Batch IBM piece of trash it is today. (MY OPINION!) I don't have
my mags with me right now...but it should be under the Atari Notes?
section of the magazine in the 1982-1985 range. 8-) anybody want to look it up?
Andrew

614. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 01:57:27 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92036.205727AKH104@psuvm.psu.edu>
Source record: 112652

ummm.....why not modify this piece of uniqueness and add the ability
to play amiga .MOD files in stereo?
I WOULD DIE TO SEE THAT.
Andrew

615. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 03:18:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7PDPFB8w164w@cyberden.uucp>
Source record: 112571

asgardia@unixland.natick.ma.us (Craig Rothman) writes:

> po401a037@husky1.stmarys.ca writes:
>
> > also, why is it that when using atariwriter and the 1027 printer the damn t
> > would just *stop* for no reason, ttake anywhere from a 2 minute to 20 minut
> > break, and then keep on printing? This was amusing and all to my friends wi
> > C64's but kinda pissed me off when I had 20 page papers due the next day...
> > ble
>
>
> How is it that you can load in atariwriter and do 20 pages on it?
> I load in about 9 before its buffer fills up and I have to "Link" files with
> other things.
>

Lot's of RETURNs?

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

616. Re: Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 10:59:57 UTC
From: farren@cbmvax.commodore.com
Message-ID: <27941@cbmvax.commodore.com>
Source record: 112561

mikc@fcsys.uucp (Michael Coughlin) writes:
> Whenever I meet somebody who has written an out-of-print computer
>program I ask him if he would consider making it PD. Would you consider
>releasing your Atari 8 bit programs to the public domain? Would you
>consider releasing your source code to the public domain?

Well, they aren't *mine*, they're Epyx's. So the question is moot.
If it were my decision, though, the answer would be "maybe" to the
games, and "absolutely not" to the source.

>At this time >I'd guess that you are not going to receive any more royalties
>on Atari 8 bit programs.

Actually, I haven't gotten any royalties off them for years, anyway. But
that's kind of beside the point. It's a tricky question as to just what,
exactly, I'd be giving away with the games. There's a real good chance
that if I released a game into the public domain, any and all versions
of that game would *also* be released into the public domain, and that
might be a very bad idea. Look at EA, who are now making even more money
off of the Nintendo version of M.U.L.E.

> But there are still some people who would like to have
>them. Perhaps the continued use of your work would bring some fame and
>help you make money in the future. If your source code could be studied
>it might help new programmers to learn how games are written.

Perhaps - on the other hand, the best way to learn how games are written
is to write one. Seriously! My source is full of "mikefarrenisms", which
might (or might not) have any utility for anyone else. Make no mistake -
I'm rather proud of some of those games, and at least one of them is a
damned fine piece of work, if I do say so myself. But still, I'd be
very reluctant to release the source code.

617. Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 12:30:06 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Feb6.123006.13786@aber.ac.uk>
Source record: 112563

One important thing I didn't mention on my last Digi-Studio posting, was where to send your orders!! Please send your orders direct to me:

DEAN GARRAGHTY
23 YSTWYTH CLOSE
PENPARCAU
ABERYSTWYTH
SY23 3RU
WALES,UK.

I was hoping that my good friend in the States, Jeff Edwards, would distribute D-S in the States (he's always distributed everything else I've written), but backed ou because he feared he wouldn't sell any. I'm sure that if there was sufficient demand for it he would agree to sell it over there. I would even consider giving him duplication rights so that we could get the price down. If you would like to see D-S available cheaply in the States, then please write to Jeff at the address below. He also has a good PD library, with lots of my software in there, and sells my on-disk newsletter, News-Disk, over there as well. He really does need your support, so drop him a line at:

JEFF EDWARDS
138 SOUTH MAIN STREET
TRAVELERS REST
SC 29690

Please mention that DEAN GARRAGHTY recommended him.

Thanks,
Dean Garraghty. djg0@uk.ac.aber

618. Expo 91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 12:40:34 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Feb6.124034.14897@aber.ac.uk>
Source record: 112566

Is it possible to have the expo demo posted here again? I didn't have the transfer program for the PC when it was posted so I couldn't get it onto the Atari, but now I can. If you cant post it then please email it. Thanks

Dean Garraghty. djg0@uk.ac.aber

619. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 16:21:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54065@cup.portal.com>
Source record: 112568

Turbo allows bit wise operators right? If it does, with a graphics 24 screen you just convert the character to the internal code i.e. 0-31 add 64 etc. This number X8 gives you the offset into the character set. You need a redefined chacaracter set that is only 4 pixels wide. If the X position of the character to be printed is even then you multiply each byte by 4 to move the bits two to the left, if it's even you divide by 4 to move the bits right (all this is on a 0 to 79 position screen) The 1st characters is copied directly to the screen something like:

```
FOR Z=MSC+INT(XPOS/2)+YPOS*320 STEP 40
POKE(Z, PEEK(CHARBYT)*4)
NEXT Z ;Whoops ' add 'TO MSC+INT(XPOS/2)+YPOS*320+280
```

I don't know what the bit wise 'OR operator is for TB, but for the odd field you just POKE the OR value of the existing byte with the value of the odd characters value.

Boy! noticed another mistake the 2nd even was supposed to be 'odd, I'm going to have to stop replying on line <g>.

620. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 16:27:35 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92037.112735JJMCWILL@MTUS5.BITNET>
Source record: 112564

In article <92036.204040AKH104@psuvm.psu.edu>, <AKH104@psuvm.psu.edu> says:
>
> I didn't think all four were wired up anymore i.e. 800XL-130XE.
>I know that you have to add the Chroma line to the 800xl.
>Andrew
That's true, slipped my mind, as all my 8 bits now have the Chroma
line added.

Jeff McWilliams

621. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 16:29:12 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92037.112912JJMCWILL@MTUS5.BITNET>
Source record: 112565

In article <92036.204948AKH104@psuvm.psu.edu>, <AKH104@psuvm.psu.edu> says:
> This is a bug in the XL/XE OS. It is related...somewhat to the sleeping
>1050 bug. This was fully documented in COMPUTE! magazine before it became
>the Batch IBM piece of trash it is today. (MY OPINION!) I don't have
>my mags with me right now...but it should be under the Atari Notes?
>section of the magazine in the 1982-1985 range. 8-) anybody want to look it
>up?

Was a fix to this published? It does that with my P:R: connection
also. Didn't happen (at least I don't think) when I had an MIO
a few years back. It is really annoying. When doing text it may
happen every couple pages, but if you want to do say a printing from
Daisy Dot III, which sends reams of bit-image data to the Printer,
the pauses can be a real pain as they happen often, almost as a function
of how much data was being sent.

>Andrew

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

622. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 17:56:56 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Feb6.125657.8947@miavx1.acs.muohio.edu>
Source record: 112576
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <6TLJFB12w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> Edito, ergo sum (I eat, therefore I am)
>
> Atari!? Advertising!?!?! For what? ? Lynx? Port?
> gotta go! call!
>

Hi...yeah...me...I posted that message...

They advertised up...the ST/TT line for MIDI capabilites...and um...I think the
Portfolio was on the other page of the advert.

Pretty spiffy, huh?

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!
```

623. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 19:33:47 UTC
From: omf@jab.tucson.az.us
Message-ID: <1umqFB1w164w@jab.tucson.az.us>
Source record: 112567

Chris_F_Chiesa@cup.portal.com writes:
> Amiga! (And I should know, I have one...) My next project will be to
> see what I can do about extracting the individual code segments from the
> boot disk for disassembly. One message that briefly flicks onto the
> screen sounded very intriguing: something about "GigaPacker", and how it
> was slow but... (the rest of the message blipped off the screen too fast
> to read)... Anyway, this disk certainly COULD be in a data-compressed
> format, it's got a LOT of code packed onto it -- anybody here know anything
> whatsoever about this GigaPacker, before I go plunging into the disk to
> find it for myself? (Which will doubtless be difficult; those European
> programmers are extremely clever with their coding...!) This whole thing
> inspires me to write something of my own... or at least finish one of the
> MANY things I've STARTED... ;-)
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

I'm glad you got the demo to work. The GigaPacker messages says "it's slow,
but it works!". I don't know what it is either, though. I'm sure a lot of
this demo is coded and packed and protected and all that. I still wish
someone who can get in touch with these people was on the net. Seems like'd
we'd all have a little something to learn!

Well, for an even MORE impressive demo, see the DAS OMEN demo from Germany.
I uploaded it to the archive (gee-I'll be everyone's glad I didn't post this
one...). This one is definitely an eye (and ear) opener.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

624. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-06 23:37:02 UTC
From: jonc@status.gen.nz
Message-ID: <FgVRFB2w164w@status.gen.nz>
Source record: 112570

> Well, I know Z*Net has included stuff from here that they never
> contacted the original author. It was a post I had on some question. (I
> can't remember now.) I was reading through Z*Net, and there I was!! It
> was kinda thrilling though. (I didn't really care that they included my
> message, but I feel some people might. You know what they say in
> America: Sue till it hurts!! :*)
I am glad they do not say that here in New Zealand Ryan (grin). Yes I
must confess I got the warm fuzzies when I saw my first article released in
Z*NET as well.

Our policy , in most cases and including this NEWS group we contact the
author and ask if we can reprint the item in the appropriate Z*NET magazine.

Regards,

Z*NET New Zealand / Z*NET Pacific

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

625. Re: Atari games released into PD?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 00:17:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JZZqFB7w164w@cyberden.uucp>
Source record: 112589

mikc@fcsys.uucp (Michael Coughlin) writes:

> In article <27866@cbmvax.commodore.com> farren@cbmvax.commodore.com (Mike Far
> >fontana@mercury.cis.ohio-state.edu (Mark Fontana) writes:
> >handling the bankruptcy business, if they're not. As an example,
> >someone said here that Epyx had said they didn't care if their software
> >was put into the PD or not. Well, a couple of those games are my work,
> >and that was the first time that *I've* heard that my royalties are
> >no longer active. I'd be seriously pissed off if, say, Gateway to Apshai
> >showed up on some ftp site somewhere without people even having the
> >courtesy to *ask* me about it.
> >
> Whenever I meet somebody who has written an out-of-print computer
> program I ask him if he would consider making it PD. Would you consider
> releasing your Atari 8 bit programs to the public domain? Would you
> consider releasing your source code to the public domain? At this time

You make it sound as if there are >0< companies selling/producing 8-bit
stuff anymore! Maybe he can get his software sold by other companies to
get the royalties..? >I< would!
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

626. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 00:32:08 UTC
From: buescher@irk.ugcs.caltech.edu
Message-ID: <buescher.697422728@irk>
Source record: 112569

moon!cyberden!phbill@well.sf.ca.us writes:

>BTW: You mentioned V: handler? Does this handler NOT intercept the E:
>access that COL80HND and such do? My TBasic program does neither, but
>rather is accessed as a PROCedure. (I wish that you could send
>parameters, but I'll just wait for Action! ! :))
> Bill

The program, as I know recall, was called Video-80 and was published
a long time ago in Compute!. It's a device handler (V:) that can
be used on its own (you can copy text files to it, for instance, or
use BASIC I/O commands with it) or can, with a short utility, be hooked
in as a replacement for the standart E: editor, though it only allows
line editing. Is COL80HND PD or shareware? I'd like to take a look
at it.

Brent

627. Internal 8-bit clock...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 01:11:14 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FH3qFB2w164w@cyberden.uucp>
Source record: 112590

I just downloaded a peice of mail (the expo91 demo), and I ran out of room right at the end, so BobTerm (1.21) decided to delete the file for me (argh!... I'll just use DISKFIX.COM off of my 2.5 master disk). I noticed that the seconds went really slowly. It took quite a while to delete the file, being a big 126k!, and the clock fell behind alot. I recall someone at one time mentioning that they "need" an RT8 cart. because the internal clock stops during I/O. As I probably mentioned before, that is INcorrect. Right after BobTerm deleted the file, the clock started spinning VERY fast and caught up 2 minutes in about 5 seconds.

BUT.... I want to know if there is any way to set the Rt clock on BobTerm. I'll suppose that it can load the XIO Rt8 cart handler and such, but I really wouldn't mind a peice of software that will let me set the Rt8 clock, even though I don't have that cartridge. Is there such a peice of software? And would it work only with BobTerm, or say GOE if I ... GOE if it were to have an Rt8 handler...??? Thanks..
Perhaps one of you "brains" out there can make a small [L]oadable file, or MODULE for BobTerm to do this..? Thanks. Bill

moon!cyberden!phbill@well.sf.ca.us

!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

628. Re: Creative DLI for precision timing

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 08:22:21 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <9868@mindlink.bc.ca>
Source record: 112572

> David Deaven writes:
>
> I saw some interest in DLI's in some previous postings, so I thought
> I'd mention a favorite of mine. I have an electric slot car set and
> I have set up an 800 to time the cars as they race around the track. I
> get better than 1/100 second timing by using multiple DLI's to split
> up the 1/60 second VBLANK clock. The cars cross an infrared beam at
> one point in the track (there are two vertical beams each with an LED
> and phototransistor) which is interfaced to the joystick ports.
> A simple BASIC program then takes care of posting the lap/cumulative
> times for each lane. I have played around with posting scale MPH and
> other stats--once the assembly code does the hard work BASIC can
> do the rest.

Cute! Now that there are much bigger/better computers out there for typical PC stuff like word processing, using an 8bit for control/sensing applications is perfect. In my opinion, anyways. My current project is turning an old unused 400 into a learning IR remote control. Once I've got generic code, I can write a .CMD file for a friend's Pro board... then I'll be able to call up the BBS and tell it to tape a show for me. :)

As for precision timing... have you looked at using the Pokey timer IRQ's for that? You can get much higher resolution (faster than you can service if you like) and it's actually easier to implement. Only one vector to grab.

--
Tom Klok tomtom@{templar.cynic|arkham}.wimsey.bc.ca
What, me hurry? -- Alfred E. Von Neuman a344@mindlink.bc.ca (preferred)

629. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 13:14:55 UTC
From: glens@natinst.com
Message-ID: <32144@natinst.natinst.com>
Source record: 112573

The legendary 'DeRe Atari'. Good condition. A must have for
begining coders as well as a great reference for the old pro.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. glens@natinst.com
---

630. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 16:11:36 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54122@cup.portal.com>
Source record: 112578

Ye Gods, I might be all over Z*Net and not even know it! If I'd known, I'd have hidden some secret messages in my postings... :-) "I'm in your living rooms, America..." :-)

631. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 16:32:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54125@cup.portal.com>
Source record: 112577

>Re: Apple II's drawing fast.
>
>You know artifacting on the 8-bits!? Well you should just SEE how the
>Apple's do it! [... Apple-bashing deleted ...] I make simple
>programs on the IIs and IIGSs at my school (poor school!) that draw lines
>from the center of the screen outward, to make neat effects, but if you
>change the color, especially on the IIGSs which have 2 more colors or
>something like that, the other pixels next to the new color all change to
>white and purple and stuff!

It's funny that you CONTRAST this with the Atari's "artifacting," because
that's exactly what you're seeing on the Apple: artifacting of exactly the
same kind. The thing about it, though, is that on the Apple they decided
to USE artifacting so that when you specify a "different color," what you're
REALLY saying is "illuminate pixels ONLY in the EVEN columns," or "only in the
ODD columns," whichever happens to yield the chosen color when artifacting
is considered! The specific color you wind up with is a matter of how the
video circuitry just happens to interpret the artifacting... (You can do
the same thing on the Atari by going into GRAPHICS 8, then doing a POKE 87,7
(I think); you can then use COLOR 1, COLOR 2, COLOR 3 and do different
"colors" through artifacting...)

>AND! If you draw a diagonal line with color 3 (white), the lines WILL
>NOT be connected!! I say use my simple little BASIC program I posted...
>Works MUCH nicer! (and you can do patterns if you figure out how... I've
>not tried as-of-yet...)

Color 3, white, from the Apple OS' point of view, require that any points be
plotted as TWO ADJACENT pixels, one in an ODD column and one in an EVEN column
-- and might even further require that the plotted pixels be "ODD then EVEN,"
as opposed to "EVEN then ODD" (i.e. you could plot pixels in col's 11 and 12,
but maybe NOT in cols 12 and 13). A diagonal line ideally "wants" pixels
plotted wherever the line happens to fall, but on the Apple, if such pixels
happen to defy the requirements for plotting in "color 3," the points DON'T
get plotted, hence the discontinuities in the lines you see.

Back in 1982 when I was first looking into the purchase of a computer (the
three choices were Apple II, Atari 800, or Commodore 64), I heard about this
color-and-column restriction of the Apple and eliminated it as a choice...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

632. Re: Creative DLI for precision timing

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 16:38:40 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54126@cup.portal.com>
Source record: 112581

Tom Klok (tomtom@{templar.cynic|arkham}.wimsey.bc.ca writes:

>My current project is turning an old unused
>400 into a learning IR remote control. Once I've got generic code, I can writ
e
>a .CMD file for a friend's Pro board... then I'll be able to call up the BBS
>and tell it to tape a show for me. :)

Ai! You're halfway to implementing a missing component in Frank Seipel's
wish project, that of being able to backup the Atari onto a video cassette.
Namely, one obstacle was that the Atari would like to be able to start/stop/
rewind the VCR under computer control, so as to avoid wasting tape while the
Atari (relatively slowly) brought another chunk of data in from a disk...

I told Frank through E-mail that "what we need is a computer-driven VCR
remote," maybe something like VCR PLUS if you've heard of that (if not,
you soon will, mark my words)... And it sounds, Tom, like you're working
in the direction we need...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

633. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 16:44:26 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54127@cup.portal.com>
Source record: 112582

You know, I've been reading for YEARS about the "infamous disk-drive pause bug" on the Atari, but have NEVER SEEN it. Sure, my drives will occasionally go to sleep in the middle of I/O, but my instinctive reaction -- hitting the BREAK key a few times -- ALWAYS starts it right up again. I can't BELIEVE I'm the ONLY person who's ever thought to hit BREAK when the drive goes to sleep...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

634. EXPLORER PROPOSAL REJECTED!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 18:03:29 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202071803.AA02725@smithkline.com>
Source record: 112541

After monitoring Net response to the offer from John Jainschigg of Atari Explorer Magazine to carry Atari Classics as a section of AE, it was clear the majority opinion was against it.

Just to maintain perspective here, I'd like to remind everyone the offer was made to me, personally. It was ultimately my preogative to accept/reject it, regardless of anyone elses' opinion. I had in fact formed my opinion of the offer within the first 12 hours of receiving it. However, it would have been foolhardy of me to make such a momentous decision- with far-reaching effects on the whole community- so capriciously. I shared the news with you for basically 2 reasons: I wanted to compare Net opinion to my own; & I wanted to see if any tangents/angles I hadn't thought of would emerge in the public forum.

Regarding those 2 elements, I report as follows: First, majority opinion expres-sed here on the Net confirmed my personal opinion, which was negative from the beginning. Second, such issues as people raised, tangential & otherwise, did nothing to give me cause to reverse my negative opinion.

Whereupon, on Feb. 4-5, I officially informed John Jainschigg that while I was grateful for his consideration, I respectfully must decline his offer at this time.

The wording of the offer raised a few emotional issues which I chose to brush aside. It was basically a business proposal, in my response to John I chose to evaluate it that way, & Ithink most of the response I saw here on the Net saw it that way also.

There were 3 sound business reasons for rejecting Explorer, as follows:

1.) He offered us 8 pages, 6 times a year. Even assuming Explorer really did publish 6 times a year (a BIG assumption), we would have only 48 pages. This is paltry. In 1991 alone, with far less resources at my disposal, I published ca. 90 pages in Current Notes, & could have done more. A paltry 48 pages/year isn't worth doing; Current Notes is a far better option.

2.) There was the problem of once again having to compete for page space with Atari's other products. This is the same problem we now face with both AIM & CN. Since AIM & CN, respectively, already command most of the market, & most 8bitters already resent having to page thru that other stuff to find the items they want, Explorer offered no advantage in that regard. It would just be more of the same; more of the same is not what we want.

3.) One item no one mentioned, is that the community is now so small it no longer has the resources to adequately support even the 2 major magazines we now have: AIM & CN. (It is my opinion that this dichotomy of pub-

lications is actually contributing to the fractionation & decline of the community.) The entry of Explorer into the market in a major way would accelerate the process of disintegration, & ultimately be harmful to the community. A major objective of Jeff McWilliams' mail survey campaign is to CONCENTRATE our remaining resources into one single common forum, & thus hopefully to restore our splintered market to critical mass.

There were some personal issues, of a minor nature, which I also had to consider. As a scientist I am a rebellious fellow, distrustful of authority. The more autocratic the authority is, the more rebellious & distrustful I become. Any of you folks ever looked at the masthead of Explorer? It's top-heavy with guys whose last name is Tramiel. Now look up the definition of "autocrat" in your dictionary; you'll find there a picture of Massuh Jack. Sooner rather than later, I would come to grief working in such an environment. I need to feel that whomever I work with are people whose motives I can trust, whose efforts are sincere, & whose style of communication is on par with my own. I just did not get any of those vibes from John.

- BEN POEHLAND
The Alchemist

****

635. FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 18:36:01 UTC
From: cfleck@src.honeywell.com
Message-ID: <1992Feb7.183601.21301@src.honeywell.com>
Source record: 112574

I have the following Atari 8bit Hardware for sale:

NEC JC-1225MA Color Monitor
Atari 800XL
INDUS GT Disk Drive
Atari SX212
Atari 850
Atari 1010

Will sell to best offer.....

Everything is in perfect working condition... I still use this system
to dial in from home... I also have all the original boxes and
documentation, plus some software...

I would like to sell this as a SYSTEM...

Mail offers directly to: cfleck@src.honeywell.com

636. What's up with Atari corp?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 18:56:40 UTC
From: tony@chopin.udel.edu
Message-ID: <19081@chopin.udel.edu>
Source record: 112575

What's up with Atari Inc? In fact, what's up with the production of cpus like the 130xe, 65xe etc? Are they still being produced?

I've been in college for the past 2 1/2 yrs, so I've been out of the 8-bit scene for awhile. I have an 800xl back at home, but I hardly use it except to play games.

I'm also wondering what's up with Antic, Is it still being published?

-tony

---

tony@brahms.udel.edu
beard@pecan.cns.udel.edu

637. Smelborp

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 19:51:03 UTC
From: swoodwar@zeus.calpoly.edu
Message-ID: <1992Feb07.195103.585747@zeus.calpoly.edu>
Source record: 112587

Hmm, after playing around with atari.archive.umich.edu, I have the following report to make, which I am posting here for lack of any better idea:

apac22.arc is corrupted. I fetched it twice, and got the same problem both times, that being a corruption in the .DOC file. I tried it with both the SDX and BoB Puff's arc programs.

expo91de.dcm is also corrupted, somewhere around sector 281. I think someone else mentioned this too.

I'll give my first-born child to anyone who sends working copies of apac22.arc and also ColorView to the archive...

--
------------------ fjbbqjne ng qrzrgre qbg pnycbyl qbg rqh ------------------
Gur bayl checbfr bs guvf fvtangher vf gb trg crbcyr gb ebg-guvegrra vg...
Qvq V rire fnl vg jnf tbvat gb or jbegujuvyr?

638. For Steven Grimm

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 20:30:58 UTC
From: U54136@uicvm.uic.edu
Message-ID: <92038.143058U54136@uicvm.uic.edu>
Source record: 112586

Steven Grimm, I have lost your telnet address. Please contact me at,
U54136@uicvm.uic.edu.

-Tim

639. KWEST Atari User Group Meeting - Wed Feb 12/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 20:38:18 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Feb7.203818.5989@watmath.waterloo.edu>
Source record: 112580
Cross-posted to: ont.micro,kw.micro,comp.sys.atari.8bit,uw.sys.atari,comp.sys.atari.st

In February, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
the 16-bit library. We will also show Migraph OCR (Optical Character
Recognition) and Fun School 4 (educational software from the UK).

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the February issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, Feb 12, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for details.

Hope to see you there,
Dani Roloson

640. Hardware Questions/Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 21:07:04 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9202071607.AA02497@bitsy.cooper.edu>
Source record: 112579

Dear NETters,
Does anyone know the going sale price (if any) for the
Atari 1010 Program Recorder? Also, my Atari 1027 printer died a few
years ago... it printed a line or two, but then printed garbage the
rest of the page. The manual said to 'reset' the print head by turning
it off and on again... but this was only if it printed garbage from the
start of the operation. Did this happen to anyone else, or does anyone
know what went wrong with it?
Thanks in advance...

-Sincerely,
Tony
a.falcon@bitsy.cooper.edu INTERnet

641. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 22:55:22 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb7.225522.29876@ge-dab.GE.COM>
Source record: 112583

Hello again, Bill.

Yes, APAC works based on the alternating lines of graphics 11 (16 colors) and graphics 9 (16 intensities). This looks pretty good on a lot of monitors, and somewhat drab on others. I did implement a page-flipping version of this (called interlaced APAC, .ILC) that restores the resolution to 80 x 192 in my latest APACVIEW program. The output file is twice as big, as you might have guessed. If you want to print GIFs as 16-shade pictures, APACVIEW can be made to produce pure graphics 9 images.

COLRVIEW produces 4096 colors by yet another trick. I produce three graphics 9 images, one each for red, green, and blue, from the GIF source. At first I tried just cycling these using page-flipping methods. The result was *really bad flickering*, so I devised another method. I would show three screens that look like the following diagram:

```
****Red line 0*** **Green line 0*** ***Blue line 0***
**Green line 1*** ***Blue line 1*** ****Red line 1***
***Blue line 2*** ****Red line 2*** **Green line 2***
****Red line 3*** **Green line 3*** ***Blue line 3***
**Green line 4*** ***Blue line 4*** ****Red line 4***
***Blue line 5*** ****Red line 5*** **Green line 5***
****Red line 6*** **Green line 6*** ***Blue line 6***
**Green line 7*** ***Blue line 7*** ****Red line 7***
***Blue line 8*** ****Red line 8*** **Green line 8***
: : :
**Green line 191* ***Blue line 191* ****Red line 191*
```

...where the three screens shown above left to right are "flipped" on sequentially in time over 3/60ths of a second. If you can follow my explanation, you'll understand it requires a DLI per line, plus a VBI routine that selects one of three starting points/DLIs. So now the flicker present in the ordinary three-screen method is reduced to a "scrolling" vertical effect, which is most prominent in solid red, green, or blue areas. Oh yes, the 4096 colors comes from using three graphics 9 screens, 16 colors each, or 16 x 16 x 16 = 4096. This relies on the fact that your brain has the "persistence of vision" phenomenon. Since the three files are 80 x 192, the full resolution is 80 x 192. This looks great on digitized photographs.

I have also implemented this with graphics 15, for 160 x 192 resolution with 4 x 4 x 4 = 64 colors. This looks great on certain pictures, namely comic art.

--
Jeff Potter

....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

642. CN Hires New 8-Bit Editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-07 23:03:29 UTC
From: poehland%phvax.dnet@phinet
Message-ID: <9202072303.AA03704@phinet.smithkline.com>
Source record: 112584

I was just informed earlier this week that Current Notes Magazine has a new 8bit Editor, an event which seems to have occurred about 3 weeks ago.

He is Rick Reaser, 8bit VP of the P3ACE group in Colorado. Rick produced the excellent review of the new ChromaCAD program that appeared in the December 1991 issue of Current Notes.

Rick will be running a column called "8-Bit Tidbits". I'll be assisting Rick in the startup phase of his new job- turning over unpublished manuscripts, advising about articles, & giving him copies of software to arrange reviews. In these times of uncertainty in the 8bit community, Rick will continue the tradition of excellent coverage that has characterized Current Notes in the past. Hopefully material that was delayed as a result of my departure will soon go into the pipeline & might appear as early as the April issue.

Rick has already announced strong support for the concept of an independent 8bit magazine & for the mail survey campaign now in progress. Let's all wish him well in his endeavors, & I myself look forward to working with Rick during the transition period of the next few weeks.

- BEN POEHLAND
The Alchemist
(former) 8-Bit Editor
Current Notes Magazine

****

643. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 00:41:33 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <yRVsFB2w163w@unixland.natick.ma.us>
Source record: 112585

moon!cyberden!phbill@well.sf.ca.us writes:

> Is the 1027 a thermal printer? I have an Okimate 10 (which died about 1
> year ago... hey...almost exactly?!), and it never did this, but in the
> manual it said that it would stop a while to cool off.. I say get
> another printer.. the 1027 sounds like a peice of crap!

The 1027 is a piece of crap.. However it doesnt die and need to cool.
I did many pages on it continuously and it worked fine.
Just "thick paper" does it in... Also the plastic print heads die too.
Too expensive to bother fixing.

644. 1027 printer information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 01:01:58 UTC
From: wr@bara.oche.de
Message-ID: <I7W1Sk9ehqs@bara.oche.de>
Source record: 112506

Hello,

I recently bought a cheap 1027, but it came without documentation,
power supply or ribbon cart...
Could anybody tell me what power supply and ribbon cartridge the
1027 requires?
Any ideas how to connect it to the ST?

Hope to hear of you...
\/\/olfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

645. Re: What's up with Atari corp?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 05:55:25 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb8.055525.26728@usenet.ins.cwru.edu>
Source record: 112588

In a previous article, tony@chopin.udel.edu (Anthony Beard) says:

>What's up with Atari Inc? In fact, what's up with the production of cpus like
>the 130xe, 65xe etc? Are they still being produced?
>
>I've been in college for the past 2 1/2 yrs, so I've been out of the 8-bit scene
>for awhile. I have an 800xl back at home, but I hardly use it except to play games.
>
>I'm also wondering what's up with Antic, Is it still being published?

First off, Atari, Inc. became Atari Corp. in 1984.

Atari officially has nothing to do with the 8-bit line as of 1-Jan-92.
i.e. no production, no support, nada.

Antic as a stand along magazine published its last issue in 1990. It then
moved inside STart for awhile, but then STart ceased publication in 1991.

The magazines that support the 8-bit are:
Atari Explorer, Atari Interface, AtariUser, Current Notes, New Atari User
(Page 6), and 8:16, the latter two being from Britain.

See this group's FAQ for addresses. (look for the revised FAQ to be
posted tomorrow!)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

646. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 07:36:48 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Feb8.073854.11989@caedm.byu.edu>
Source record: 112591

In article <54127@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>You know, I've been reading for YEARS about the "infamous disk-drive
>pause bug" on the Atari, but have NEVER SEEN it. Sure, my drives will
>occasionally go to sleep in the middle of I/O, but my instinctive reaction

...

I have never encountered this bug, period. I have read about it everywhere,
but I have never had my disk drive fall asleep, or the cassette, or the printer.
(But I never had an atari printer. :-) But my mom used to have a 1027 before
she traded it in for the XE/style one that was letter quality (don't know the
model) and she never complained that the 1027 fell asleep either. Maybe
I'm lucky, maybe I happened to get late enough OS revisions that fixed these,
I don't know.

647. hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 07:59:38 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Feb8.080138.12205@caedm.byu.edu>
Source record: 112592

I was thinking of writing a game that would interface multiple Atari computers
through the joystick ports, using port 1 for input and port 2 for output.
I know that PIA can support this, but I don't know if two machines can be
connected this way safely. Should only the data pins be connected? Or the
data pins and the ground? Any help would be appreciated.

648. Re: Internal 8-bit clock...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 18:06:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92039.130630JJMCWILL@MTUS5.BITNET>
Source record: 112595

My question is.. why would you want to set the RTIME8 clock from Bobterm?
You can set it from DOS, and I don't see any reason to fool with it while
online. Maybe I am missing something here?

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

649. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 18:18:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92039.131845JJMCWILL@MTUS5.BITNET>
Source record: 112596

Eric,

Is response to your question about connecting two computers together
and playing a game, say one on one with it, several people have already done
this. I have a TANK game somewhere that my friend Mike and I played
on two 8 bit computers, you go out and rack up points blowing each-other's
turrets to pieces.
Dataque has also produced specs for 'Gamelink', his gaming cable that also
comes with some sort of software protocol. They were working on GEnie on
some sort of game for it, but as far as I know nothing has come out of it
just yet.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

650. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 18:48:15 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Feb8.184815.28174@ra.msstate.edu>
Source record: 112593

Interesting idea... If you were going to connect the two computers or more, I would suggest connecting all the pins _
EXCEPT the +5 volt line. This way you could also use the TRIG lines for interrupts. You MUST connect the ground lines inorder to get vaild information on your data lines. Don't connect the +5v lines or you'll have problems definatly when you have one or more of the computers off.
Later,
John

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-_____-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
______| (/ ! \ !!!!MLzitter@Dune.EE.MsState.edu {AOL: Zitt}

651. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 19:19:26 UTC
From: omf@jab.tucson.az.us
Message-ID: <4iBuFB2w164w@jab.tucson.az.us>
Source record: 112597

Chris_F_Chiesa@cup.portal.com writes:

> You know, I've been reading for YEARS about the "infamous disk-drive
> pause bug" on the Atari, but have NEVER SEEN it. Sure, my drives will
> occasionally go to sleep in the middle of I/O, but my instinctive reaction
> -- hitting the BREAK key a few times -- ALWAYS starts it right up again.
> I can't BELIEVE I'm the ONLY person who's ever thought to hit BREAK when
> the drive goes to sleep...

I've had a 600XL and an 800XL since they came out and I've only seen the bug with the 1027 printer - never the 1050 drive or the XF551. I do remember reading, though, that the problem existed and I thought there was a fix. It was definitely in Compute!'s Insight:Atari.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

652. Re: 3.5" xf551 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 19:59:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1DDuFB2w164w@cyberden.uucp>
Source record: 112509

Cool.. I guess I got mixed up, as I didn't have any need for that
knowledge, so it got corrupted (to sound like a computer nerd..) :)
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

653. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 20:05:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aoDuFB3w164w@cyberden.uucp>
Source record: 112508

Hey.. that's right, I think I have the pinouts of the 5-pin monitor jack
somewhere.. Let me check... duh... right there in front of my face!
Ok:

```
_
3 1

5 4
2

_ - notch
1 - composite luma
2 - ground
3 - audio out
4 - composite video
5 - composite chroma
```

I have a simple "commodore monitor jack" that I got from MCM Electronics,
and that you can probably get at BEST, B&C, San Jose, etc. (but NOT at
Radio Shmuck!? at least not the one that (was) around here..?) It
changes the 5pin din to 2rca's: audio out and composite video. I guess
if you get a 3-pin, you can do audio out, comp.luma and comp.chroma. I've
never tried as I've only hooked up my computer to a TV via switch box,
and via VIDEO button (the monitor port.) Does this help?
Bill

```
_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!phbill@well.sf.ca.us ]
```

The CyberDen accepts liability or responsibility for no one-You're on your own.

654. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 20:06:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NPDuFB4w164w@cyberden.uucp>
Source record: 112511

Speaking of outputs, does anyone have the SIO outs? Or is it in DeRe or Mapping!? (I have those, but don't want to bother looking this sort of stuff up! :)) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

655. Re: 1200XL vs. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 20:09:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FuDuFB5w164w@cyberden.uucp>
Source record: 112510

Does the 1200xl have a removable POKEY? I'm afraid to look! :)
Or does it depend on when it was made, like the 800's and the C/GTIAs?
(probably a dumb question as they only made the 1200xls for about 2
months!)
thanks Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

656. FAQ: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 20:17:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GGA2E9NIRK8WVYYN@carleton.edu>
Source record: 112524

```
Frequently-Asked Questions
("FAQ")
comp.sys.atari.8bit
Revised 5-Feb-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is this Usenet newsgroup, dedicated to the free
exchange of information pertaining to the 8-bit Atari computers:
the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest consists of postings to comp.sys.atari.8bit,
collected and e-mailed to subscribers on the Internet who do not have access to
Usenet. To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
Cross-posting from the Info-Atari8 Digest to comp.sys.atari.8bit is not
implemented at this time. Thus, one should NOT post to
Info-Atari8@naucse.cse.nau.edu. Rather, one should send his/her posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu to ensure that the message will appear
on comp.sys.atari.8bit.

What is the atari.archive?
atari.archive.umich.edu is the anonymous FTP site which contains many
files for the 8-bit Atari computers. Those with full Internet access can FTP
to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in
your e-mail address as your password. Now type "cd atari/8bit" to reach the
8-bit directories; there are four subdirectories within the 8-bit directory:
cc65, new, sio2pc, and zmag.
Users may upload new files to the atari/8bit/new directory. If it's not
obvious, please also upload a text file describing your upload.
When downloading or uploading to/from atari.archive, be sure to have
file-type set to BINARY when transferring binary files (.arc, .com,).

What is BART?
Some persons have Internet e-mail access but do not have FTP access.
They, too, can access the atari.archive library through the BART mailer.
BART's address is atari@atari.archive.umich.edu. BART automatically UUEncodes
binary files before e-mailing them to you. For complete instructions on using
BART, send a message to BART that says nothing but this:

help
```

Even if you do not have FTP access, you can still upload new files to the atari.archive. Send new uploads (UUEncoded, if binary) to John Dunning at jrd@stony-brook.scrc.symbolics.com.
While in the past UUEncoded binaries have been posted directly on comp.sys.atari.8bit, the practice is discouraged because Info-Atari8 Digest subscribers find it frustrating to have to scroll through long UUEncoded messages to find the postings they can actually read. Please e-mail UUEncoded binaries to John Dunning instead; he'll upload them to the atari.archive where everyone can get at them.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the original Atari online magazine, with over 200 issues published so far. It covers the 8-bit Atari computers exclusively.
Z*Mag is NOT the same thing as Z*Net, though they are published by some of the same people.
Most issues of Z*Magazine since #157 are available in the /atari/8bit/zmag directory at the atari.archive.
Greg Lindahl, gl8f@fermi.clas.virginia.edu, has created a mail-list for distributing Z*Magazine to subscribers over the Internet. However, his mail-list is not in operation at this time because no one has offered to supply him with the new issues as they are released. Contact Greg if you can help.
To contribute to Z*Magazine, send your articles to Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board system. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can telnet (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG members-list are automatically members of the official Atari users' group CAIN - Central Atari Information Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers.

Are there any magazines still supporting the 8-bit Atari?
There are several:

Atari Explorer Atari Interface
29-05 Broadway 3487 Braeburn Circle
Astoria, NY 11106 Ann Arbor, MI 48108

AtariUser Current Notes
Quill Publishing Co. Current Notes Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/year $27/year

New Atari User 8:16
Page 6 248 Wimborne Rd.

P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England
&15.00/6 issues surface;
&21.00/6 issues air

Are there any product developers or vendors still supporting the 8-bit Atari?
Ben Poehland has created quite a long list of firms devoted to the 8-bit Atari market. This file is called vendlist.arc in the /atari/8bit directory of the atari.archive.
Ray Wilmott maintains a similar list. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
Yes! There are three files at atari.archive that claim to do this. They are: atario21.arc, pcxfer.arc, and util.arc. Each of these programs runs on an MS-DOS type of computer. For disks written on your PC to be read on your 8-bit Atari, you must have an Atari disk drive capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT or equivalents, but not an unmodified 1050 or 810. There is no way to write 128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is an extension of Atari DOS 2.0S/2.5 that provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is not being manufactured at this time. MYDOS, on the other hand, is a shareware product that continues to be improved upon.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari? It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

--

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

657. Re: Creative DLI for precision timing

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 21:12:43 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <9900@mindlink.bc.ca>
Source record: 112594

> Chris_F_Chielsa@cup.portal.com writes:
>
> Ai! You're halfway to implementing a missing component in Frank Seipel's
> wish project, that of being able to backup the Atari onto a video cassette.
> Namely, one obstacle was that the Atari would like to be able to start/stop/
> rewind the VCR under computer control, so as to avoid wasting tape while the
> Atari (relatively slowly) brought another chunk of data in from a disk...

Sure, it's really not a difficult thing to operate the VCR controls. Reading video is much more involved. But I'm confused... how does Frank expect to be able to repeatedly seek to the same spot on the tape? By encoding position info in the video? By using an on-screen tape counter?

> I told Frank through E-mail that "what we need is a computer-driven VCR
> remote," maybe something like VCR PLUS if you've heard of that (if not,
> you soon will, mark my words)... And it sounds, Tom, like you're working
> in the direction we need...

When it's done, I'll gladly post the code (probably Synasm, but I'll make it a text file). I'll add a VCR plus decoder if some kind soul could forward me the algorithm. I've followed the thread on sci.crypt and sci.electronics with interest, but so far it seems the threat of litigation has stopped anyone from posting it. :(

--
Tom Klok tomtom@{templar.cynic|arkham}.wimsey.bc.ca
What, me hurry? -- Alfred E. Von Neuman a344@mindlink.bc.ca (preferred)

658. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 21:35:11 UTC
From: omf@jab.tucson.az.us
Message-ID: <cTHuFB1w164w@jab.tucson.az.us>
Source record: 112601

jdz1@Ra.MsState.Edu (John D. Zitterkopf) writes:

> Interesting idea... If you were going to connect the two computers or more, I
> would suggest connecting all the pins _
> EXCEPT the +5 volt line. This way you could also use the TRIG lines for inter
> rupts. You MUST connect the ground lines inorder to get vaild information
> on your data lines. Don't connect the +5v lines or you'll have problems
> definatly when you have one or more of the computers off.

You folks may want to look into what Dataque software is doing - Maze of Agdagon is a multiplayer game reminicent of Midi-Maze on the Atari ST. Multiple 8bit computers can play together through as special cable that runs from one CARTRIDGE port to the next. The game only loaded on ONE of the Ataris, at which point it gets downloaded to the other players through the cable. I don't know what the status is on this game, but if Jeff Potter is still around, I think he could give us all some details.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

659. colorview v2.5

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-08 22:24:41 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92039.172441AKH104@psuvm.psu.edu>
Source record: 112598

ColorView is now in the atari.archive. as well as the impressive
budgirl9.arc for it. If people respond...ill uploadt he gift converter
too!
/s
andrew

660. AWESOME! Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 01:08:12 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92039.200812LENNJM@PURCCVM.BITNET>
Source record: 112600

I just posted the AWESOME Demo from Germnay on the archive in the new subdirectory.

It is in DCM format, i.e. use Bob Puff's Disk Communicator to uncompress. This program is on the archive also, if you don't already have it.

I tested this DCM file to make sure it went back to a properly working disk.

I hope everybody likes it!!!!

Jody Lenn
8-bit Hoarder!!!
LENNJM@PURCCVM

661. AWESOME Demo Notes

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 02:23:43 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92039.212343LENNJM@PURCCVM.BITNET>
Source record: 112602

I forgot to give this information out in my last post about the
AWESOME Demo.

When it loads, you can let it cycle through the demo segments, or if
you've seen enough of one, press the <START> key to get to the next demo
segment.

There are 7 or 8 segments to this demo.

Jody Lenn
8-bit Hoarder!!
LENNJM@PURCCVM

662. More on demos...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 03:04:25 UTC
From: omf@jab.tucson.az.us
Message-ID: <32wuFB1w164w@jab.tucson.az.us>
Source record: 112604

Those of you having problems with the Expo 91 Demo: it seems that there are two copies of this in the archive - one in the NEW directory, while the other one is not. There is a large difference in file size between the two, but I'm not sure which one works.

Also, I uploaded the DAS OMEN demo to the archive a few days ago. It doesn't seem to be available, but when it is DOWNLOAD IT!

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

663. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 03:26:42 UTC
From: atario@cats.ucsc.edu
Message-ID: <28210@darkstar.ucsc.edu>
Source record: 112603

Wanna know why? It's because the color generation on Ataris is a little screwy, which makes it hard to do good color replication. The colors besides white don't go all the way down to black, and they become whiter as they get brighter. (This sounds like a bleach ad!) So you've either gotta live with screwy colors or use fewer of them.

```
__
(_
__)teve
(New to this newsgroup, thank you)
```

664. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 03:43:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uuyuFB5w164w@cyberden.uucp>
Source record: 112514

1) Thanks for posting your disk mags.
2) Thanks for posting the Digi-Studio info.
3) I'm still confused about the RAM on a 1200xl. (I've even had mine for
about 9 years!) Does it have only 48k, or a full 64k? Will Digi-Studio
work on it?
4) Is it fully compatible with Parrot sounds, or is it in a different
format?
and..
5) Have you worked on a BASIC player or anything of the sort?

Thanks a TON! (This'll make the Parrot worth
a LOT more!) Bill Kendrick

moon!cyberden!phbill@well.sf.ca.us

!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

665. Re: I NEED HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 03:46:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8ZyuFB6w164w@cyberden.uucp>
Source record: 112516

Rick_Michael_Cortese@cup.portal.com writes:

> down because calls had gone from 40 or 50/day to 1 or 2, ditto for WCS.

WCS!? Only 1 or 2 calls a day!? What about it's net? Isn't there
software to transfer Carina messages to UseNet? (the person who told me
of his, please tell me who you are!... or was that elsewhere?)

Hmm.. God... I hope WCS doesn't die! It's the only 8-bit run BBS I know
of near here. (unfortunately it costs me TON$!!!)

Have YOU given your favorite 8-bit board a call today!? Bill

```
_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!phbill@well.sf.ca.us ]
```

The CyberDen accepts liability or responsibility for no one-You're on your own.

666. 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 03:56:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NHZuFB2w164w@cyberden.uucp>
Source record: 112515

Does anyone ever have trouble powering-up their 1200xl? Almost every time I have no carts. installed, I get a brown screen. Sometimes I get a brown screen and a few large yellow strips (sprites, I'll have to suppose). Does anyone ever have this problem? I usually just hit [RESET] and it starts the boot-up sequence, but sometimes that doesn't work, so I turn it off, and then back on. If that doesn't work, I flick it off and on really quickly (ouch!).. but then a few times, when it goes to DOS, it loads garbage onto the bottom of the screen, and whenever I do, say, a disk directory, I get garbage forcing itself on the center line, and the bottom of the screen and such (this was with MyDOS 4.53?.. this last happened yesterday, and the brown screen happens almost ALL the time..) Is this just a problem with the cart. slot, because it used to NEVER happen when I used AtariBASIC until I took it out to do something else.. ??

Thanks for any help in
advance, Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

667. Re: gifs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 04:01:47 UTC
From: atario@cats.ucsc.edu
Message-ID: <28213@darkstar.ucsc.edu>
Source record: 112505

```
Try apacvew 2.3 and colrview 2.5. They do all kinds new tricks.

__
(_
__)teve
```

668. INVENTORY

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 07:09:04 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92040.020904AKH104@psuvm.psu.edu>
Source record: 112507

A friend of mine is looking for the program called INVENTORY by JEFF BRENNER.
Anyone got a copy?
Andrew.

_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ ===>C.S. 71020,3451<=== ===>Genie A. Heller<=== _
---

669. Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 08:31:01 UTC
From: yoshida@eniac.seas.upenn.edu
Message-ID: <65469@netnews.upenn.edu>
Source record: 112513

I once had my hands on a music program that displayed
"moving bars of color" on the screen as the music played.
The dancing colors weren't the best part, I was mostly
impressed with the music. The same people that wrote this
music program (or maybe more aptly, music player) also wrote
the music for several games that were put out by _Paradise
Programming_. One was called "The Tail of Beta-Lyre" and another
was named something like "Cosmic Tunnels" something or another.

My question is, what is the name of this music player program?

It may have just been a demo, or a beta release that vaporized before
making it to the consumers. I had borrowed it from someone who's
bother worked for the software developers.

What's its name? Where is it available? Are the song files
available?

--dan
--
=--=--=--

670. For sale: Atari 1040 St

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 08:48:39 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb9.084839.27271@rice.edu>
Source record: 112512

For Sale:

Atari 1040 ST (Tos 1.2, 1 meg, mouse, megatouch springs)

Everything is in excellent condition (like new) and with all documentation and original packaging.

$260(including shipping) or best offer.

If interested, leave me email or call (713) 893-2173.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

671. Re: General Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 10:28:44 UTC
From: jonc@status.gen.nz
Message-ID: <LyewFB2w164w@status.gen.nz>
Source record: 112599

Chris_F_Chiesa@cup.portal.com writes:

> Ye Gods, I might be all over Z*Net and not even know it! If I'd known,
> I'd have hidden some secret messages in my postings... :-) "I'm in your
> living rooms, America..." :-)

Also in Living rooms in .. Canada,Mexico,Peru,Brazil,England,Scotland,Whales
,Ireland,France,Germany (most of Europe via our Comnet BBS there),
Australia,New Zealand, Singapore,Hong Kong,Korea and many more countries.
(The are the countries I personaly know of).

If people like I can post an overview of each issue of our 8 bit magazine
Z*Magazine to this news group if you like..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

672. Huge .zip of games at atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 16:54:21 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <1992Feb9.165421.22004@cis.ohio-state.edu>
Source record: 112517

I was poking around last night on the archive and noticed a 1.6 Mb (!) .zip file called Atari800_Games_Com.zip, which seems to contain about 90 binary load files of old 8 bit games. The poster of this file is a genius; they were kind enough to duplicate every file in a separate 800k .zip STORED within the main .zip, making the file twice as large as it would normally be. Geez. [The file in question is in "pub"]

So what's the opinion? As atari.archive is the only major site in the U.S. with 8-bit material, I'd hate to see it get shut down because of this.

I tried the demo "awesome" recently posted there; it's pretty good. But I can't get the expo91 to work, no matter which version I try. (Corrected posting, atari.archive copies, etc.) I'm using SIO2PC; if someone has already made a disk image of it, I'd really appreciate a copy.

Thanks,

Mark

673. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 18:24:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54243@cup.portal.com>
Source record: 112518

That software was written by Philip Price & I believe released through
Data Soft. Data Soft went to electron limbo & I've heard rumors Price bought
an Amiga. I think you'll have trouble finding it anywhere other then used
'cause I've never seen it at B&C or San Jose Computer in the last 5 years.
A pretty good alternative is Antic Music Processor. Music entry is a little
complicated, but the results are great.

674. Re: 1200XL vs. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 20:26:42 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92040.152642JJMCWILL@MTUS5.BITNET>
Source record: 112522

Bill,

Both my 1200Xl PCB's have fully socketed IC's.

Jeff McWilliams

675. WCS

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 21:43:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7ucwFB3w164w@cyberden.uucp>
Source record: 112525

I see WCS IS dead now... :(That really ruined my day! (I hadn't called
in about 3 or 4 weeks because of $$$$ problems...) Oh well..
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

676. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 22:08:45 UTC
From: omf@jab.tucson.az.us
Message-ID: <a2DwFB1w164w@jab.tucson.az.us>
Source record: 112521

yoshida@eniac.seas.upenn.edu (Dan P. Yoshida) writes:

>
> I once had my hands on a music program that displayed
> "moving bars of color" on the screen as the music played.

The only player I remember that does this is Antic's AMP. Its really very nice, even lets you add lyrics. As far as where you can get this, I'm not sure. Is this public domain? If it is (which I doubt), I'll email it to you.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

677. Homebrew RS232 possible?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 22:14:55 UTC
From: SOEF_16@leicester.ac.uk
Message-ID: <9202092216.AA17619@ucbvax.Berkeley.EDU>
Source record: 112519

How hard would it be to make a RS232 interface for the 800XL? Preferably
something that could plug into the SIO port and be a proper 'R:'.

I ask this because I want to connect up a modem and I think the
850 interfaces I have seen for sale are overpriced.

Does anyone have a circuit diagram of such a device? Alternatively, does
anyone know whether a SX212 modem (dirt cheap) would work in England?

--
Steve
SOEF_16@leicester.ac.uk

678. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-09 22:52:52 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <9931@mindlink.bc.ca>
Source record: 112520

> Bill writes:
>
> Speaking of outputs, does anyone have the SIO outs? Or is it in DeRe or
> Mapping!? (I have those, but don't want to bother looking this sort of
> stuff up! :)) Bill

It's in mapping, as well as the hardware manuals. Don't you think it would be better to spend 5 minutes and look it up yourself, as opposed to sending a request like that to thousands of computers around the world?

--
Tom Klok tomtom@{templar.cynic|arkham}.wimsey.bc.ca
What, me hurry? -- Alfred E. Von Neuman a344@mindlink.bc.ca (preferred)

679. HELP!!! With Koala/Touch pad .pic graphics format!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 00:17:46 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Feb10.001746.3441@ra.msstate.edu>
Source record: 112523

Hi, folks:
I need your HELP! Read the discription below:

HELP FILE FOR 800+ 256K MOD

PIC FILES AND EXTRA DOC
SUPPLIED BY THE CHAOS BBS
(517) 317-1106

This disk has many files- including
5 picture files in koala/touch
tablet format that are REQUIRED for
completion of the modification.
Don't worry, there IS no pic for
figure 5 as it was too hard to draw
and the text explains it well
enough.

FIG1FIG2 PIC 3667 09-01-88 12:00p
FIG3FIG4 PIC 4307 09-01-88 12:00p
FIG6 PIC 3118 09-01-88 12:00p
FIG8 PIC 2656 09-01-88 12:00p
FIG7 PIC 3403 09-01-88 12:00p

I have these files unarced on my harddrive of my IBM AT. I can't put these
files On my Atari 800 becuase I don't have the equipment.
Does any one have the ability to diplay/print these pictures? I need
some one to print up these pictures and Mail them to me. Or even better yet
help me convert them to one of the more 'standard' graphic protocalls like
.gif that I can disply on my PC. I want to do this hardware mod but I can't
unless I can get these figures 8-(.
ANY help would be greatly appreciated.

Thanks,
John Zitterkopf

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-______-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
______| (/ ! \ !!!!MLzitter@Dune.EE.MsState.edu {AOL: Zitt}

680. Re: Homebrew RS232 possible?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 06:30:28 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92041.013028JJMCWILL@MTUS5.BITNET>
Source record: 112532

STEVE,

I don't think actually doing the RS232 hardware would be the worst.
Antic had a project for the Parallel bus that I think included a sample
RS232 port. The hardest part would be the software driver for it.
The Antic article didn't include a RS232 driver to my recollection.

Jeff McWilliams

681. Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 11:43:04 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Feb10.114304.5510@aber.ac.uk>
Source record: 112528

I'm not exactly sure how much memory a 1200XL has. These were never sold in the UK, and I haven't had a chance to use one. Digi-Studio works fine on the 800XL and 130XE with 64K.

Parrot samples will work fine. Samples just need a .SPL extender to be loaded into Digi-Studio. Renaming them will work! Also, Antic Sampling Processor sound files will also work fine. This is because the Digi-Studio m/c player was based on the Antic player.

I started work on the tune complier yesterday. It asks for the name of the tune, the sample to use, and what lines in Basic you want the play routine to be situated at. The complier then creates a file in LIST format which you can enter into your Basic programs. This LIST file works in both Atari Basic, and Turbo-Basic. All you have to do then is copy the relevant tune and sample files to the disk your Basic program is on. An, hey presto!, you have digitized music in your own Basic programs. This program is going to be released along with the sample editor. Some new samples are also going to be included, as well as a few new tunes. The documentation for these programs (especially the sample editor) is going to be hard to write, so I think release of these programs is likely to be in a month, maybe more. The cost for these extra programs will probably be the same as the current D-S package available now.

Another person mentioned playing stereo Amiga files. Well, I am considering producing a stereo version of D-S, but in order to do this, I really need version 2 of the grumby stereo upgrade. I need to make sure that I am writing for the latest version before I start. Can anybody post version 2 details on here?? Amiga sample files would NOT directly work on an atari. The atari only has 4-bit playback resolution, so sample files are stored in a unique way on the Atari to save memory space. LOT'S of work would have to be done to convert Amiga samples of any description, let alone stereo ones, to work on the Atari.

Readers may be interested to know that Digi-Studio is not my first project into digitized sound. Before Digi-Studio were:

THE MUSIC MACHINE - early 1988. Bit crummy, but has a keyboard and joystick sound player, and creates Basic programs to play samples. However, the sounds do not play at real musical pitch.

D.S.I.L. - Digital Sounds Instruction Language - Nov.1988. A language based digitized sound manipulation again with keyboard player and tune complier. Again, samples do not play at real pitch. Also has a keyboard drum player program.

D.M.S. 1.75a - MARCH 1989 -Digital Music Studio. A new menu driven version of DSIL.

D.M.S. 2.00a - NOV.1989 - New updated version of DMS. Samples still don't play at real pitch.

Also, in the field of Digitized sound:

P.S.T (Programmer's Speech Tool) early 1988 - has 14 ready to play speech files for use in games. Has things like....game over, press fire to start,.. and so on. All Basic player routines are included.

BASH-A-DRUM - summer 1990 - A full drum pattern and song programmer. Has 9 drums, which can be played using the keyboard, 2 joysticks, or sequences programmed using a supplied editor.

Also, I have produced:

Digitized music demos #1 - 4 edited music samples
Digitized music demos #2 - 4 more music samples
Journey into sound demo - summer 1990. A big DS/DD disk full of edited digitized music.
Megablast - a 128K edited digitized music demo.

Everything except DMS, and Digi-Studio are PD. They are available in my PD library, and in the States from:

JEFF EDWARDS
138 SOUTH MAIN STREET
TRAVELERS REST
SC29690

He also still has distribution rights to DMS 2.00a.

Hope all this helps. That's if anybody has bothered to read all this!!

Dean Garraghty. djg0@uk.ac.aber

682. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 13:43:16 UTC
From: donham-jake@CS.YALE.EDU
Message-ID: <1992Feb10.184329.21435@cs.yale.edu>
Source record: 112529

Could you give some technical details on how Colrview works? I messed around with a page-flipping thing to do 256 colors, but it never looked any good at all. How do you do it?

Jake

683. Re: Homebrew RS232 possible?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 13:58:53 UTC
From: cba@hpuerca.atl.hp.com
Message-ID: <7230001@hpuerca.atl.hp.com>
Source record: 112461

Yes, it is possible. There was even a device sold a few years ago called the "R-Verter" which did just that. I know, because I own one. Unfortunately, I believe the company went under. I tried to contact them, and their phone number was owned by a Wal-mart.

684. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 16:49:11 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Feb10.164911.11411@magnus.acs.ohio-state.edu>
Source record: 112527
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
>> Atari!? Advertising!?!?! For what? ? Lynx? Port?
>> gotta go! call!
>>
>
>Hi...yeah...me...I posted that message...
>
>They advertised up...the ST/TT line for MIDI capabilites...and um...I think th
e
>Portfolio was on the other page of the advert.
>
>Pretty spiffy, huh?

What? Where, which magazine?

Also, I need to get ahold of the guy who wrote Quick ST, can anyone send me his
address (I want to get Gemulator for our demo lab at work)

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-Kaleidoscope woman
in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -
```

685. Cosmic Balance

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 17:03:40 UTC
From: hship@teton.sw.stratus.com
Message-ID: <10986@lectroid.sw.stratus.com>
Source record: 112465
Cross-posted to: bit.listserv.games-l,comp.sys.atari.8bit

I recently uncrated two artifacts from my past:

Star Fleet Battles (star trek battle wargame)

and

Atari 800

Now I've already started to combine the two (a program to manage
some of the data involved with SFB) but I remember having at
one time a copy of SSIs "The Cosmic Balance", a very SFB-like
game.

Does anyone know where I might obtain a copy of this ... preferably
a legal copy with docs (I always said that when I had the means,
I would stop pirating).

--
"Is that real blood?"
Howard_Ship@vos.stratus.com

686. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 17:33:34 UTC
From: jonc@status.gen.nz
Message-ID: <NaTyFB1w164w@status.gen.nz>
Source record: 112526

yoshida@eniac.seas.upenn.edu (Dan P. Yoshida) writes:

> I once had my hands on a music program that displayed
> "moving bars of color" on the screen as the music played.
> The dancing colors weren't the best part, I was mostly
> impressed with the music. The same people that wrote this
> music program (or maybe more aptly, music player) also wrote
> the music for several games that were put out by _Paradise
> Programming_. One was called "The Tail of Beta-Lyre" and another
> was named something like "Cosmic Tunnels" something or another.
>
> My question is, what is the name of this music player program?
>
> It may have just been a demo, or a beta release that vaporized before
> making it to the consumers. I had borrowed it from someone who's
> bother worked for the software developers.
>
> What's its name? Where is it available? Are the song files
> available?
>

Dan....

The guy who wrote this and out it in the 8 bit market (in 1985 if I recall)
was my names sake "Jon C" from English Software. There are several in PD
that are great for what you require (now if only I can remember them :-)

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
jonc@status.gen.nz / /\ jonc@status.kcbbs.gen.nz or FIDO 3/772:105

687. more SIO ports

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 18:06:03 UTC
From: phile@pwcs.StPaul.GOV
Message-ID: <9202101806.AA01319@pwcs.StPaul.GOV>
Source record: 112531

Thanks to Jeff McWilliams for helping me out on my SIO-port shortage.

"Mark" at Innovative Concepts
31172 Shawn Drive
Warren, MI 48093
(313)792-1919 <<<<<<NOTE CHANGE OF PHONE NUMBER!

has an SIO port box with four ports on it for $34.95. There is no cable attached, so you gain 2 ports and have to supply a cable. I don't have a spare SIO cable, so that is another $5 for a total of $39.95.

Computer Software Services (CSS)
PO Box 17660
Rochester, New York 14617
(716) 586-5545
Ordering: 429-5639
FAX: 247-7158
BBS: 247-7157.
P.O. Box 17660
Rochester, NY 14617

has something called a Quintopus for multi SIO ports for $39.95. It has an attached SIO cable, so you are gaining 4 ports and don't need the cable. So it is the same price for more ports. They also take plastic over the phone so you get shipping faster. Made up my mind.

Phil Ethier, THE RIGHT LINE, 672 Orleans Street, Saint Paul, MN 55107-2676
h (612) 224-3105, w (612) 298-5324 phile@pwcs.stpaul.gov
"The workingman's GT-40" - Anthony Colin Bruce Chapman

--
Login name: phile In real life: Philip J Ethier
Phone: 298-5324

688. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 18:08:09 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb10.180809.26148@ge-dab.GE.COM>
Source record: 112530

In article <1992Feb6.005034.1711@nmt.edu>, ehobbs@nmt.edu (Eric Hobbs) writes:
|>
|> Correct me if I'm wrong, but what good is a program that displays
|> 4096 colors when GIF's are only 256 colors at the most?
|>
|> BTW, even though it is a cool program, I have yet to see an APAC color
|> GIF that came out looking the way it should. Playing with the TV's
|> brightness and color doesn't seem to help.
|>

Hi Eric!

I created COLRVIEW due to a couple problems with APAC mode: it doesn't work on some monitors, and it can't provide the range of colors needed to display some GIFs. APAC works best with ordinary television sets, and certain monitors (Magnavox Color 40, Commodore 1702, and some others). But some monitors produce only a pale red/blue image when in APAC mode (this might be why you were unimpressed with it). When I discovered COLRVIEW, I noticed that it would work on those other types of monitors that APAC does not.

As for the "why 4096 colors?", even the best APAC versions of GIFs fails to produce certain colors. My monitor never could produce a decent yellow, or blonde hair, without some green in it. And the 256 colors that APAC produces are not always good matches for the 256 colors present in the GIF file. In addition, when I down-sample the (for example) 640 x 400 image to fit into 80 x 96 for APAC, I must average several pixels together (as many as 32) to produce a composite color. This color ends up being different than the original 256 in the GIF color table. So, for low resolution viewing, the more colors, the better.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

689. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 19:34:34 UTC
From: tribe@zed.cs.uidaho.edu
Message-ID: <1992Feb10.193434.495@groucho>
Source record: 112537

In article <53964@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
[snip]
> For the record,
>the fix posted here recently "remove the extra 'b' character from the
>one line of the fourth part of the file that is obviously one character
>too long" (it does stick out like a sore thumb; it is also the only line
>of the data portion of the UUencoded file that doesn't start with an 'M'),
>WORKS. Take out that 'b', UUdecode, unDiskComm to an Enhanced Density
>diskette, and VOILA! A demo that in my opinion would do justice to the
>Amiga!

I did this exactly, but the demo locks up!

I get (1) the snaking text title, followed by (2) a title screen with great
music and some color animation. Then I press START, the screen blanks, the
disk is accessed, some new music starts, then everyting stops; I have to power
down to regain control.

I have RamboXL and an XF551. Could the demo expect the timing of a 1050 drive?

Duane Tribe (tribe@ted.cs.uidaho.edu)

Do not read this sentence.

690. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 20:50:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <825XFB5w164w@cyberden.uucp>
Source record: 112551

AKH104@psuvm.psu.edu writes:

>
> ummm.....why not modify this piece of uniqueness and add the ability
> to play amiga .MOD files in stereo?
> I WOULD DIE TO SEE THAT.
> Andrew

I'm wondering what software uses 8-bit stereo. Am I mistaken in
beleiving that all XE's have stereo. I'm thinking about upgrading my
1200xl to stereo, but I'm not sure if it's compatible with anything. (It
adds a POKEY (?) and gives you 4 more mem.locations to use for sound
(right channel, I suppose).. also, with this upgrade, or the stereo that
the XE's come with (if they do), do you have the capability to go into
all those wierd sound modes (like 16bit and such)??) Thanks
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

691. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 20:56:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FD6XFB6w164w@cyberden.uucp>
Source record: 112552

Cool! I can't wait until I get Action! I got a windows toolkit ARC,
hoping that it would have a compiled demo., as at the time I knew nothing
about Action!, but from looking at it, it REALLY reminded me of PASCAL,
which I might ALSO get! If you want, I could send you the Action!
Window's Toolkit. Since I have yet to get a uudecoder, it'd just be the
source, NOT Arc'd, of course, and without the instructions, because
that'd be too huge. One day I'll most definitely upload it to the
archive, but for now.. I NEED A DECODER!!!! Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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692. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:00:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <3J6XFB7w164w@cyberden.uucp>
Source record: 112553

Speaking of packing... I'm gonna suppose that the backgrounds for Zybex
are packed, aren't they!? The game NEVER loads after the initial
boot-up. Now THAT's an idea! Too bad I have no idea how to pack info!!
:) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

693. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:02:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Vm6XFB8w164w@cyberden.uucp>
Source record: 112455

TB, as in TurboBASIC? It's OR is "!"think..
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

694. Re: 80 column TurboBasic program

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:05:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cR6XFB9w164w@cyberden.uucp>
Source record: 112554

My 80col. "handler" will (eventually) add screen editing. It can already move a screen up, and I forget about down. I WON'T probably ever have logical lines, only physical lines. My demo (which is HIDEOUSLY slow at the moment) writes some stuff on the screen, and then draws a design and allows 1-key inputs (barely!). I only worked on it for about 1/2 an hour!, so what else do you expect!
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

695. Re: What's up with Atari corp?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:08:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <DX6XFB10w164w@cyberden.uucp>
Source record: 112457

tony@chopin.udel.edu (Anthony Beard) writes:

> What's up with Atari Inc? In fact, what's up with the production of cpus lik
> the 130xe, 65xe etc? Are they still being produced?
>
> I've been in college for the past 2 1/2 yrs, so I've been out of the 8-bit sc
> for awhile. I have an 800xl back at home, but I hardly use it except to play
>
> I'm also wondering what's up with Antic, Is it still being published?
>
> -tony
>
> ____
>
> tony@brahms.udel.edu
> beard@pecan.cns.udel.edu

Well... it hasn't been Atari Inc. since Warner Bros. owned it back in 84?
Now it's Atari Corp, and it really sucks. As of this month, Atari's
ended ALL 8-bit support (>I< never noticed any for YEARS anyways!) Antic
died last spring I think (I was amazed it lasted THAT long!), and Analog
died the year before ('90). Well.. we're still here... The die-hards!
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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696. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:11:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <526XFB11w164w@cyberden.uucp>
Source record: 112456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

cpbuehrer@miavx1.acs.muohio.edu writes:

> In article <6TLJFB12w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
> > Edito, ergo sum (I eat, therefore I am)
> >
> > Atari!? Advertising!?!?! For what? ? Lynx? Port?
> > gotta go! call!
> >
>
> Hi...yeah...me...I posted that message...
>
> They advertised up...the ST/TT line for MIDI capabilites...and um...I think t
> Portfolio was on the other page of the advert.
>
> Pretty spiffy, huh?
>
>
> --Dennis
>
> also known as... | HELLO, I'm a signature virus!
> krambdej@udavxb.oca.udayton.edu | Join in the fun
> Cogito cogito, ergo cogito sum. | and copy me into yours!

Well... actually, not really. Hey.. speaking of ads, did anyone ever see
that Lynx ad with the kid at school who goes to the bathroom to play his
Lynx? Or the one with the four kids at the busstop or somewhere playing
Gauntlet, and they say something like "up to 4 people can play.." then
you see three of them as steaming skeletons, and they look over at the
4th, and then you here "but only >1< can survive!" or something. It was
pretty cool! I LOVE the Lynx, but for some reason I'd never get one..
(call it $? call it what you will!)... same with the Amiga.. For some
reason I'm sick of them!? (just call me DEVOTED!) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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697. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:14:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Z76XFB12w164w@cyberden.uucp>
Source record: 112459

What about the sound!?!? Ohh! I suppose it CAN do digi..
(yeah...RIGHT! with a II's speed!?) because I've heard an IBM do it (and
WITHOUT ANY sound-card.. wasn't TOO impressive.. not compared to my "good
morning vietnam!" and my pee-wee singing "connect the dots! la la
lala!".. and also a very naughty one! (ooh!) Can't wait until I get
the Parrot! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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698. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:17:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sB7XFB13w164w@cyberden.uucp>
Source record: 112458

My drive never goes to sleep unless I get some sort of REALLY buggy i/o problem, like trying to load a backup of AtariWriter +, which doesn't work as it is anyways!... but, yes! I guess I'm also one of the elite [BREAK]ers anonymous! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

699. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 21:21:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wi7XFB14w164w@cyberden.uucp>
Source record: 112460

Where can I get a copy of these 2 progs.? Esp. the interlaced one!? I think I got APACView and APACView 1.2 on AtariBase, but I saw no others. The original ARC of APACView was screwed to hell, and I think my RGB table is a bit messy, as well.. Are these files on the archive, and if not, could you please post them!? Thanks! Bill

BTW: What does the "uu" in uudecode and encode mean!!??

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

700. Re: gifs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 22:16:17 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb10.221617.3307@ge-dab.GE.COM>
Source record: 112533

In response to phbill's post on APACVIEW, etc.:

I'm the programmer of APACVIEW! Your explanation is essentially correct. The other mode you explained (page flipping full screens of graphics 9 and graphics 11) is called Pryzm mode. The latest version (2.3 I think) of APACVIEW supports this mode. The results were marginal on my monitor, with lots of flicker. The same files can be viewed in interlaced APAC mode, which alternates GR.9/11 on line pairs, and displays two screens with page flipping to maintain 80 x 192 pixel resolution. This mode is also supported by the latest version of APACVIEW.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

701. EXPLORER PROPOSAL REJECTED! (resend)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 22:21:52 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9202102221.AA00698@smithkline.com>
Source record: 112535

From: PHVAX::POEHLAND 7-FEB-1992 14:03:43.78
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: EXPLORER PROPOSAL REJECTED!!

After monitoring Net response to the offer from John Jainschigg of Atari Explorer Magazine to carry Atari Classics as a section of AE, it was clear the majority opinion was against it.

Just to maintain perspective here, I'd like to remind everyone the offer was made to me, personally. It was ultimately my preogative to accept/reject it, regardless of anyone elses' opinion. I had in fact formed my opinion of the offer within the first 12 hours of receiving it. However, it would have been foolhardy of me to make such a momentous decision- with far-reaching effects on the whole community- so capriciously. I shared the news with you for basically 2 reasons: I wanted to compare Net opinion to my own; & I wanted to see if any tangents/angles I hadn't thought of would emerge in the public forum.

Regarding those 2 elements, I report as follows: First, majority opinion expres-sed here on the Net confirmed my personal opinion, which was negative from the beginning. Second, such issues as people raised, tangential & otherwise, did nothing to give me cause to reverse my negative opinion.

Whereupon, on Feb. 4-5, I officially informed John Jainschigg that while I was grateful for his consideration, I respectfully must decline his offer at this time.

The wording of the offer raised a few emotional issues which I chose to brush aside. It was basically a business proposal, in my response to John I chose to evaluate it that way, & Ithink most of the response I saw here on the Net saw it that way also.

There were 3 sound business reasons for rejecting Explorer, as follows:

1.) He offered us 8 pages, 6 times a year. Even assuming Explorer really did publish 6 times a year (a BIG assumption), we would have only 48 pages. This is paltry. In 1991 alone, with far less resources at my disposal, I published ca. 90 pages in Current Notes, & could have done more. A paltry 48 pages/year isn't worth doing; Current Notes is a far better option.

2.) There was the problem of once again having to compete for page space with Atari's other products. This is the same problem we now face with both AIM & CN. Since AIM & CN, respectively, already command most of the market, & most 8bitters already resent having to page thru that other stuff to find the items they want, Explorer offered no advantage in that regard. It would just be more of the same; more of the same is not what

we want.

3.) One item no one mentioned, is that the community is now so small it no longer has the resources to adequately support even the 2 major magazines we now have: AIM & CN. (It is my opinion that this dichotomy of publications is actually contributing to the fractionation & decline of the community.) The entry of Explorer into the market in a major way would accelerate the process of disintegration, & ultimately be harmful to the community. A major objective of Jeff McWilliams' mail survey campaign is to CONCENTRATE our remaining resources into one single common forum, & thus hopefully to restore our splintered market to critical mass.

There were some personal issues, of a minor nature, which I also had to consider. As a scientist I am a rebellious fellow, distrustful of authority. The more autocratic the authority is, the more rebellious & distrustful I become. Any of you folks ever looked at the masthead of Explorer? It's top-heavy with guys whose last name is Tramiel. Now look up the definition of "autocrat" in your dictionary; you'll find there a picture of Massuh Jack. Sooner rather than later, I would come to grief working in such an environment. I need to feel that whomever I work with are people whose motives I can trust, whose efforts are sincere, & whose style of communication is on par with my own. I just did not get any of those vibes from John.

- BEN POEHLAND
The Alchemist

****

702. CN Hires New 8-Bit Editor (resend)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 22:24:08 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202102224.AA00702@smithkline.com>
Source record: 112534

From: PHVAX::POEHLAND 7-FEB-1992 18:48:26.78
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: CN Hires New 8-Bit Editor

I was just informed earlier this week that Current Notes Magazine has a new 8bit Editor, an event which seems to have occurred about 3 weeks ago.

He is Rick Reaser, 8bit VP of the P3ACE group in Colorado. Rick produced the excellent review of the new ChromaCAD program that appeared in the December 1991 issue of Current Notes.

Rick will be running a column called "8-Bit Tidbits". I'll be assisting Rick in the startup phase of his new job- turning over unpublished manuscripts, advising about articles, & giving him copies of software to arrange reviews. In these times of uncertainty in the 8bit community, Rick will continue the tradition of excellent coverage that has characterized Current Notes in the past. Hopefully material that was delayed as a result of my departure will soon go into the pipeline & might appear as early as the April issue.

Rick has already announced strong support for the concept of an independent 8bit magazine & for the mail survey campaign now in progress. Let's all wish him well in his endeavors, & I myself look forward to working with Rick during the transition period of the next few weeks.

- BEN POEHLAND
The Alchemist
(former) 8-Bit Editor
Current Notes Magazine

****

703. FAQ: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 22:25:18 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202102225.AA00707@smithkline.com>
Source record: 112536

I now routinely send all my IA8 postings via CSA8. The sysadmins here tell me we can'T send things to UseNet. By substituting dashes for the dots, it goes thru. I told our sysadmins I was sending msga to UseNet like this, they said it was impossible. OK, if they say so, I'll just keep on doing it <chuckle>.

My only frustration w/CAS8 is that sometimes postings are delayed or don't seem to go thru. For example, I just re-posted 2 msgs that I sent via CSA8 on Feb. 7. Now I see stuff in IA8 #41 that was posted Feb.8&9, etc., but my Feb. 7 postings failed to appear. Or, is this some kinda gotcha, like in the next IA8 my postings will appear TWICE. So then people can say, Look at that Alchemist guy, what a dummy he must be!

Sorry if I sound like I'm ragging here, but some days the Net makes me CRAZY.

- BEN
POEHLAND
The Alchemist

Who one day might actually remember the locations of SHIFT & RETURN on the Mac keyboard. Aarff!

704. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 22:28:22 UTC
From: bill@mwca.UUCP
Message-ID: <1958@mwca.UUCP>
Source record: 112539

In article <54243@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>That software was written by Philip Price & I believe released through
>Data Soft.

Actually, I believe that should be _Datamost_, not DataSoft. I got the high score on Cosmic Tunnels at the 1983 CES show (back when home computers were king!) and won a complete Atari 800 system w/drives and color monitor. Had to pay a visit to the president's house to collect, but it's still being put to good use (well, the monitor anyway!).
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

705. Missed Digests

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-10 22:54:34 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920210225433_71450.1050_EHB22-2@CompuServe.COM>
Source record: 112538

Help!!! If anyone has a complete copy of IA8 Digest #36, please forward it to 71450.1050@COMPUSERVE.COM. I received a truncated copy on my end.

Also, we never received issue #21 or #27 on this end. Copies of those would also be appreciated.

Thanks again,
Lawrence

706. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 03:56:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb11.035657.20741@usenet.ins.cwru.edu>
Source record: 112540

In a previous article, tribe@zed.cs.uidaho.edu () says:

>In article <53964@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>[snip]
>> For the record,
>>the fix posted here recently "remove the extra 'b' character from the
>>one line of the fourth part of the file that is obviously one character
>>too long" (it does stick out like a sore thumb; it is also the only line
>>of the data portion of the UUencoded file that doesn't start with an 'M'),
>>WORKS. Take out that 'b', UUdecode, unDiskComm to an Enhanced Density
>>diskette, and VOILA! A demo that in my opinion would do justice to the
>>Amiga!
>
>I did this exactly, but the demo locks up!
>
>I get (1) the snaking text title, followed by (2) a title screen with great
>music and some color animation. Then I press START, the screen blanks, the
>disk is accessed, some new music starts, then everyting stops; I have to power
>down to regain control.
>
>I have RamboXL and an XF551. Could the demo expect the timing of a 1050 drive?
>
>--
>Duane Tribe (tribe@ted.cs.uidaho.edu)
>
>Do not read this sentence.
>

Try holding down option to avoid internal BASIC. Worked for me.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

707. Re: Hardware Questions/Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:04:12 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <PXRyFB1w163w@unixland.natick.ma.us>
Source record: 112542

a.falcon@BITSY.COOPER.EDU (Anthony_Falcone-) writes:
> Dear NETters,
> Does anyone know the going sale price (if any) for the
> Atari 1010 Program Recorder? Also, my Atari 1027 printer died a few
> years ago... it printed a line or two, but then printed garbage the
> rest of the page. The manual said to 'reset' the print head by turning
> it off and on again... but this was only if it printed garbage from the
> start of the operation. Did this happen to anyone else, or does anyone
> know what went wrong with it?

YEP! 1010- Sells used for $5-10 depending on whos looking for a door
stop.. (hehee). Most of the time people give these away locally.
I cant see much use for one unless youve got a supply of cassettes
that you want to convert to disk. The prices on used drives is VERY cheap
and so it makes a 410/1010 a doorstop or collectors item.
Ive got an 835 modem here so I know what a "collectors" item is.
I get people asking me to take their 1010's and 410's away!
As for the 1027-- ITS a piece of junk. Dont fix it.. CHUCK it and
buy an interface and a standard type of epson compatable printer.
Youll appreciate how much better it is than the 1027 is.
-Craig
Responses to: craigr@athena.mit.edu

708. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:08:54 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <J6RyFB2w163w@unixland.natick.ma.us>
Source record: 112543

potter@sundae6.DAB.GE.COM (Jeff Potter) writes:

> Hello again, Bill.
>
> Yes, APAC works based on the alternating lines of graphics 11 (16 colors)
> and graphics 9 (16 intensities). This looks pretty good on a lot of
> monitors, and somewhat drab on others. I did implement a page-flipping
> version of this (called interlaced APAC, .ILC) that restores the resolution
> to 80 x 192 in my latest APACVIEW program. The output file is twice as
> big, as you might have guessed. If you want to print GIFs as 16-shade
> pictures, APACVIEW can be made to produce pure graphics 9 images.
>

CAn someone upload this to delphi??
I think the version there is kinda old.

709. Re: Internal 8-bit clock...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:16:24 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <2HsyFB3w163w@unixland.natick.ma.us>
Source record: 112546

moon!cyberden!phbill@well.sf.ca.us writes:

> I just downloaded a peice of mail (the expo91 demo), and I ran out of
> room right at the end, so BobTerm (1.21) decided to delete the file for
> me (argh!... I'll just use DISKFIX.COM off of my 2.5 master disk). I
> noticed that the seconds went really slowly. It took quite a while to
> delete the file, being a big 126k!, and the clock fell behind alot. I
> recall someone at one time mentioning that they "need" an RT8 cart.
> because the internal clock stops during I/O. As I probably mentioned
> before, that is INcorrect. Right after BobTerm deleted the file, the
> clock started spinning VERY fast and caught up 2 minutes in about 5
> seconds.

I think your talking about something I wrote. I was talking about BBS PRO
software which DOES lose time during disk I/O, and I am NOT INCORRECT!
Bobterm adjusts itself to put time back on the clock while it accesses the
disk, but it too, is quite inaccurate if you were to leave the program and
computer running for a week or so (like a BBS would need to do).
Bobterm is set up to put more time back on the clock as near as I can tell.
When I do file downloads to a floppy, while its writing the disk, it freezes
the clock on the screen, then adds the time back to make up for the freeze.
This is not accurate.. An Rtime8 is needed as its EXACT!
It DOESNT lose time. Im even told its more accurate than whats inside the
IBM PC's for keeping time.

710. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:23:47 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Feb11.052347.12021@en.ecn.purdue.edu>
Source record: 112544

```
In article <1992Feb10.193434.495@groucho> tribe@zed.cs.uidaho.edu writes:
>In article <53964@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>[snip]
>> For the record,
>>the fix posted here recently "remove the extra 'b' character from the
>>one line of the fourth part of the file that is obviously one character
>>too long" (it does stick out like a sore thumb; it is also the only line
>>of the data portion of the UUencoded file that doesn't start with an 'M'),
>>WORKS. Take out that 'b', UUdecode, unDiskComm to an Enhanced Density
>>diskette, and VOILA! A demo that in my opinion would do justice to the
>>Amiga!
>
>I did this exactly, but the demo locks up!
>
>I get (1) the snaking text title, followed by (2) a title screen with great
>music and some color animation. Then I press START, the screen blanks, the
>disk is accessed, some new music starts, then everyting stops; I have to power
>down to regain control.
>
>I have RamboXL and an XF551. Could the demo expect the timing of a 1050 drive?
>
>-------------------------------------------------------------------------------
>Duane Tribe (tribe@ted.cs.uidaho.edu)
>
>Do not read this sentence.

As someone pointed out earlier...you must diskcomm to an enhanced-density
disk and change the max sector count when you run diskcomm.

I changed the sector count to 1040. I'm probably wrong here. I know DOS 2.5
gets 1024 sectors. Just the same, it seems to me I read somewhere that there
really are 1040 sectors but DOS 2.x uses 10bit sector numbers and the 6
leftover bits for file numbers.

If diskcomm gets a little past 720 sectors you will know that you have done it
correctly.

The demo really is cool!

--
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
```

711. Re: Internal 8-bit clock...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:23:57 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <musyFB4w163w@unixland.natick.ma.us>
Source record: 112545

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> My question is.. why would you want to set the RTIME8 clock from Bobterm?
> You can set it from DOS, and I don't see any reason to fool with it while
> online. Maybe I am missing something here?
>
> Jeff McWilliams

Jeff, he is trying to set the clock that bobterm uses.
When you are online with bobterm, its impossible.. UNLESS! You use
spartados and the spartacommand line processor and go into it while online.
I think if he is using dos 2.5, Its not possible to do.. unles IM
missing something. Theres one clock with Bobterm... online time and
REAL time....in the same upper right hand corner...
To set it, (as you know) he would use spartados and then type
TIME (return) and enter it in.. I dont know if the TDLINE utility will
work with dos 2.5 but this might work.

Its nice to have correct time while online I guess.
No big deal though.
-craig
Respond to: Craigr@athena.mit.edu

712. Rtime8 Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:25:39 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <gXsyFB5w163w@unixland.natick.ma.us>
Source record: 112547

```
Used RTime8 cart wanted.
Mail responses to Craigr@athena.mit.edu

Even dead ones are ok with me!
-Craig
```

713. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:30:19 UTC
From: atario@cats.ucsc.edu
Message-ID: <28315@darkstar.ucsc.edu>
Source record: 112548

asgardia@unixland.natick.ma.us (Craig Rothman) writes:
>potter@sundae6.DAB.GE.COM (Jeff Potter) writes:
>> Yes, APAC works based on the alternating lines of graphics 11 (16 colors)
>> and graphics 9 (16 intensities).

>CAn someone upload this to delphi??
>I think the version there is kinda old.

It's there, I made sure of it myself. APACVEW 2.3 and COLRVIEW 2.5 are
the latest I heard of (including the above (deleted) description).
Have at it!

--
(_
__)teve

714. Anyone know how to transfer Cassette Bootables to disk?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:49:45 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Feb11.054945.24878@ra.msstate.edu>
Source record: 112549

Howdy....
I have a few cassettes that I would LOVE to transfer to disk. My 800
doesn't have Basic built-in. I want to transfer Zaxxon and Blue-Max to disk
if it's at all possible. My other cassettes were witten in BASIC so they were
easy to "copy". Anyone know how to transfer Bootable Cassettes to BootDisk
on a 810 drive? And _YES_ all of my equipment is outdated. I'm poor and a
full-time College Student...
Which Reminds me that I have a NETWORKS I lab report to type...

I had better go...
Oh, By The Way, Email me the Responses when possible. If there is interest
I'll post to the NewsGroup.

Thanks,
John

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-_____-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
_____| (/ ! \ !!!!MLzitter@Dune.EE.MsState.edu {AOL: Zitt}

715. Re: Missed Digests

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 05:55:19 UTC
From: omf@jab.tucson.az.us
Message-ID: <wauyFB2w164w@jab.tucson.az.us>
Source record: 112550

71450.1050@CompuServe.COM (Lawrence Estep) writes:

> Help!!! If anyone has a complete copy of IA8 Digest #36, please forward it
> to 71450.1050@COMPUSERVE.COM. I received a truncated copy on my end.
>
> Also, we never received issue #21 or #27 on this end. Copies of those would
> also be appreciated.
>
> Thanks again,
> Lawrence

Hmmm... mine was truncated as well. I'd appreciate a copy, assuming it
wasn't a NET-wide problem...

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

716. HELP!!! With Koala/Touch pad .pic graphics format!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 11:45:00 UTC
From: Michael.Schmidt@tdkt.kksys.com
Message-ID: <697818847.0@tdkt.kksys.com>
Source record: 112463

There is a utility for reading and writing ATARI files in Double Density on an IBM using a 360K drive. Leave me an address and I can send you a copy? If your ATARI has an 850 interface, you can use a null modem cable and term programs to transfer files.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

717. Some Xformer queries....

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 12:31:44 UTC
From: amcalind@cs.strath.ac.uk
Message-ID: <8309@baird.cs.strath.ac.uk>
Source record: 112377

I was a long time Atari 800 user before I bought my ST, and I recently discovered the 8-bit emulator 'The ST XFormer'. However, here in the UK, such programs aren't exactly well supported. Can any UK/European readers of this message provide me with an address and price information for the special Xformer cable, with which the 8-bit disk drives can be interfaced?

Thanks in advance,

Tony McAlinden

email : amcalind@cs.strath.ac.uk

"I've said it before and I'll say it again - Aye Carumba!" - Bart Simpson

718. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 13:14:30 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Feb11.131533.27482@ryn.mro4.dec.com>
Source record: 112464

In article <65469@netnews.upenn.edu>, yoshida@eniac.seas.upenn.edu (Dan P. Yoshida) writes...
>
>I once had my hands on a music program that displayed
>"moving bars of color" on the screen as the music played.
[STUFF REMOVED]
>--dan

Hi Dan,

I think I remember this also. Was it an AMS player? I think I may have this on disk somewhere, bundled with a somewhat likeable "Stairway to Heaven" song...

John

719. still 8-bit net wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 15:35:45 UTC
From: towo@uqun38.sni.de
Message-ID: <towo.697822545@uqun38>
Source record: 112474

Hey, whats the matter? I asked for BBS'es in USA wich want to join a Network
but I got no response by now.
Please if you know an 8 bit Box running on an atari with BBS pro give me mail
to the address in the header.

--
------------ ----- \ Woelfer / ----- | SNI AG, WI-FT 41
/ / \ \ / / \ | Heinz-Nixdorf-Ring
/ \ / \ /\ / \ / | W-4790 Paderborn
/ Thomas ----- \/ \/ ----- | +049 05251 8 23546

720. 1027 Printer Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 15:43:58 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202111543.AA02997@smithkline.com>
Source record: 112462

I disagree quite sharply with Craig Rothman's advice to Tony Falcone (IA8 #42, 11 Feb 92) to trash his 1027 because of its apparently erratic behavior.

As one whose primary printer(s) for many years was(were) two 1027's (one of which I still have), it is my opinion that the 1027, properly maintained, is just as useful & productive a piece of machinery as any other peripheral.

Tony's problem is not primarily one of hardware, but rather a lack of information. Tony needs to lay hands on the Feb. 1991 issue of Current Notes, where he will find an article titled "Secrets of the 1027 Printer". In that article Tony will read the very symptoms he describes, & how easy it is to fix. The problem is lubrication. Use Lube Gel from Radio Shack, & make sure ALL the bars get lubed, not just the head bars but striker bars also (I think there are 4 bars altogether, not sure of the details here). You have to disassemble the case to do it. THe article contains detailed instructions for disassembly & lubing. It should be done about once every 2 years, & you should NEVER touch the bars with your <sweaty> fingers.

The only REAL problem with the 1027 is getting reliable replacement ink rollers.No one who uses a 1027 should EVER throw a used one away! The reasons for this are described, in hideous detail, in the CN article.

The article was written by The 8-Bit Alchemist.

- BEN POEHLAND
The Alchemist

****

721. Digi-studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 16:17:41 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92042.111741JJMCWILL@MTUS5.BITNET>
Source record: 112468

Since the Parrot and Parrot II are hard to find, I was wondering if
if there are any other sound digitizers out there for the 8 bit system.
I have an Analog to Digital converter here, that eventually I am gonna
hook up to my Atari via a PIA project, probably on the Parallel bus, that
would allow up to 8 bit resolution data sampling, at up to 800,000 samples per
second. Obviously you wouldn't run it full out at 800K for sampling,
not even my 1088K Newell upgraded 800XL would be able to store much sound at
that speed!

My point though is, if I were to work on such a project, probably not for at
least several months, what with the campaign and college, would people be
interested in it? Would anyone be SERIOUSLY interested in writing software
for it to make Parrot or DIGI-Studio compatible files? You could also
rig up a separate 8 bit Digital to Analog coverter, for nice 8 bit digitized
sound if you don't like the internal sound of the 8 bit.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

722. Atari 1200XL/1050 worth?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 16:27:22 UTC
From: Darius Vaskelis <U39648@uicvm.uic.edu>
Message-ID: <92042.102723U39648@uicvm.uic.edu>
Source record: 112469

Sitting in my closet gathering dust is some Atari 8-bit equipment:

Atari 1200XL Computer
- with Atari 1200XL Rev. A ROMs
- with ICD's Rambo XL 256K RAM upgrade
- with the jumper added inside to allow power from the SIO port
(This allows the P:R: Connection and other peripherals that draw
power from the SIO to work, they normally are not 1200XL
compatible. I put the jumper in to get a P:R: Connection to
work, which isn't for sale since I have no idea where I put
it. Maybe I loaned it to someone?)

Atari 1050 Disk Drive
- with ICD's US Doubler for true double density and UltraSpeed

The 1200XL is in 100% perfect working order, and the keyboard is fine
too. (Probably the best thing about the machine!)

The 1050 works, but is in worse shape. First, the external power
supply is shot and needs to be replaced. Second, there's a piece
of metal that felxes when the drive door is switched from open (up)
and down to the side (closed). This piece is broken. I can get the
drive to work fine if I manually close it carefully with the cover off.

Additionally, I've got 20+ cartridges for this, including OSS's BASIC
XE which works fine. (It still leaves room for a 128K RAMdisk with
SpartaDOS...) The rest of the cartridges are just gobs of games,
and a BASIC rev A cart.

Additionally, tons of diskettes with a silly amount of software.
Most are SpartaDOS DD punched so that they are "flippy."

Let's see... I've got a joystick and a trackball around somewhere
for it... both third party. Books too, including: Mapping the
Atari (Revised Edition), SAMS Programmer's Reference for 400/800,
all the Atari/ICD/OSS manuals, and some not-so-great ones too...

(GEEZ! I just realized the amount of stuff I've got for this thing.)

Anyway, to cut to the chase, I haven't used this stuff for many
years now. I'm willing to sell it. What the hell's it worth these
days? I'm willing to trade for IBM-type stuff, especially anything
PS/2-specific.

- Darius
AKA Mr. Zarniwoop
--

BITNET: U39648@UICVM | "I'd rather laugh with the sinners
Internet: u39648@uicvm.uic.edu than cry with the saints,
- - - - - - - - - - - - - - - - - - - | the sinners are much more fun,
"Don't set fire to strangers." and only the good die young."
- Mr. Zarniwoop | - Billy Joel

Oh look! I just found EPROMs with the "UltraSpeed OS" and the 130XE OS... these were the last few things I got for my 1200XL, and never installed them. (So actually, I'm not even sure they work! I've only been told by others that they do.)

723. Trenton Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 20:14:10 UTC
From: holsberg@pilot.njin.net
Message-ID: <Feb.11.15.14.09.1992.14352@pilot.njin.net>
Source record: 112466

The Trenton Computer Festival 1992 will be held at Mercer College on
April 11 and 12. Files with all kinds of good information are available
for anonymous ftp from pilot.njin.net (128.6.7.38) in pub/TCF/tcf.
They include:

what.is.TCF - history and description of TCF
spkr.form - if you want to be a speaker
gen.info - general info about TCF, directions, parking, etc.
vendors - if you want to rent a booth or a flea market spot
speakers.Z - preliminary speaker line-up

Pete Holsberg
--
Prof. Peter J. Holsberg Mercer County Community College
Voice: 609-586-4800 Engineering Technology, Computers and Math
UUCP:...!princeton!mccc!pjh 1200 Old Trenton Road, Trenton, NJ 08690
Internet: pjh@mccc.edu Trenton Computer Festival -- 4/20-21/91

724. Need TCF Volunteers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 20:14:40 UTC
From: holsberg@pilot.njin.net
Message-ID: <Feb.11.15.14.40.1992.14423@pilot.njin.net>
Source record: 112467

1992 TRENTON COMPUTER FESTIVAL

TCF needs lots of volunteers to be a success. This year, volunteers are eligible for special prizes in their own drawing!

By volunteering four hours of your time, you will also receive a free two-day ticket to this year's annual Trenton Computer Festival, April 11-12, at MCCC, a colorful cap and a free lunch ticket.

Volunteers work in several areas, as needed by the organizers. Some of these are (1) helping Security to direct traffic, (2) helping speakers and people attending talks, (3) providing general information to attendees, (4) selling tickets, (5) helping in the flea market area, (6) helping in the vendor areas, (7) checking for tickets at the doors, and so on.

Thank you for volunteering. Have fun!!

I. Personal information:

NAME:_____

HOME (Evening) TELEPHONE:_____

WORK (Day) TELEPHONE:_____

II. Please make three choices from the list below:

SAT:6-10 SAT:10-2 SAT:2-6 SUN:8-12 SUN:12-4

First choice:

Second choice:

Third choice:

Return the completed form as soon as possible but no later that April 1, 1992. You will receive a telephone call from the coordinator of volunteers telling you when to report. Go directly to the lobby of the Theater Building on the MCCC campus to get your tickets, cap, etc. and your assignment.

Thanks a lot for helping!

Pete Holsberg
Steering Committee

725. Apple //e emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 20:34:01 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb11.153401.9132@miavx1.acs.muohio.edu>
Source record: 112472

Well, here's a thought I had. Has anyone thought of writing an
Apple //e emulator for the 8-bit Ataris? It should be able to do it no
problem, and with the XEP80, it should be able to emulate their 80
column card. Any ideas? (I'm not very knowledgable in the emulation
department.)

Comments?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

726. Upgrade boards? 65816, 65802, 4 or 8 MHz?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 20:40:58 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb11.154058.9133@miavx1.acs.muohio.edu>
Source record: 112473

What's up with Dataque's 65816 upgrade board? I saw a little of it in Chicago, but I didn't get a chance to talk to anyone. I would really like to get some more speed for my XL. After seeing the the accelerator boards for the ST, wouldn't it be possible to make a board that runs internally at 4 or 8 MHz, and slows down to 1.79 when it has to access memory or GTIA, or POKEY, etc? If you put a small cache on the board, of say 16K, the performance increase would be substancial. The reason I mention the 8MHz speed was the fact that it is possible to get a 65802 that runs at 8MHz. It is pin compatible with the 6502 and it still has the 64K address limit.

Dataque's board could already do this, but I haven't heard anything for awhile. The only other problem would be price. The board would have to be cheaper than $70 dollars to be successful.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

727. MyDos, US Doubler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 20:49:49 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb11.154950.9134@miavx1.acs.muohio.edu>
Source record: 112471

Maybe I overlooked something, but how does one get MYDOS to use my
US Doubled 1050 in high speed mode? I've given up on using SpartaDos,
too many problems with software, and I like how MyDos sets up the
default drive. (Now I just got to send in the shareware fee!!)

On a related note, does MyDos have a way for programs that don't
know about subdirectories to be able to change directories? (I remember
reading about DOS-XE that when you are in a program, if you tried to
load a directory, DOS-XE would change to that directory, and return a
load error to the program, so you would be in the new directory. I can't
remember how you backed out of directories though.)

A suggestion to the person writing a CLI for MyDos. PLEASE provide
some sort of path command!! (I would love to be able to put all my
utilities on my ramdisk (D8:UTIL) and be sitting on D1: and be able to
type "unarc filename.arc" !!!)
Also a pwd prompt and alias command would be very nice. Also, the
ability to have external programs be written in Atari BASIC. (That way,
if someone wants to write the greatest directory program, they could
have the prg LS.BAS and be able to invoke it by type just "ls")

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

728. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-11 22:14:16 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb11.221416.13947@ge-dab.GE.COM>
Source record: 112470

In article <1992Feb8.184815.28174@ra.msstate.edu>, jdz1@Ra.MsState.Edu (John D. Zitterkopf) writes:
|> Interesting idea... If you were going to connect the two computers or more, I
|> would suggest connecting all the pins _
|> EXCEPT the +5 volt line. This way you could also use the TRIG lines for inter-
|> rupts. You MUST connect the ground lines inorder to get vaild information
|> on your data lines. Don't connect the +5v lines or you'll have problems
|> definatly when you have one or more of the computers off.
|> Later,
|> John

What you seem to be describing is what Chuck Steinman (of DataQue) has already done with something he calls GameLink. He released a hardware spec and a sample game (two player tic-tac-toe) for two systems to play. His final conclusion was: this type of communication is much too slow for any major applications.

He and I have worked with what he calls GameLink II, which connects the serial lines together. This allows up to 32kbps communication when handled correctly. His spec for this (and GameLink I) are both available on GEnie.

I am still working on an interactive multi-player (up to 8) game involving this concept. The serial communications part of it is beginning to work. We had started an area on GEnie called the "Atari Games Designer Arena" or AGDA for discussions of just such games. People were real anxious to give us their grand schemes, but fell short when it came time to implement them. I am pledging to finish this game in the near future. Let me know if you are interested in hearing more about it....

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

729. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:00:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9J9ZFB3w164w@cyberden.uucp>
Source record: 112504

esok@everest.ee.byu.edu (Eric Sokolowsky) writes:

> I was thinking of writing a game that would interface multiple Atari computer
> through the joystick ports, using port 1 for input and port 2 for output.
> I know that PIA can support this, but I don't know if two machines can be
> connected this way safely. Should only the data pins be connected? Or the
> data pins and the ground? Any help would be appreciated.
>
>

There's already an Atari linker for games called the Game-Link if I
recall. I have a battleship game that was unfortunately not described as
2 computer, so it just sits useless on one of my disks. E-mail me and
I'll remember to post some info. on it (like where to get it). It does
work through the stick ports, so it'd be fairly simple to use, if you
timed everything correctly. Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

730. Re: Internal 8-bit clock...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:05:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <gs9ZFB4w164w@cyberden.uucp>
Source record: 112502

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> My question is.. why would you want to set the RTIME8 clock from Bobterm?
> You can set it from DOS, and I don't see any reason to fool with it while
> online. Maybe I am missing something here?
>
>
> Jeff McWilliams
> JJMCWILL@MTUS5.CTS.MTU.EDU
> GEnie: J.MCWILLIAM3
> "Atari 8-bit die hards never run out of power"

With what DOS!? I have no RT clock CARTRIDGE for one, but I suppose if I
got some handler I could do it. Also, I guess you could use [K]-DOS and
[H] load module in BobTerm to do it. (I loaded Xagon once, and the colors
were screwed until I hit [reset].. it was pretty snazzy!)

I just hate having something so keen, but also so useless without paying
$40 for a clock! Also, with spartados (which I haven't yet got!), does
it date/time stamp (yes.. I think I remember hearing).. and does it ONLY
use the RT8 cart!? Because if it does, a handler like I mentioned for
BobTerm would be good for SpartaDOS instead of getting 00:00:00 01/01/80
on all the files! Well!? Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

731. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:07:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Pu9ZFB5w164w@cyberden.uucp>
Source record: 112503

Yeah.. Dataque made it... that's right. The game was called "head 2
head battle ship" or something. It was just the standard "Milton-Bradly
(or whoever)'s Battleship" on computer. Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

732. Re: colorview v2.5

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:08:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HX9ZFB6w164w@cyberden.uucp>
Source record: 112355

<AKH104@psuvm.psu.edu> writes:

> ColorView is now in the atari.archive. as well as the impressive
> budgirl9.arc for it. If people respond...ill uploadt he gift converter
> too!
> /s
> andrew

Oh! Hmm... too bad I deleted all my xxx GIFs now that there's a better
viewer within my reach! hehe.. so, what EXACTLY is the filename for
this, so I can send for it tomorrow...?? thanks bill

(still figuring out the archive!)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

733. Re: AWESOME! Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:10:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <V19ZFB7w164w@cyberden.uucp>
Source record: 112499

Finally!!! I have about 30 downloads of that damned file and NONE of
them work, even when filefixed! I think I found a PD copy at B&CComputer
Visions, but I'd rather save the $4 and upload it! What EXACTLY is it's
filename!? (so I don't have to request another index!)
Muchas gracias! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

734. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:12:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <T39ZFB8w164w@cyberden.uucp>
Source record: 112357

That way of multiple computers (more than two) sure reminds me of one of
Atari's systems... Now what was it called? <g> Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

735. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:20:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9F0ZFB9w164w@cyberden.uucp>
Source record: 112358

The color bar player was called AMP (advanced music player). I have two demos. Strike Force or something (pretty patriotic.. sounds good), and ALTREAL or ALTREALITY.. I thought it'd be some music from Alternate Reality, but it wasn't.. It wasn't that good. There's also a program to convert .AMS files to loadable .AMP files or vice-versa. I'm not sure. They were both on AtariBase, so anyone near San Jose, maybe upload it to the archive. (I'm just a bit too LD! $$$!)....
Anyone see ballsong? Now THAT was groovy! Sort of a dumb song, but I like the 3-d bouncing ball (that is, bounced left-right, up-down, in-out!).. Oh.. I remember, it was called AirStrike, not Strike Force.. I was close. But, yes, those AMPs are pretty cool.
Is FujiSpin or FujiBonk on the archive? I have FujiSpin, and that is RUDE (no music :(, but RUDE animation!).. and FujiBonk I can buy PD for $4.. And, finally, is RobotSpaceShip (or whatever) demo on the archive, because it, too, is a cool demo, and I'd gladly upload it once I figure out how. It has the Atari Fuji, just like in FujiSpin, but instead of spinning, it shows a big, 16 shade robot walking down a hall way, and it plays robot-music.. then it shows the fuji again, then a space-ship, again in 16 colors, flying through space. (I think it was only 1 layer scrolling for the stars, though, but still, the ship looks mighty realistic..), and it played hero-type space music. Anyone seen 'em?
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

736. Re: Huge .zip of games at atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:22:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qJ0ZFB10w164w@cyberden.uucp>
Source record: 112501

Are there zip/unzippers for the 8-bits? That'd be cool for getting GIFs
and TXTs around here on all the *hitty IBM loser boards around here...
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

737. Re: Homebrew RS232 possible?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:24:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Tm0ZFB11w164w@cyberden.uucp>
Source record: 112500

Well.. I'm not sure about uk phone lines compared to US, but you'd
definitely need a different power adapter, since the 212 uses it's own
power source.
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

738. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:25:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wP0ZFB12w164w@cyberden.uucp>
Source record: 112356

5 minutes!? In >MY< room!? Yeah! RIGHT! I'd rather get a disk that is
easily accessible, instead of buried withing tons of printouts, like
many-a-book and magazine of mine. Geeze.. some people don't understand
others' problems!!! Just because I live in a mobile home, and have less
than 25 feet square doesn't mean that you have to be nasty!!! :) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

739. MIO

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 00:43:42 UTC
From: cs46jon@unccvax.uncc.edu
Message-ID: <4299@unccvax.uncc.edu>
Source record: 112475

Can anyone tell me where I could get either a new or used MIO hard drive interface for the 130XE. And if possible also list the prices. Thanks.

email: cs46jon@unccvax.uncc.edu

740. Re: Apple //e emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 04:11:05 UTC
From: petebre@elof.iit.edu
Message-ID: <1992Feb12.041105.4294@iitmax.iit.edu>
Source record: 112478

In article <1992Feb11.153401.9132@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
> Well, here's a thought I had. Has anyone thought of writing an
>Apple //e emulator for the 8-bit Ataris? It should be able to do it no
>problem, and with the XEP80, it should be able to emulate their 80
>column card. Any ideas? (I'm not very knowledgable in the emulation
>department.)
>
> Comments?

Just a little something I found out about the //e while programing
a simple game on one. The thing is set up with negative memory addresses
and the allocation of string memory tended to overwrite the graphics
memory. (and this is from puting the gaphics shapes where the manual said
it would be ok). I dont know if this could be overcome in an emulater or
not. In every way I found the apple //e to be less of machine than either
the 800 or 130XE.
The memory overwrite I described above scrambled the
the graphics screen, and I overcame it by reducing the amount of memory
I used for the strings.

-Bp

741. INFOCOM games

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 04:15:09 UTC
From: dannymi@microsoft.com
Message-ID: <1992Feb12.041509.1592@microsoft.com>
Source record: 112477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for any infocom game that will run on an Atari 8bit or ST
(in its original packaging, of course).

I'd be willing to pay whatever you think is fair.

Anybody have one that they're willing to part with?

Send mail to dannymi@microsoft.com

Thanks!

- Danny

742. Printer pause bug

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 04:34:35 UTC
From: gt9291b@prism.gatech.EDU
Message-ID: <48455@hydra.gatech.EDU>
Source record: 112476

The SIO bug was fixed a long time ago! Get an XE and don't waste band-width!

--
Patrick Aikens
gt9291b@prism.gatech.EDU

743. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 04:41:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54381@cup.portal.com>
Source record: 112480

That phbill guy :-) writes:

>AKH104@psuvm.psu.edu writes:
>
>> ummm.....why not modify this piece of uniqueness and add the ability
>> to play amiga .MOD files in stereo?
>
>I'm wondering what software uses 8-bit stereo. Am I mistaken in
>beleiving that all XE's have stereo.

As I'm sure forty other people have jumped in to say, yes, you're mistaken.
No Atari 8-bit computer has ever been produced with "factory" steereo sound;
we pretty much "pre-dated" the "need" for stereo sound in a home/desktop
computer; heck, SOUND was new when the Atari first hit the street...

Nonetheless, I have seen true stereo music produced on a STOCK Atari 800:
a little melody played in two-part harmony, one "channel" emerging from
the POKEY-driven "audio output" (i.e. finally coming out of a TV/monitor's
speaker) and the other out of that little metal-disk "console speaker" in
the 800 case itself! It was a wonder of careful instruction timing, and
I saw -- er, HEARD -- it around 1985 or 86...

> Bill
>
>_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

744. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 04:49:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54382@cup.portal.com>
Source record: 112479

Phbill --

>What about the sound!?!? Ohh! I suppose it CAN do digi..
>(yeah...RIGHT! with a II's speed!?)

The first digitized sound I ever heard was about 1.5 sec. of the Theme
From STAR WARS, emitted from an Apple IIe. The guy who demoed it for me
was some kind of electronics genius, as this took place around 1978 when
you HAD to be an electronics genius to digitize sound on an Apple IIe....
The guy said it took "the computer's entire memory" to store that 1.5 sec
of sound...

Chris_F_Chiesa@cup.portal.com

745. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 04:55:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54383@cup.portal.com>
Source record: 112481
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Phbill is at it again:

>Hey.. speaking of ads, did anyone ever see
>that Lynx ad with the kid at school who goes to the bathroom to play his
>Lynx?

Actually it's FOUR kids; each takes a stall in the bathroom and they ComLynx
under the partitions for a multi-player session... (I guess little GIRLS
aren't expected to buy Lynxes. Are there any women in THIS group?)

>I LOVE the Lynx, but for some reason I'd never get one..
>(call it $? call it what you will!)... same with the Amiga.. For some
>reason I'm sick of them!? (just call me DEVOTED!) Bill

Hmmm... devotion to the Atari is no reason not to support other cool
machines. You all know how much I post here -- well, I also have an Amiga
and a Lynx... not to mention the VAXes, Macs, and PCs I deal with at work...

Now, shortage of $$$ I can understand!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

746. Re: Creative DLI for precision timing

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 05:03:02 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54384@cup.portal.com>
Source record: 112482

Tom Klok (tomtom@{templar.cynic|arkham}.wimsey.bc.ca) writes:

>> Chris_F_Chielsa@cup.portal.com writes:
^
No "L" please. :-)

>Sure, it's really not a difficult thing to operate the VCR controls. Reading
>video is much more involved. But I'm confused... how does Frank expect to be
>able to repeatedly seek to the same spot on the tape? By encoding position
>info in the video? By using an on-screen tape counter?

I don't think Frank DOES expect to be able to "repeatedly seek" to the same spot... That was ANOTHER of our "missing components". It wouldn't be a problem if you were willing to pull files off the tape in order of their appearance; writing would be "VCR_RUN,write_data,VCR_STOP," repeated; reading would be the same only with "read_data" in the middle. We did come up with the idea that "since you're using a VCR," we could intersperse VISUAL index frames/segments: fast-forward in "cue" mode until you see, on screen with static and all, the GRAPHICS-2 (or larger custom display) legend, "video games 1980", then stop, PLAY in normal mode until the legend disappears, then engage the data-transfer mode... This is just a very rough idea that occurred to us as one possibility...

>> I told Frank through E-mail that "what we need is a computer-driven VCR
>> remote," maybe something like VCR PLUS if you've heard of that ...
>
>When it's done, I'll gladly post the code (probably Synasm, but I'll make it a
>text file). I'll add a VCR plus decoder if some kind soul could forward me th
e
>algorithm. I've followed the thread on sci.crypt and sci.electronics with
>interest, but so far it seems the threat of litigation has stopped anyone from
>posting it. :(

Hmmm... didn't know (never thought to look) it was being discussed... can you summarize for me in e-mail, Tom?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

747. Re: MyDos, US Doubler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 05:26:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92043.002629JJMCWILL@MTUS5.BITNET>
Source record: 112483

Ryan,

To my knowledge there isn't a modified version of MYDOS that will use
US sector skew mode. You have to either buy the Ultraspeed PLUS OS chip,
or a Black BOX. Both will make any DOS use Ultra Speed mode.

Jeff McWilliams
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

748. TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 14:36:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92043.093652JJMCWILL@MTUS5.BITNET>
Source record: 112484

I just downloaded a newly uploaded set of files off of GEnie. These contain an updated version of TBASIC XL, with the clock fixed and some other goodies. I haven't looked at the compiler yet, to see if it has been translated into English.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

749. Re: Sound from monitor jack

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 16:12:31 UTC
From: funk@rhumba.eng.ohio-state.edu
Message-ID: <1992Feb12.161231.28651@zardoz.eng.ohio-state.edu>
Source record: 112485

The SIO outputs can be found in Mapping the Atari, probably under SIOV, possibly in the addendum/appendix.

750. Re: 1200XL vs. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 16:17:29 UTC
From: funk@rhumba.eng.ohio-state.edu
Message-ID: <1992Feb12.161729.28723@zardoz.eng.ohio-state.edu>
Source record: 112486

In article <FuDuFB5w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Does the 1200xl have a removable POKEY? I'm afraid to look! :)
> thanks Bill

I think the chips in all 1200XLs are socketed.

-Rob Funk

751. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 17:02:26 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb12.110226.28903@doug.cae.wisc.edu>
Source record: 112487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <54383@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Phbill is at it again:
>
>>Hey.. speaking of ads, did anyone ever see
>>that Lynx ad with the kid at school who goes to the bathroom to play his
>>Lynx?
>
>Actually it's FOUR kids; each takes a stall in the bathroom and they ComLynx
>under the partitions for a multi-player session... (I guess little GIRLS
>aren't expected to buy Lynxes. Are there any women in THIS group?)

Yeah, are there? And if you live in the Madison Wisconsin area can I have
your phone number? :)

...
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

-Greg

752. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 17:14:35 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54406@cup.portal.com>
Source record: 112491

I'm not sure if there was a connection between Data Soft & Data Most, but
I know for sure Tail of Beta Lyrie was done by Philip Price with the music
by Gary Gilbertsen(sp?). They also collaborated on the Alternate Reality
series which was released under the Data Soft label.

753. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 18:58:39 UTC
From: omf@jab.tucson.az.us
Message-ID: <g9o2FB1w164w@jab.tucson.az.us>
Source record: 112489

Chris_F_Chiesa@cup.portal.com writes:

> Phbill --
>
> >What about the sound!?!? Ohh! I suppose it CAN do digi..
> >(yeah...RIGHT! with a II's speed!?)
>
> The first digitized sound I ever heard was about 1.5 sec. of the Theme
> From STAR WARS, emitted from an Apple IIe. The guy who demoed it for me
> was some kind of electronics genius, as this took place around 1978 when
> you HAD to be an electronics genius to digitize sound on an Apple IIe....
> The guy said it took "the computer's entire memory" to store that 1.5 sec
> of sound...
>
> Chris_F_Chiesa@cup.portal.com

Was the IIe even out in '78 though? You must mean the Apple I or II.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

754. Re: Digi Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 20:19:55 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Feb12.201955.25897@ra.msstate.edu>
Source record: 112490

In article <"92-02-12-15:35:25.62*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET ("Marek Tomczyk") writes:
>Thus I have one problem with it or better to say with the program.
>While sampling, it switches off the DMA (POKE 559,0).When I try to
>use the sampled sound in BASIC with the DMA turned on (POKE 559,34)
>the sound isn't recognizable any more. It's fine again when I
>switch the DMA off. As I want to use the sound for games it makes no
>sense. You can't make a good game without using graphics or at least
>text. Any idea how to overcome this little problem?
>

See how the sound sampling goes with the DMA on. True you might not be able to get reliable sound this way, but at least you can get a close to the original sample rate when both the DMA's are on. See what happens, It's only your Time, 8-).

Enjoy!
John

--

_____________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-______-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
______| (/ ! \ !!!!MLzitter@Dune.EE.MsState.edu {AOL: Zitt}

755. MAIL SURVEY CAMPAIGN GOES INTERNATIONAL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 21:38:06 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202122138.AA11626@smithkline.com>
Source record: 112493

Although Jeff McWilliams' press release announcing the launch of a write-in campaign for Atari Classics initially stated the Campaign would be limited to USA residents only, he has received a number of responses from interested parties residing outside the US.

After some palaver & headscratching over this, we decided it would be within the capacity of our <limited> resources to make a modest expansion of the Campaign into the global arena.

Individual mailings to non-USA addresses will start going out this week, with highest priority given to Canadian addresses. Info-Kits sent to foreign participants will be essentially identical to those furnished domestic participants. The only difference will be a slight modification of the means of returning the postcard form; it must be mailed in a small envelope (furnished in the Kit) to our USA mail drop address. The participant will need to affix the postage required by his/her country to the USA. Upon arrival at the mail drop, the card will mailed to Jeff in the normal manner via US Mail. This is more expensive- both for us & the participant- & is a bit more clumsy, but it will permit foreign participation without compromising the format we have established for validation & ease of handling the large volume of data this Campaign is generating.

A special information note, containing detailed instructions for non-USA residents, will be included (along with the preaddressed small envelope containing the return card) in all Info-Kits sent outside the USA.

So..... you folks in Canada, UK, NZ, Down Undah, & anywhere else English (or some variant thereof!) is spoken, this is your chance! You have spoken, & we have heard you!!

Send your name/mailing address to:

Jeff McWilliams
INTERNET: jjmcwill@mtus5.mtu.edu
GEnie: J.MCWILLIAM3

Thank you all for your interest & enthusiasm! Response so far has been very gratifying. Despite stepping up weekly production of Info-Kits, I'm having a tough time keeping up with the demand <GRIN!!!>.

- BEN POEHLAND
The Alchemist

****

756. More 8-bit items For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 21:49:58 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920212214958_71450.1050_EHB43-1@CompuServe.COM>
Source record: 112492

#: 16943 S17/Community Square
12-Feb-92 16:47:45
Sb: 8-bit items for sale
Fm: Lawrence Estep-AEL 71450,1050
To: All

I have some more 8-bit software that I would like to clear out of my inventory. If interested in any of these items, please leave me a reply via CompuServe Mail to 71450,1050 or via Internet 71450.1050@COMPUSERVE.COM with an offer.

Children's Computer Books:

A Kid's Book About Computers, Computers In Sports, Computers In Space, Computer Art (these are small books with stickers included with each book)

Electronic Novels (book and disk by Synapse/Broderbund): Essex, Mindwheel

Games: Eastern Front cartridge (1941) (No DOCs)

Age of Adventure, Blue Team Bridge, Gauntlet, Kampfgruppe, Mail Order Monsters, Arcade Album #1, Bermuda Experience, Castle Wolfenstein, Codename: Cobalt, Dimension X, Dragonriders Of Pern, G.F.S. Sorceress, Jupiter Mission 1999, Mission:Asteroid, Mission On Thunderhead, Original Adventure (Colossal Cave), Sands Of Egypt, Sands Of Mars, Saracen, Silent Service, Star Warrior, Temple Of Apshai, Transylvania, Wizard & The Princess

Cassettes:

European Scene Jigsaw Puzzles Vol. 2
Guns Of Fort Defiance
Hellfire Warrior
Shootout At The OK Galaxy
Forbidden Forest (No DOCs)
Moon Shutte (No DOCs)

Educational/Utilities:

Alf In The Color Caves cartridge, Fraction Fever cartridge, Magic Dump II cart

Atari 810 Master Diskette II/Atari DOS I, Happy 1050 Enhancement Disk 6.6, Happy Warp Speed software 7.0, Indus GT Estate W.P., Indus System Master Diskette-DOS XL, Printwiz, Turbo MachDOS, Hayden Score Improvement System for the SAT, Kindercomp, Sesame Street Learning Library Volume 1, Tonk In The Land Of The Buddy-Bots, Hypnosis w/Brainwave Synchronization, Megafont II/Megafont II+/Font Downloader, Chem Lab, Edumate Light Pen w/cassette/Computer Crayons & Little Red Riding Hood disks

-Lawrence

757. Re: Apple //e emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 22:55:47 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Feb12.225547.17341@exu.ericsson.se>
Source record: 112495

Brent Allen Peterson writes:
>
> Just a little something I found out about the //e while programing
>a simple game on one. The thing is set up with negative memory addresses
>and the allocation of string memory tended to overwrite the graphics
>memory. (and this is from puting the gaphics shapes where the manual said
>it would be ok). I dont know if this could be overcome in an emulater or
>not. In every way I found the apple //e to be less of machine than either
>the 800 or 130XE.

Most of these issues are related to Applesoft BASIC, not specifics
of the graphics hardware. Still, I think an Apple //e emulator
would be a big waste of time because (1) almost all emulators are
a waste of time, and (2) who would want to run Apple //e software
on an Atari computer? I think the effort spent developing an
emulator would be put to better use designing some decent Atari
applications.
--
James Hague
exuhag@exu.ericsson.se

758. Re: Digi Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 23:07:39 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92043.180739JJMCWILL@MTUS5.BITNET>
Source record: 112494

Marek,

Thanks for the info regarding your home-brew digitizer. Radio electronics
has been doing a series on A/D conversion, and I plan on getting the
missing issues so that I have the whole set. They are using the same series
of A/D converters I am, and their diagrams are pretty interesting. They even
show how to hook up the A/D for other things,like light detectors, temperature
probes, etc. They say a good sample rate is 11kHz or 22Khz for really decent
sounds. Of course, if you have to lop off the least significant four bits
to play it back through the Atari sound, you lose resolution, which is why
having the D/A to play it back through would be best, but to begin with
I'd just like to get something somewhat parrot compatible, or Digi studio
compatible. The reason they are turning off the DMA is because ANTIC
takes 30% of the processor time. I suspect turning it off lets them count
clock cycles and get the timing right. There must be a better way.
Perhaps hooking up a 22kHz/11kHz clock to the IRQ line of the parallel BUS,
then the IRQ handler would be fetching a sample every IRQ, and with the
D/A output board, putting it back out. You're still talking about moving
and storing a lot of data though, the biggest drawback. At 11Khz,
11K per second is needed for 8 bit sampling, or 5.5K for 4 bit sampling,
which is for Internal sound playback. 22kHz 4 bit sampling similarly is 11K
or 22K for 8 bits resolution. That's where 256K and 1088K upgrades come
in handy, but geeze, you almost need a removable 44meg hard drive to store
all the digitized data!
With the proper software, you could have all sorts of fun with A/D
converters, like the mentioned light and temp . probes. This would especially
make great science projects and stuff.

Sigh... so many neat projects, so little time.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

759. Digi Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-12 23:35:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-12-15:35:25.62*UJ1G"@DKAUNI2.BITNET>
Source record: 112488

Jeff,

you want to build your own digitizer with an Analog to Digital converter? Then do it. It's not very expensive as one might think. You'll have a lot of fun with it.

I've built one with the ZN427 A/D-converter using a diagrame from the German 'ATARImagazin'. It is hooked up to the joystick port allowing up to 8 bit resolution data sampling. The sampling speed is defined by the article up to 48 kHz which is (theoretically) as fast as you have it in your CD-player. Then the whole 48KB Ram last only for about 1 sec of sound. The type-in sample program uses only the 4 high bits of a sampled byte.

The whole sampler came about 40 DM (less then $30) and it's doing extremely well.

Thus I have one problem with it or better to say with the program. While sampling, it switches off the DMA (POKE 559,0).When I try to use the sampled sound in BASIC with the DMA turned on (POKE 559,34) the sound isn't recognizable any more. It's fine again when I switch the DMA off. As I want to use the sound for games it makes no sense. You can't make a good game without using graphics or at least text. Any idea how to overcome this little problem?

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

760. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 00:09:33 UTC
From: farren@cbmvax.commodore.com
Message-ID: <28121@cbmvax.commodore.com>
Source record: 112497
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

carter@cae.wisc.edu (Carter Gregory) writes:
>Chris_F_Chiesa@cup.portal.com writes:
>>Are there any women in THIS group?)
>
>Yeah, are there? And if you live in the Madison Wisconsin area can I have
>your phone number? :)

Maybe this is WHY there aren't very many women in this group...

No smiley attached.

Mike Farren - no longer employed by Commodore. Still only my opinions,
and not those of any organization.

761. Re: HELP!!! With Koala/Touch pad .pic graphics format!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 00:24:25 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb13.002425.24278@ge-dab.GE.COM>
Source record: 112496

In article <1992Feb10.001746.3441@ra.msstate.edu>, jdz1@Ra.MsState.Edu (John D. Zitterkopf) writes:
|> Hi, folks:
|> I need your HELP! Read the discription below:

stuff deleted...

|> Does any one have the ability to diplay/print these pictures? I need
|> some one to print up these pictures and Mail them to me. Or even better yet
|> help me convert them to one of the more 'standard' graphic protocalls like
|> .gif that I can disply on my PC. I want to do this hardware mod but I can't
|> unless I can get these figures 8-(.
|> _ANY_ help would be greatly appreciated.
|>
|> Thanks,
|> John Zitterkopf

Hi John!

My program GIFNCODE can both view these, and convert them to GIF format for display on the PC. It's on GEnie, CIS, and various BBSes. E-mail back if you can't find it.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

762. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 01:14:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cm72FB3w164w@cyberden.uucp>
Source record: 112359

You said something about a few of the programs not playing in regular pitch. Does this mean that Digi-Studio or any of the others play at regular pitch? (If I understand what you mean by that...) What I'm thinking is say somebody sung a middle-C note into the computer, and you played it on the middle-C "key" of the computer. It would sound "identical" (or as identical as an 8-bit can play back!) to the sung M-C. So, if you hit an A note, it would be an A but at the same speed, not faster or slower? Now THAT would be cool. Having both varying speed AND varying pitch.. (like a real fast low note) would be awesome. I can see that it might take a bit more of moving the info. around (as stretching sounds for slower playbacks, and removing them for faster), but perhaps the ML play routine could handle that by not reading 2 bytes, playing, reading another 2, etc... but rather read 2, play, skip 2, read 2, play.. etc. That would be about 2c as fast. Can ML do this quick enough?

BTW: Is Mac or IBM soundblaster sound any better than the 8-bit? I've heard the IBM SB, and it doesn't seem to even be as good, except for the fact that the IBM has so much mem, and it's 16bit, so it can probably hold more sample space, and also can sort of understand you (from what I've seen). And for the Mac.. I saw it and a few other computers on some strange new tv show about computers (not even on Public TeleVision!!) that sort of reviews items as it teaches you.. well, to cut a long story short, they had 2 Macs, a new one and an old one with a sampler/playback device attached. (they didn't show the new Mac, because the sample software that was built in sucked). When they played back the sound, it had that sort of tin-can noise in the background, like I've heard on almost all the samples I've seen on the 8-bit. Can this be true? Does the 8-bit have digitized sound just as good as a Mac?
Thanks for any upcoming 8-bit sound info. (VERY interesting!) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

763. Attention developers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 04:01:46 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1992Feb13.040146.3292@usenet.ins.cwru.edu>
Source record: 112498

Whether you're reading this on UseNet, the Internet, or CompuServe,
I'd like to encourage the 8-bit Atari hardware/software developers out
there to consider the Cleveland Free-Net Atari SIG as an easy way to
get the message out about your new products.

The Cleveland Free-Net is part of NPTN, the National Public
Telecomputing Network. Its users either access the system via modem
or via the Internet.

Developers may send press releases to: xx004@cleveland.freenet.edu

The Atari SIGOps will then post your release to the Atari Product News
board, in the Product Information & Support area of the Atari SIG.

-Michael Current, Cleveland Free-Net 8-bit Atari SIGOp

764. Re: Internal 8-bit clock...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 05:19:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <3yH3FB3w164w@cyberden.uucp>
Source record: 112371

As to the clock updating itself... well... that's pretty neat.. I thought that maybe the online clock (18,19,20)... no.. hmmm.. I was thinking about something I did that would update the clock only when it had a chance, so it, too would skip, but it wasn't noticed because the clock time was only viewed when AFTER the update routine was run. Hm.. anyone have an extra RT8 around? A bbs (WCS) sysop had one he offered me, but I declined (price, maybe? I forget). I still need to get SpartaDOS!!! I feel like I'm missing out!!

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

765. Re: MyDos, US Doubler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 13:40:24 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb13.084024.9248@miavx1.acs.muohio.edu>
Source record: 112372

In article <92043.002629JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> To my knowledge there isn't a modified version of MYDOS that will use
> US sector skew mode. You have to either buy the Ultraspeed PLUS OS chip,
> or a Black BOX. Both will make any DOS use Ultra Speed mode.

Well, I found a patch for DOS 2.5 to use it in ultra speed mode,
but I was wondering if there was any sort of patch for MyDos. (I haven't
tried to use the 2.5 patch, just because I seriously doubt it would
work.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

766. Re: Upgrade boards? 65816, 65802, 4 or 8 MHz?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 16:49:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54459@cup.portal.com>
Source record: 112360

$.02, I talked with the guy who did the transkey & Genlock & he sorta floats the clock speed of the Atari to match the video signal. He said he believed it to be possible to run the clock faster during the VBI, but you run into other problems. Other then the circuits needed for two seperate clocks, there's page 0 RAM access times. The reason we have 150/120 nsec RAMs in our computers is because page zero is accessed twice as fast as the rest of the address space. To get a sizable increase in processing power (2X) you'd have to switch all the chips to 60 nsec or faster. It'd be a great hack & for some operations it'd certainly help, but you gott'a figure the cost of fast RAM + the new processor into your price. I'd bet the upgrade would cost $79 in parts & PC board alone W/O any profit.

767. Re: DRAWTO command

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 17:08:33 UTC
From: rcbamw@rw5.urc.tue.nl
Message-ID: <rcbamw.698000913@rw5.urc.tue.nl>
Source record: 112363

a.falcon@BITSY.COOPER.EDU (Anthony_Falcone-) writes:
> I was asked to investigate exactly HOW a computer draws a straight
>line on a graphics screen, and possibly make my own routine in C.
[stuff deleted]
> I beleive the answer lies in dissasembling the OS or BASIC to
>find the DRAWTO command, but even if I could dissasemble them, I can't
>read machine language.
Wrong... get a good book on computer graphics. There are several approaches
to the line-drawing problem. I implemented one of the faster algorithms a
couple of years ago (ah, forgot the name...). Send me some mail if you're
interested. If more than a few people are interested I will post it on the
net, otherwise I will send mail.
PS: it's written in Pascal :-(
Ciao!
Michel

768. Heads up 8 bitters!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 17:48:56 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92044.124856JJMCWILL@MTUS5.BITNET>
Source record: 112361

Heads Up, Atari 8-Bitters!!

This Is For YOU!

Beginning 1992, the Atari 8-bit computers- and the community of
USERS who still cherish these machines- have been officially discarded
by Atari Corporation.

BUT WE REFUSE TO ROLL OVER AND DIE AT ATARI'S COMMAND!!

We believe there are enough of us left to pursue our 8-bit
interests independently of Atari Corporation.

Would you like to see a common forum in which users, developers,
and vendors can communicate? A print medium wherein advertisers can
be assured of reaching their intended audience, and where users can
look with confidence for information about new products? A user-
oriented publication to fill the void left by the collapse of ANTIC
and ANALOG?

My name is Jeff McWilliams, and I'm a dedicated 8-bit user. I
want to present the Atari 8-bit community the chance to gather under
one publication dedicated exclusively to the Atari 8-bit computers. A
magazine that will unite our community and give it the strength it
needs to survive. A forum where users can ask tough questions and
read unvarnished product reviews. A magazine whose ads will be almost
exclusively from 8-bit vendors.

I propose a write-in campaign to Atari Interface Magazine, asking
for a separate, exclusively 8-bit magazine called "Atari Classics".
Atari Interface Magazine already has a strong presence in the Atari
community. For several years AIM has been a combined ST/8-bit magazine
whose publishers have indicated a willingness to support the Atari 8-bit
community as long as interest warrants it. NOW is the time to ask them
for our own magazine!

As Campaign Manager, I will act as the focus for this effort. Now,
you might be wondering, "WHAT CAN I DO TO HELP?". That part is EASY!

Just SEND me your NAME and POSTAL MAILING ADDRESS. I will mail you
a FREE Information Kit describing our goals in greater detail. Included
with the Kit is a stamped postcard on which you can express your
interests and willingness to subscribe to an exclusively 8-bit magazine.
(Or, if you disagree with our approach, you can just toss it away and
that will be the end of it- BUT WE DON'T THINK YOU WILL!) You'll also
be invited to indicate your willingness to PARTICIPATE in the magazine
DIRECTLY by being a regular columnist, editor, or just writing about a

special project you did or review a product you used.

Ben Poehland, the former 8-bit Editor of Current Notes Magazine, is fully supporting this campaign and has offered to donate his services to "Atari Classics" when repairs to his fire-damaged home are completed later this year.

The cutoff date for receiving the postcard responses is:

MARCH 31, 1992.

If by that time I have received 500 positive commitments via postcard, they will all be sent to AIM along with a petition requesting the formation of our proposed exclusive 8-bit publication "Atari Classics". If I receive less than 500 replies, then we will know that the 8-bit community has indeed become a lost and hopeless society.

TIME IS RUNNING OUT. THIS MAY BE THE LAST OPPORTUNITY YOU WILL HAVE TO KEEP YOUR MACHINE ALIVE AND SHARE EXPERIENCES WITH FELLOW USERS.

IMPORTANT!! Only the OFFICIAL Campaign postcards will be accepted! Those responding by other means will be mailed an Information Kit with which they can register their official response. Regrettably, due to limitations of time and cost, the Campaign will be restricted to addresses in the USA only. However, unofficial responses from outside the USA are welcome and will be included in the final count.

PLEASE DO NOT SEND MONEY! If anyone wishes to assist the Campaign, they can do so by posting this release in its unmodified entirety to other on-line services, BBS's, usergroups, friends, and vendors. Additional assistance can be rendered by gatheringnames and addresses of Atari 8-bit owners and furnishing them to me so I can mail them an Information Kit.

If you're REALLY SERIOUS about keeping your Atari 8-bit classic computer alive, be sure to obtain the Information Kit and return the included postcard appropriately filled in. Every day more 8-bits get stashed in attics or closets, or simply thrown away. Atari's Classic 8-bit computers- the 800/XL/XE machines- are every bit as useful and productive today as they were in the heyday of 8-bit technology. They deserve a better fate than the local landfill!

CONTACT ME:

Jeff McWilliams
2001 G Woodmar Drive
Houghton, MI 49931-1017
GEnie: J.MCWILLIAM3
INTERNET: jjmcwill@mtus5.mtu.edu

769. Re: Probs with Expo91 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-13 23:53:48 UTC
From: tribe@pb.cs.uidaho.edu
Message-ID: <1992Feb13.235348.20680@groucho>
Source record: 112364

In article <1992Feb11.035657.20741@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, tribe@zed.cs.uidaho.edu () says:
>
>>In article <53964@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>[snip]
[snip]
>>I did this exactly, but the demo locks up!
[snip]
>
>Try holding down option to avoid internal BASIC. Worked for me.
>--
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

Yep, I discovered that the other day. Pretty stupid of me to forget about that internal BASIC... (Gee, I wonder WHY I'd forget about BASIC??? :-)

Duane Tribe (tribe@ted.cs.uidaho.edu)

770. Re: Huge .zip of games at atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 00:06:56 UTC
From: tribe@pb.cs.uidaho.edu
Message-ID: <1992Feb14.000656.20768@groucho>
Source record: 112365

In article <1992Feb9.165421.22004@cis.ohio-state.edu> fontana@cis.ohio-state.edu (Mark Fontana) writes:
>
>I was poking around last night on the archive and noticed a 1.6 Mb (!) .zip
>file called Atari800_Games_Com.zip, which seems to contain about 90 binary
>load files of old 8 bit games. The poster of this file is a genius; they
>were kind enough to duplicate every file in a separate 800k .zip STORED
>within the main .zip, making the file twice as large as it would normally
>be. Geez. [The file in question is in "pub"]
>
>So what's the opinion? As atari.archive is the only major site in the
>U.S. with 8-bit material, I'd hate to see it get shut down because of this.

Yes, whoever put the file there should have beed more careful.

And, the files should have been arc-ed (unzip rare to extinct on atari 8 bits).
And, the files should have beed arc-ed separately.
And, the files belongs in atari/8bit/new.

But most of all, many of the games apear to be PIRATE copies of software that
is currently available from mail-order venders at very reasonable prices.
THIS is what may threaten the existence of the Atari 8-bit archive!

--
Duane Tribe (tribe@ted.cs.uidaho.edu)

771. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 00:24:53 UTC
From: davidfe@microsoft.com
Message-ID: <1992Feb14.002453.14817@microsoft.com>
Source record: 112366

In article <53794@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>More to the point, is that the Atari doesn't use a very efficient line-
>drawing algorithm. Check the Apple IIe -- a more complicated memory-to-
>display high-res graphics memory organization, same CPU (more or less)
>as the Atari, and it can draw lines MUCH faster. (Disclaimer: I know
>NOTHING about the relative "clock speeds" of the Apple IIe and the Atari.)

This is simply because the Atari guys had so many different resolutions to worry about. Remember that you can use DrawTo in the text modes. They went for the general solution of using floating-point calculations and dealing with an abstract coordinate space and then just calling a routine to plot a point. This meant they could write one reasonably short routine that could draw a line no matter what mode you were in. The trade-off being that they didn't do anything to take advantage of any knowledge of the way the memory was laid out.
I remember seeing (although I don't remember where) and probably even writing line routines that would take advantage of being able to do multiple pixels in a byte and using registers for more speed. I don't think I ever went so far as to write self modifying code, but that would probably be the fastest. But then you need a version for every different screen organization.

david...

772. StarTrek II basic sound demo {was: Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 01:25:35 UTC
From: jdz1@Drum.CC.MsState.Edu
Message-ID: <1992Feb14.012535.24718@ra.msstate.edu>
Source record: 112367

Howdy, 8-bitters...
I delveloped a basic program that plays a fairly good theme song
for Star Trek II, The Wrath of Kahn. It's written entirely in BASIC
of the ATARI 800 kind. It's slow but on my machine it sounds pretty darn
good 8-). MUCH better than an IBM!!! The only problem is that I can't
get it out to you all because I have no communications outside of the
800 as of yet. I could get you a printout of the BASIC program, but`
I`d be willing to bet you would not want to type it in. It takes almost
all of the memory to hold this file. I even had to convert the data
statements to graphics characters to save memory for the full song.
I'm planning on building the SIO2PC interface, and when I do, Would any
of you like it IF I can post it to the newsgroup OR atari.archive?
I could mail you a disk with it, but that would cost you money for
the disk and mailing to your location. The program uses all 4 voices
in Atari Basic to give different levels of playing music. All and
All It sound pretty darn good. I was reading all of the SOUND stuff
on this subject and I just though I would put in my two cents worth!

Later,
John

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-______-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
______| (/ ! \ !!!!MLzitter@Dune.EE.MsState.edu {AOL: Zitt}

773. MidiTrack III

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 01:45:32 UTC
From: omf@jab.tucson.az.us
Message-ID: <Lq34FB1w164w@jab.tucson.az.us>
Source record: 112369

Anyone know where I can get Hybrid Art's MidiTrack III interface? How about something comparable?

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

774. Re: Digi-studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 01:52:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1334FB6w164w@cyberden.uucp>
Source record: 112374

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Since the Parrot and Parrot II are hard to find, I was wondering if
> if there are any other sound digitizers out there for the 8 bit system.
>
> Jeff McWilliams

Let me look up in one of my old magazines. I saw some other stuff,
(including the sound-mouse, which is probably little more than a Clapper
(clap on!! clap off!! :))...

Ok, it was in the "talking ataris" issue of Antic (Jan 87; Vol5,#9)..
page 16. They had the Covox Voice Master, which is an actual voice
recognizer.. it was only $89.95. It used the .. it came with a
blackjack game and a calculator.. It talked using synthesis AND
digitization (if I'm not skimming too much.. I hope I'm not too wrong!)
It also adds BASIC commands (it says "(19 on the Atari 800) for use
anywhere in your own programs. These include LEARN, SPEAK, TRAIN and
RECOGnize." It looks pretty neat.
Then there was the soundmose from soundsof.. It came with software
that could play music to the beat of say music you have nearby or
something.. sounds pretty good.. I wouldn't want one.

Opps! All the other stuff I started listing, like the Hippo, and stuff
from Finally software.. was only ST... Oh well.. I could've sworn there
was other stuff around.. I guess not, but the above list is still pretty
interesting. I wonder if there is anybody out there willing to give any
of that up? Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

775. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 01:54:59 UTC
From: jdz1@Drum.CC.MsState.Edu
Message-ID: <1992Feb14.015459.26481@ra.msstate.edu>
Source record: 112368

In article <1992Feb11.221416.13947@ge-dab.GE.COM> potter@sundae6.DAB.GE.COM (Jeff Potter) writes:
>What you seem to be describing is what Chuck Steinman (of DataQue) has already
>done with something he calls GameLink. He released a hardware spec and a
>sample game (two player tic-tac-toe) for two systems to play. His final
>conclusion was: this type of communication is much too slow for any major
>applications.
Humm... You could be right. But, I have built a speech synthizier
and a Sound Syn. for the 800 using the joyports as communication lines
between the device and the Atari. I have had know real speed problem.
Ofcourse both of these devices have to tell the computer to wait for a
few milliseconds while it completes it's task, like speaking the 'a'
sound. The joyports work VERY well for this type of hardware hacking.
Expecially when you need some parallel data lines!

>
>He and I have worked with what he calls GameLink II, which connects the
>serial lines together. This allows up to 32kbps communication when handled
>correctly. His spec for this (and GameLink I) are both available on GEnie.
>
>I am still working on an interactive multi-player (up to 8) game involving
>this concept. The serial communications part of it is beginning to work.
>We had started an area on GEnie called the "Atari Games Designer Arena" or
>AGDA for discussions of just such games. People were real anxious to give
>us their grand schemes, but fell short when it came time to implement them.
>I am pledging to finish this game in the near future. Let me know if you
>are interested in hearing more about it....
I'm always interested in new HARDWARE projects for my experimenting
machine!

>
>--
>Jeff Potter
>....potter@sundae6.dab.ge.com
>....74030.2020@compuserve.com

Later,
John

--
___________ _------_ !!!IBM & ! EE majors Do it Best 8-)
--------\\ ] ~-_____-~ !!!Atari !~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / ! \Rules!jdz1@ra.MsState.edu jdz1@MsSstate.bitnet
______| (/ ! \ !!!!MLzitter@Dune.EE.MsState.edu {AOL: Zitt}

776. Re: Apple //e emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 02:01:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0g44FB8w164w@cyberden.uucp>
Source record: 112373

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>
> Well, here's a thought I had. Has anyone thought of writing an
> Apple //e emulator for the 8-bit Ataris? It should be able to do it no
> problem, and with the XEP80, it should be able to emulate their 80
> column card. Any ideas? (I'm not very knowledgable in the emulation
> department.)
>
> Comments?
>
> Later.......
>
> -----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======-------
> Atari Computers: "The Game is never over" rlcollins@miavx1.BITNE
> Power Without The Price R.COLLINS1 on GEni
> -----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======-------

But the question is...

```
* * * * * *
* * * * * *
* * * *** * * * * *
* * * * * * *
* * * * *** * * *
*
*****
```

Apple //'s SUCK! But... I suppose it'd be possible.. I'm not sure how
good, though.. You need ML and POKEs to do ANYTHING on an Apple!!!
(even changing the tones of beeps for "beep" music takes a 1 page ML
program!!!!!!!) It'd be cool to just do all of my computer
applications stuff at home, with a REAL computer.. and a GOOD keyboard.
We're working with PFS: Write. and it is SOOOOO SLOOWW!!!!!!! I can't
STAND it! If it at least had key feed back, I might be able to slow my
typing pace to let it catch up with me... but... sorry.. very
egotistical when it comes to atari's vs. apple (if you've used both, you
can see why!)
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

777. Z-Magazine 202, 203 now on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 07:24:31 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Feb14.072431.28256@magnus.acs.ohio-state.edu>
Source record: 112370

```
Z-MAGAZINE issues #202 and 203 are
now available on the archive in the
/atari/8bit/new directory in ATASCII
format.
```

778. Heads up 8 bitters!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 07:31:58 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <16.299c815c@ivgate>
Source record: 112384

INTERNET: clf@qrent.omahug.org
To: <Unknown>!

In a msg of <13 Feb 92>, <Unknown> writes to All:

<> TIME IS RUNNING OUT. THIS MAY BE THE LAST OPPORTUNITY YOU WILL HAVE
<> TO KEEP YOUR MACHINE ALIVE AND SHARE EXPERIENCES WITH FELLOW USERS.

<> Jeff McWilliams
<> 2001 G Woodmar Drive
<> Houghton, MI 49931-1017
<> GEnie: J.MCWILLIAM3
<> INTERNET: jjmcwill@mtus5.mtu.edu

Go ahead and send me the info kit.

Chris Fleshner
13130 Old Cherry Rd.
Omaha NE, 68137

Take it easy. CLF

779. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 07:44:28 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <18.299c815e@ivgate>
Source record: 112385

INTERNET: clf@qrent.omahug.org
To: ALL!

This is a test. Am I getting through?

Take it easy. CLF

780. Blue Max on 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 11:13:29 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb14.111329.8312@ericsson.se>
Source record: 112379

I remember I always had a problem loading Synapse Software's Blue Max into my 600XL using a 1010 cassette recorder and an non-pirated tape. The computer was expanded to 64k, the OPTION key was ok, but the loading program kept telling me to "remove cartridge". The 800XL never failed to load Blue Max. Does any owner or ex-owner of the 600XL remember if his (her) machine had (has) this problem too?

After a few months I found out that it could be solved by entering POKE 7,0 at the BASIC prompt and reboot. The loader apparently uses this address to examine if a cartridge is present.

Perhaps it's important to know that my 600XL, I still use it, has a modified self test. The Atari agency decided to translate menu text to Swedish. I have a feeling that Atari generally cared more for their users in the old days. They even tried to help users with Atari Basic programming. Thing will never be the same again.

My mail address is etxansk@garbo.ericsson.se no matter what the article header says.

/Anders Skelander

781. Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 11:13:59 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Feb14.111359.7978@aber.ac.uk>
Source record: 112378

Yes, Digi-Studio plays samples at real musical pitch over a 3 octave range. My earlier works didn't play at real pitch, because of the crummy MC software I was using at the time.

It is a fact of physics that samples speed up as the pitch increases. With the keyboard player of D-S you just hold the key down for as long as you want the note to play for. That way you can also create proper note lengths, like crotchets, semibreves and things (woops! whole notes, 1/2 notes, etc. as you call them in the US). This, in fact, is where we are having problems writing a tune programmer. We have a pretty interface for entering notes, but a 1/2 note at a low pitch plays for a totally different time than one at a high pitch. We are having to write a strange bit of code to get round this, which is really just trial and error! If you played every 2nd or 3rd speaker click, the sound would distort like crazy!

The sound quality of the 8-bit is as good as any computer. I sample sounds using an external A/D convertor, which is far far better than using the crummy capacitor at the back of the pot pins of the joystick port! This is why samples sampled using things like parrot sound so tinny and crap. You wait until you hear Digi-Studio samples, and hear what I mean!

Dean Garraghty. djg0@uk.ac.aber

782. Re: MyDos, US Doubler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 14:08:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92045.090840JJMCWILL@MTUS5.BITNET>
Source record: 112331

In article <1992Feb13.084024.9248@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
> Well, I found a patch for DOS 2.5 to use it in ultra speed mode,
>but I was wondering if there was any sort of patch for MyDos. (I haven't
>tried to use the 2.5 patch, just because I seriously doubt it would
>work.)
>
>Later.......
>
If it is the patch I saw from GEnie, you need the Happy Disk because
the code INCLUDES part of the Happy code which initiates ultraspeed
mode. It also copies the OS to RAM, which I didn't think was very
cool.

Jeff McWilliams

783. Re: Digi-studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 14:12:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92045.091213JJMCWILL@MTUS5.BITNET>
Source record: 112329

In article <1334FB6w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>Let me look up in one of my old magazines. I saw some other stuff,
>(including the sound-mouse, which is probably little more than a Clapper
>(clap on!! clap off!! :))...
>
>Ok, it was in the "talking ataris" issue of Antic (Jan 87; Vol5,#9)..
>page 16. They had the Covox Voice Master, which is an actual voice
>recognizer.. it was only $89.95. It used the .. it came with a
>blackjack game and a calculator.. It talked using synthesis AND
>digitization (if I'm not skimming too much.. I hope I'm not too wrong!)
>It also adds BASIC commands (it says "(19 on the Atari 800) for use
>anywhere in your own programs. These include LEARN, SPEAK, TRAIN and
>RECOGnize." It looks pretty neat.
>Then there was the soundmose from soundsof.. It came with software
>that could play music to the beat of say music you have nearby or
>something.. sounds pretty good.. I wouldn't want one.
>

My friend has the Covox Voice Master Junior. they are now making
only PC stuff like voice recognition. It is a neat piece of hardware
but I haven't seen them for sale in years.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

784. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 15:46:11 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Feb14.154611.26914@exu.ericsson.se>
Source record: 112380

moon!cyberden!phbill@well.sf.ca.us writes:
>
>Anyone see ballsong? Now THAT was groovy! Sort of a dumb song, but I
>like the 3-d bouncing ball (that is, bounced left-right, up-down,
>in-out!)..

There were 5 Ballsong demos by Doug Crockford, each with different
music. Doug also wrote Galahad and the Holy Grail and Burgers! from
the Atari Program Exchange. Antic put together a disk of a bunch
of his demos around 1987 or so. Did anyone buy this disk, called
"Crockford's Whimsy" I believe?

[Bill mentions another demo]
>It has the Atari Fuji, just like in FujiSpin, but instead of
>spinning, it shows a big, 16 shade robot walking down a hall way, and it
>plays robot-music.. then it shows the fuji again, then a space-ship,
>again in 16 colors, flying through space. (I think it was only 1 layer
>scrolling for the stars, though, but still, the ship looks mighty
>realistic..), and it played hero-type space music. Anyone seen 'em?

That was Atari's demo from the 1984 CES, at least I think it
was 1984. Very impressive; the programmers did a good job of
hiding the low resolution in the GTIA modes. It's too bad Atari
didn't come up with any *useful* software instead...

--
James Hague
exuhag@exu.ericsson.se

785. Items for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 16:33:29 UTC
From: ronh@sunriv.UUCP
Message-ID: <74@sunriv.UUCP>
Source record: 112375

I have the following Atari related items for sale:

2 Indust GT Double Density Disk Drives
one with power supply $60.00
one without power supply $50.00
(requires 12VDC @ 1A - Atari supplies will not
work since they are 12VAC)

1 Atari 1050 Double Density Disk Drive $30.00
(reads but will not write - includes service manual)

2 Atari 850 serial & parallel interface $50.00 each

1 Atari cassette tape deck $20.00

1 MAC 65 assembler/editor cart $ 5.00
1 Atari write cart $ 5.00
(no manual for either :-( )

All of the above stuff worked the last time I tried it
and each includes a power supply and data cable except as
indicated. I have manuals for the Indust drives and for
the 850 interfaces. UPS ground shipping is included. First
response at the listed price gets the unit, otherwise, the
best offer will be taken. First disk drive buyer gets a
box full of diskettes of various DOS's and apps. Please
respond via email as I no longer receive this newsgroup.

Ronnie D. Hughes, N5CSE | ronh@sunriver.com or
SunRiver Corp. | uunet!sunriv!ronh
2600 McHale Court, #125 | (512) 835-8001 ext. 118
Austin, TX 78758 | (512) 331-2058 home

786. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 17:24:16 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Feb14.172416.1328@ge-dab.GE.COM>
Source record: 112376

In article <cTHuFB1w164w@jab.tucson.az.us>, omf@jab.tucson.az.us (Oscar Fowler) writes:
|>
|> You folks may want to look into what Dataque software is doing - Maze of
|> Agdagon is a multiplayer game reminicent of Midi-Maze on the Atari ST.
|> Multiple 8bit computers can play together through as special cable that runs
|> from one CARTRIDGE port to the next. The game only loaded on ONE of the
|> Ataris, at which point it gets downloaded to the other players through the
|> cable. I don't know what the status is on this game, but if Jeff Potter is
|> still around, I think he could give us all some details.

Thanks for the plug, Oscar!

Well that's almost correct...we don't use the cartridge port, we use the
serial bus cable. I have a box that connects up to four cables together
(not all pins connect, notably no +5 volts). One Atari loads the game, and
all others would boot from the master, which acts like the disk at powerup.

I'm still plugging away at the code when I can. I have the little guys
showing up in the other player's 3-D view, and all motion routines work well.
There have been *LOTS* of subtle bugs to overcome...this is far and away
the biggest, most challenging program I've had to work on.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

787. Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 21:15:47 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92045.161547JJMCWILL@MTUS5.BITNET>
Source record: 112330

Does anyone have a copy of Analog October 1985? It has the G: driver
in it,and I need to obtain the assembler source. I can't seem to locate
my copy in my stack of archives, must have misplaced it somehow.
Either as a file, or the xeroxed article would be great!

Jeff McWilliams

788. file transfer protocol descriptions.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 21:57:46 UTC
From: rac@sherpa.uucp
Message-ID: <1992Feb14.215746.23843@sherpa.uucp>
Source record: 112383

The newsletter editor of the local Atari 8 bit group (P.A.C.E., Pinellas Atari Computer Enthusiasts, Pinellas County, Florida), of which I am a member, is looking for a short article which briefly describes in laymen terms the various file transfer protocols available on the Atari. I.e. Xmodem, Xmodem CRC, Xmodem 1K, Ymodem, Ymodem batch, Fmodem, CIS B, and whatever others may exist. A description of the advantages/disadvantages of each would also be helpful.

If you have a document laying around that may help, or can point me to someplace/someone that does, I'd appreciate it if you would send it my way. I'll even send you a copy of our newsletter (the PACESetter) if you like.

Note that this will be published in our newsletter and may possibly be edited for our purposes.

Thanks for any help.

Roger
--
Roger Cornelius rac@sherpa.UUCP ...!uunet!sherpa!rac

789. Re: DRAWTO Command in ATARI BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 23:41:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9mR6FB6w164w@cyberden.uucp>
Source record: 112387

Hahah! Oh, but wait.. How much mem (you said all of it for 1.5 sec of digi) did a '78 apple II have?

I first heard digi through a stock IBM/Apple speaker a few months back on my friends IBM and it was the "magic mushroom" song. Strange enough that our Chinese friend who gave it to him has a pretty strong accent, but when he sang along, he sounded british! just like the demo! Can a IIe change the volume through software, or at all? Also, can an IBM? :)
l8r Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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790. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 23:43:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PRR6FB7w164w@cyberden.uucp>
Source record: 112388
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well... $$ is one problem, but for some reason I'm SOOO used to the 8-bt
environment that most of the software I can remember working with on the
Amiga feels REALLY strange! Just call me an odd-ball.

Also, I'd gladly even get an APPLE II! (yik!) .. if it were for, say...
$20 and that included a d/d and some software.
Oh well.. I'm very babbaly lately!! Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

791. Re: TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 23:46:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0VR6FB8w164w@cyberden.uucp>
Source record: 112389

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> I just downloaded a newly uploaded set of files off of GEnie. These contain
> an updated version of TBASIC XL, with the clock fixed and some other goodies.
> I haven't looked at the compiler yet, to see if it has been translated into
> English.
>
>
> Jeff McWilliams
> JJMCWILL@MTUS5.CTS.MTU.EDU
> GEnie: J.MCWILLIAM3
> "Atari 8-bit die hards never run out of power"

My TBXL has a normal clock... it's just the compiled version of a program
using the clock that is fast. The compiler is also in German, but I have
seen posted somewhere (AtariBase?) the english version. I haven't got
around to getting it though...

BTW: Speaking of TBXL and the Compiler.. are ALL the demo.s on Expo91 in
TurboBASIC? I'Ve found at LEAST 2.. :)
l8r! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

792. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 23:51:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <s5R6FB10w164w@cyberden.uucp>
Source record: 112390
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've never seen the 4 kids, except with Gauntlet 3 and at the bus-stop or
something. I DO remember the 1 kid in the bathroom playing that jet
game for the Lynx.

Lynx on! Bill

(BTW: I guess I'd use one. If it were for free!! :))

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

793. Re: Digi Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 23:57:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ies6FB11w164w@cyberden.uucp>
Source record: 112391

UJ1G@DKAUNI2.BITNET ("Marek Tomczyk") writes:

> Thus I have one problem with it or better to say with the program.
> While sampling, it switches off the DMA (POKE 559,0).When I try to
> use the sampled sound in BASIC with the DMA turned on (POKE 559,34)
> the sound isn't recognizable any more. It's fine again when I
> switch the DMA off. As I want to use the sound for games it makes no
> sense. You can't make a good game without using graphics or at least
> text. Any idea how to overcome this little problem?
>
> Marek Tomczyk

Have you seen Bros? It plays digi samples during the game, except the game stops for that length of time. If you've seen expo91demo, the last demo (the digi.music) plays with the screen on... or at least a portion, as the entire background is black, and there is a picture in the center. If you've ever used Bob Puff's superunarcer, you'll notice with the "blank screen" option on, the screen is fully blanked EXCEPT 1 status line. This is done with a dli, I suppose, and it DOES run faster. Probably a little less than 30%, but faster. (otherwise, why the option!?)

Also, I made a demo using a digi.picture and digi sound that I stole from an arc of pics, and a sample player demo, and played the sound with the screen on. I just sped the player up by about 2 and it played for the same length, WITH the screen on, but with less quality.

It's easily possible, just leave the screen on (if you're using someone elses routine, e-mail me, and I'll tell you how to fix it up) and play 2wice as fast. Simple Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

794. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-14 23:59:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8Hs6FB12w164w@cyberden.uucp>
Source record: 112392

Rick_Michael_Cortese@cup.portal.com writes:

> I'm not sure if there was a connection between Data Soft & Data Most, but
> I know for sure Tail of Beta Lyrie was done by Philip Price with the music
> by Gary Gilbertsen(sp?). They also collaborated on the Alternate Reality
> series which was released under the Data Soft label.

How many Alt.Realities were put out? I've heard of 3, and 2 I've seen
out. 1's the dungeon, that's out. another's the city, that's DEFINTELY
out, and a 3rd was the forest, which I happed to have come upon while
playing the city. (never seen the dungeon.) These games ARE rude,
though!! :) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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795. To Ronnie Hughes...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 00:06:51 UTC
From: eg1n+@andrew.cmu.edu
Message-ID: <Qdb5aPe00WA7A9MFdP@andrew.cmu.edu>
Source record: 112381

(Sorry for not e-mailing this, but I tried, and Andrew says that it bounced since you don't officially exist...I apologize to everyone for wasted bandwidth...)

If you haven't sold your Indus w/power supply, I _want_ it for $60!

796. "trick 320" mode...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 00:13:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B6s6FB14w164w@cyberden.uucp>
Source record: 112393

Would somebody be kind enough to explain how to make a good module for
BobTerm that'll let me switch into Trick 320 mode, and take better
control over the screen colors? With trick 320, it's IRG mode 4 (GR.12),
and uses a custom character set (just a set moved 1 bit to the left or
right...) and then sets color regs. 708 (and or 709, depending on how you
converted the cust.char.set), 710, and 712 to one color of differenct
luminences (710 or 712, again depending on the ch.set can be a differenct
color, to make it look like the text is a different color than the
background).. and sets 711, if inverse is used (ONCE again.. depedning on
the chset), to an inverse color. It's very useful for multi-color
graphics, as it doesn't look pixely or blocky, but VERY closely resembles
the normal 320x192 text mode. (I'm pretty proud, as you can tell). One
day I'll upload the demo to the archive.
But..as I was asking.. How could I go about changing the display list to
be in IRG4 mode, and change the char.set.... and also free up 1024 bytes
for the set.. Was that clear? Oh well.. I'll just wait for a
few responses! ;) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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797. Re: Digi-studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 00:35:45 UTC
From: bmarcum@world.std.com
Message-ID: <BJn0BM.3tE@world.std.com>
Source record: 112382

In one of the last Antic magazines, they had a digitized sound program called ASP. In the article was a circuit for a digitizer that consisted of just one transistor and a few resistors. I think it was connected to one of the paddle inputs.

798. Re: Digi Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 13:35:15 UTC
From: andrewh@msb.com
Message-ID: <1992Feb15.133515.25370@msb.com>
Source record: 112397

What about switching off the VBLANK interrupt? Does that work? If that's not feasible, how about using the shortened version of the interrupt (it's been a long time so I do not remember the name or procedure exactly)?

799. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 13:53:48 UTC
From: andrewh@msb.com
Message-ID: <1992Feb15.135348.25571@msb.com>
Source record: 112398

Yes I have the Robot and Spaceship demo in file form. It's pretty neat, but it won't work on the 800XL (I think) only on the 800. When I tried, colors didn't rotate, screens didn't move, etc.

800. Newell upgrades -- what's the difference?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 14:21:19 UTC
From: andrewh@msb.com
Message-ID: <1992Feb15.142119.25944@msb.com>
Source record: 112396

I'm considering buying an upgrade for my 800XL, but I need to know the differences between the 256K upgrade and the 1meg upgrade.

1) Is the 1meg upgrade fully upwardly compatible with the 256K one? If not, what are the differences?

2) What are the differences in the installation procedures between the two?

3) Does either upgrade require that I do some kind of surgery (i.e. cutting, slicing, boring, etc.) to the computer?

Cost for me is not the major factor, complexity/functionality is. Please respond via e-mail, and quickly (my internet connection is going to disappear soon)!

801. Bacterion

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 20:45:16 UTC
From: chase@down.rutgers.edu
Message-ID: <Feb.15.15.45.16.1992.2755@down.rutgers.edu>
Source record: 112386

ANALOG Computing publishxDed a game a while ago called ~acterion.
It
was one of my favorite, but when the XL/XEs came out, it wouldn't work
on them. I remember them saying in a letters column (or somewhere)
that
they were going to publish a patch to enable it to work on the XL/XE
computers. Did one ever come out? Just wondering. Thanks in
advance.

802. ANYONE REMEMBER THIS MUSIC PROG

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-15 22:36:08 UTC
From: Jason.Williams@fquest.FidoNet.Org
Message-ID: <716188487.0@fquest.FidoNet>
Source record: 112446

If I remember correctly, their was some controversy on whether or not Antic stole their "music processor" from Mr. Price(His had the same letters, AMP).

There are also demos using Prices program that look identical to the Antic one...Coincidence???

803. SpartaDOS & 2 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 02:50:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <53u8FB1w164w@cyberden.uucp>
Source record: 112401

There's a guy in my town who called me and said I was recommended by a usersgroup/bbs because I was local. This was a while ago, and I was telling him stuff about hooking up his laptop to his 8-bit (both are used, but new to him). Today he called me with trouble with a second drive. He said that he got a NAK error in SpartaDOS, so I said it was probably the cable, but it wasn't because he called later. This time, I told him to check the drive# switch in the window on the back of his drive 2 (both are 1050s). I convinced him to play with MyDOS, as I don't have SpartaDOS, and Atari2.5 isn't very useful most of the time. In the end, he ended up trading drives (must've been a problem with the drive# switch.. like I sort of suspected), so everything worked OK in MyDOS.. BUT.. in SpartaDOS, he gets all sorts of wierd errors (like 139, and 163.. definetly 163.. 139 might've been in MyDOS..) But... I'm wondering how to configure the number of drives under SpartaDOS. He's barely through the manual, and refuses to go on to the next section until he's finished the current.
Is the drive configuration in memory (ie. loc.1802 in DOS2.5) the problem? From what he's said (and I've heard), he selects the directory command, types 2, the drive whirls, and he gets an error. This is with either drive hooked up as 2, so it's no the cables or either drive itself. Any help soon would be VERY useful!!! Thanks... Bill

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| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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804. EXPO91

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 02:54:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <X9u8FB2w164w@cyberden.uucp>
Source record: 112403

Hehe.. I've almost finished disecting Expo91. So far, I've extracted the music and player for the first (POKEY from boxes) and x-th (5th?) ("yeah/Comtech Crew") demos. I've found that most all of the demos are in turbobasic using ML. I've also got out the 1st demo's DLI (and the blue bar also moves.. sure does slow down the system, tho.)

I'm wondering if the makers of this demo. mind if I extract their music and player? If you're out there, wouldya tell me? (I'd gladly give up space for credit to have the "honor" of including such awesome music!.. and no, I'm not brown-nosing.. I love that song!)

Where did the demo originally pop up? thanks... Bill
(almost a hacker!! ;))

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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805. xmm801 software!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 03:09:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JyV8FB4w164w@cyberden.uucp>
Source record: 112402

Write for a free disk/catalog for XMM801 printer software,
and many other things to:

Ortman Enterprises
Suite 338
303 E. Pershing Rd.
Decatur, IL 62526

4 xmm801 utilites disks, Near Letter Quality Print utility, NLQ fonts,
Atari-Magic (include graphics on printouts), RAMBrandt 2.0 (for use with
xmm801), and ribbons.

Also are a few PD titles, (including very strange versions of DOSes),
TONS of graphics (digi & other).. (Terry Ortman also sells many
non-computer items...)

Bill

(I'm in no way affiliated w/ Terry Ortman & Ortman Enterprises.. I was
just politely asked to post on BBSs, etc..)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

806. Mapping the Atari info please

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 03:58:19 UTC
From: hussein@psych.toronto.edu
Message-ID: <1992Feb16.035819.19665@psych.toronto.edu>
Source record: 112399

Fellow Atari 8 bitters:

I have been out of the scene for a while since I was in University. I have recently resurrected the Atari 800 (old 48K machine) and Rana Systems 1000 Double Density Drive (cheap Indus, sort of).

I have a project I'd like to do which involves the transfer of data from my old (heaven forbid) C-64 to the Atari through the joystick ports. I have two old broken joystick cables. Armed with the peripheral interface adapter locations on the 64 and a multimeter I configured joystick port 1 as an output and was able to toggle five lines at will. Now I need to know the peripheral interface adapter memory locations (DDR and Reg itself) for the Atari. A brief descrip of the above locations would help too. Lastly I would like to know how to write a block of memory to a file on disk. I believe that Mapping the Atari listed such informatin for DOS 2.0S (ancient, I realize).

By the way, if I understand correctly, MyDos modifies an existing DOS so that one gets subdirs and Hard disk support. Which original DOS must one ave that MyDos patches? I only have a 'hacked' 2.0S and DOS XL.

Any help would be much appreciated.

Michael Mei
31 Springburn Cr.
Aurora, Ontario
L4G 3P4
(416) 727-5739
work (416) 727-8207

P.S. I'm posting from my friend's U of T account. I am 'mmmei@sunee.uwaterloo.ca

807. Re: Digi-studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 08:17:25 UTC
From: jonc@status.gen.nz
Message-ID: <qJ89FB2w164w@status.gen.nz>
Source record: 112394

moon!cyberden!phbill@well.sf.ca.us writes:

> Ok, it was in the "talking ataris" issue of Antic (Jan 87; Vol5,#9)..
> page 16. They had the Covox Voice Master, which is an actual voice
> recognizer.. it was only $89.95. It used the .. it came with a

I used a "Covox" for years for my demo's on the 8 bit and they work very well to say the leaste. If you can still get I personally would go for the Covox over the Parrot.

There was another simple vioce digitiser (name escapes me at the moment) that consisted of a BC109/148 type transistor, hooked to your joystick port and did a pretty good job. The software was PD and the cost to build it about $3.00 , the hardware was also PD.

Ian maybe if you are reading this you might like to post the curcuit if you still have it in ascii form to this news group (I gave mine away long ago).

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
voice: 025-962638 / /\ jonc@status.kcbbs.gen.nz or FIDO 3/772:105

808. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 08:19:56 UTC
From: jonc@status.gen.nz
Message-ID: <XN89FB3w164w@status.gen.nz>
Source record: 112395

Chris.Fleshner@qrent.omahug.org (Chris Fleshner) writes:

> INTERNET: clf@qrent.omahug.org
> To: ALL!
>
> This is a test. Am I getting through?
>
> Take it easy. CLF

Chris you news made it to the Z*NET Global News Gateway in Auckland, New Zealand. So yes it is working..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
voice: 025-962638 / /\ jonc@status.kcbbs.gen.nz or FIDO 3/772:105

809. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 08:45:59 UTC
From: omf@jab.tucson.az.us
Message-ID: <cJB9FB2w164w@jab.tucson.az.us>
Source record: 112400

andrewh@msb.com (Andrew Huie) writes:

>
> Yes I have the Robot and Spaceship demo in file form. It's pretty neat, but
> it won't work on the 800XL (I think) only on the 800. When I tried, colors
> didn't rotate, screens didn't move, etc.

That demo works fine on my 800XL. Did you turn off BASIC?

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

810. Re: TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 19:26:57 UTC
From: bmarcum@world.std.com
Message-ID: <BJqBCx.189@world.std.com>
Source record: 112404

In article <0VR6FB8w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>BTW: Speaking of TBXL and the Compiler.. are ALL the demo.s on Expo91 in
>TurboBASIC? I'Ve found at LEAST 2.. :)
> l8r! Bill
>
I think some of them are binary load files. You could always run WHATIS, or
try loading each one from DOS. I know that P.0 is DOS.SYS, P.1 is the
Turbobasic runtime, and P.2 is the first demo (the one with the snaking text).
For some reason, the second demo wouldn't run on my machine. (800XL with
256K Newell and 256K MIO). I just get a black screen, and a beep. I can
type "LP.4<return>" and see the rest of the demos. I also managed to copy
all the files to ramdisk and run them. Too bad the last one steals the reset
vector. (If you have an MIO and press <Select><Reset> during the last demo,
then press <Reset>, the scrolling text changes to garbage which includes part
of the MIO menu!)

811. Re: TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 19:31:54 UTC
From: bmarcum@world.std.com
Message-ID: <BJqBL7.1E1@world.std.com>
Source record: 112405

Oh, I forgot: The directory of the demo disk is patched to give every file
a length of zero, but you can copy the files using Mydos.

812. Expo 91's origination

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 20:35:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7D99FB3w164w@cyberden.uucp>
Source record: 112414

Just in case nobody decided to read my first message about hacking this demo, one of my major questions was were it first originated (inotherwords, who put it on the net, where did they get it..where did THEY get it.. etc. etc.etc.). I'm wondering this, because I don't want to get in trouble for using some of the music (it'll be PD, anyhow.. so I don't THINK they'd mind.. but some people get pretty upset when you borrow things without asking!) So... who in the world first posted this (..and NO, I can't look back in the messages, because this place only stores 50 max, and it's been a while, so it'll have been erased!) thanks in advance; Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

813. Need power supply and video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 21:26:57 UTC
From: mashek@pitch
Message-ID: <1992Feb16.212657.769@rtsg.mot.com>
Source record: 112409

I just baught an atari 800XL, but it came without a powersupply or video cable. Does anyone know where I could get an 800XL powersupply and a video cable? If you have either and are willing to sell, send me a price.

Doug Mashek
mashek@rtsg.mot.com

814. I need some code...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 21:59:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <s0B0FB1w164w@cyberden.uucp>
Source record: 112415

I'm VERY interested in a pseudo-page flipping routine for use in games.
(Of course, I'll note any credit and send a copy to you of any completed
software!) What I need is an interupt (I suppose... I'm very limited in
ML knowledge, but that's what you guys are here for! ;->) that will
continuously change the color register and character set addresses so I
can have more colors on the screen at once. It'll be used in IRG4 and 5
modes, rather than dithering (which I'm VERY against... even thouhg I
have an 8-bit computer!)
So, anyone that good? (hehe..) I would try using a DLI (which I have a
LITTLE bit of experience with fiddling with), but I still need to figure
out how to shut it off before I change the pointers at 512 & 513 (it
usually just crashes!). I recall reading something about that.. I forget
where, and I don't think it went very deep in explaining. So...
Please respond ASAP!
Bill

moon!cyberden!phbill@well.sf.ca.us

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| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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815. Re: SpartaDOS & 2 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 23:19:08 UTC
From: omf@jab.tucson.az.us
Message-ID: <LyF0FB1w164w@jab.tucson.az.us>
Source record: 112408

moon!cyberden!phbill@well.sf.ca.us writes:

> 163.. definetly 163.. 139 might've been in MyDOS..) But... I'm
> wondering how to configure the number of drives under SpartaDOS. He's
> barely through the manual, and refuses to go on to the next section until
> he's finished the current.

SpartaDOS-X recognizes all drives by default on boot-up. Is this disk-based
SpartaDOS? If so, then I'm not sure. The fact that the drive actually
SPINS, though would indicate that DOS is at least talking to the drive. Can
he read/write with MyDOS? What kind of drives are these? SpartaDOS may be
trying to talk to the drive at high-speed and his SIO connection is so weak
that it is causing read/write errors in that mode ...

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

816. Re: EXPO91

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 23:21:17 UTC
From: omf@jab.tucson.az.us
Message-ID: <72F0FB2w164w@jab.tucson.az.us>
Source record: 112406

moon!cyberden!phbill@well.sf.ca.us writes:

> Hehe.. I've almost finished disecting Expo91. So far, I've extracted the
> music and player for the first (POKEY from boxes) and x-th (5th?)
> ("yeah/Comtech Crew") demos. I've found that most all of the demos are
> in turbobasic using ML. I've also got out the 1st demo's DLI (and the
> blue bar also moves.. sure does slow down the system, tho.)
>

Interesting - didn't even try to see if the demo was in something as simple
as BASIC. Let us know if you are able to extract the music and such.
Attempts to reach the authors have thusfar been unsuccessful.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

817. DAS OMEN

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 23:23:24 UTC
From: omf@jab.tucson.az.us
Message-ID: <P6F0FB3w164w@jab.tucson.az.us>
Source record: 112407

No one has mentioned the DAS OMEN demo. I think its technically better than
any other demo I've seen. Comments?

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

818. Mapping the Atari info please

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-16 23:48:08 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <47.29a0a11f@ivgate>
Source record: 112452

INTERNET: clf@qrent.omahug.org
To: Hussein!

In a msg of <16 Feb 92>, Hussein Rajput writes to All:

HR> (From: hussein@psych.toronto.edu (Hussein Rajput))
HR> (Organization: University of Waterloo)

HR> Fellow Atari 8 bitters:

HR> lines at will. Now I need to know the peripheral interface adapter
HR> memory locations (DDR and Reg itself) for the Atari. A brief descrip

PIA: 6520 CHIP
54016-54271 D300-D3FF

The Peripheral Interface adapter (PIA) integrated circuit is a
special microprocessor used to control the atari ports, controller
jacks one to four. Ports can be used for both input and output
simultaneously or alternately. Barely tapped at the time of this
writing, the ports represent a major resource for external (and
internal) control and expansion. PIA also processes two of the IRQ
interrupts; VINTER and VPRCED, vectored at locations 514 to 517
($202 to $205). These interrupts are unused by the OS, but also
may be used to provide greater control over external devices.

54016 d300 porta

(w/r) Reads or writes data from controller jacks one and two if BIT
2 of PACTL (location 54018) is one. Writes to direction control if
bit 2 of pactl is zero.
Thes two port registers also control the direction of data flow to
the port, if the controller register (54018, below) is poked with 48
($30). Then, if the bits in the register read zero, it is an input (R)
mode; if they read one, it is in output (W) mode. A zero POKED
here makes all bits input, a 255 makes all bits output. BIT's 0
to 3 address pins one to four on jack one, BITs 4 to 7 address pins
one to four on jack two. Poke 54018 with 52 to make this location
into a data register again. Shadow registers are: STICK0(632;
$278, jack one), stick1(633; $279, jack two) and ptrig0-3
(636-639; $27c-$27f).

bits used as data register
7 6 5 4 3 2 1 0
-jack0- -jack 1 -
-stick 1- -stick 0-
Forward = bit 0,4 = 1

Backward = bit 1,5 = 1
Left = bit 2,6 =1
right = bit 3,7 =1
neutral = all four jack bits = 1

porta is also used to test if the paddle 0-3 triggers (PTRIG) have
been pressed, using these bits:

7 6 5 4 3 2 1 0
PTRIG 3 2 - - 1 0 - -

Where zero in the appropriate bit equals trigger pressed, one
equals trigger not pressed.
The PORT registers are also used in the keyboard controller (used
with a keypad) operation where:

Bit 7 6 5 4 3 2 1 0
row 4 3 2 top 4 3 2 top
jack ....2....... ....1........

Columns for the keyboard operations are read through the POT
(PADDL) and TRIG registers.

54017 d301 portb
(w/r) prot b. Reads or writes data to and/or from jacks three and
four. Same as PORTA, above, for the respective jacks. Shadow
registers are: STICK2(634; $27a, jack three), stick3(635,$27b,
jack four), and ptrig4-7(640-643;$280-$283).

54018 d302 pactl
(w/r) prot a controller (see 54016 above). POKE with 60 ($3c) to
turn the cassette motor off, POKE with 52 to turn it on. You can put
a music cassette in your program recorder, press PLAY and then
POKE 54018, 52. Your music will play through the TV speaker or
external amplifier while you work at the ATARI. You can use this
technique to add voice tracks to your programs. To turn off
the music or voice, type POKE 54018,60
PACTL can be used for other external applications by the user. Bit
use is aas follows:

Bit Function
7(rd only) Peripheria A interrupt (IRQ) status bit. Set by
peripheral (PORT) A. Reset by reading PORTA
(53774; $d20e).
6 set to zero
5 set to 1
4 set to 1
3(write) peripheral motor control line (turn the cas on or off) 0=on
2(write) controls PORTA addressing. One equals porta register; zero
equals direction control register.
1 set to zero.
0(write) Peripheral A interrupt (IRQ) enable. One equals enable.
Set by the OS but available to the user; reset on pwr up.

54019 d303 pbctl
(w/r)Port B controller. Initialized to 60 ($3c) by the OS IRQ
code. PBCTL is the same as PACTL, above, with the following
exception (this may actually perform the same function as in
PACTL, but I am not sure of the distinction between descriptions:

bit Function
3 Peripheral command identification (serial bus command),
initialized to 60 ($3c).

Ports can be used for external control applications by the
technically minded reader who is willing to do some soldering to
develop cables and connectors. A good example can be found in
COMPUTE, February 1981, where the author gives directions for
using jacks three and four as a printer port. The Macrotronic
printer cables use just this method, bypassing the 850 interface
entirely (one way of reducing your hadrare costs). Theoretically,
the entire atari can be controlled through the ports.

****
Locations 54020 to 54271 ($d304 to $3ff) are repeats of locations
54016 to 54019 ($d300 to d303).-

HR> of the above locations would help too. Lastly I would like to know how
HR> to write a block of memory to a file on disk. I believe that Mapping
HR> the Atari listed such informatin for DOS 2.0S (ancient, I realize).

to write a block of info from memory, you set the address of where to
write from and jump to CIO. What language are you using??
You also have to indicate the length you wish to write.

HR> Any help would be much appreciated.

Not brief, but hopefully helpful.

CLF

HR> P.S. I'm posting from my friend's U of T account. I am 'mmmei@sunee.
HR> uwaterloo.ca

HR> -!-
HR> ! ORIGIN: Interuniverse Gateway (ivgate), Omaha (11:30102/2.0)

Take it easy. CLF

819. Re: DAS OMEN

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 01:31:35 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb17.013135.26637@usenet.ins.cwru.edu>
Source record: 112410

In a previous article, omf@jab.tucson.az.us (Oscar Fowler) says:

>No one has mentioned the DAS OMEN demo. I think its technically better than
>any other demo I've seen. Comments?
>
>------------------------------
>Oscar M. Fowler

Probably because it's been uploaded to the ST portion of atari.archive
instead of the /8bit hierarchy.

Over on comp.sys.atari.st somebody was asking, What the heck is a .dcm
file?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

820. Re: DAS OMEN

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 03:17:21 UTC
From: omf@jab.tucson.az.us
Message-ID: <mZq0FB3w164w@jab.tucson.az.us>
Source record: 112411

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> In a previous article, omf@jab.tucson.az.us (Oscar Fowler) says:
>
> >No one has mentioned the DAS OMEN demo. I think its technically better than
> >any other demo I've seen. Comments?
> >
> >------------------------------
> >Oscar M. Fowler
>
> Probably because it's been uploaded to the ST portion of atari.archive
> instead of the /8bit hierarchy.
>

Funny - I mailed that file to the BART moderator since I only have email
access. Maybe I shouldn't have ASSUMED he'd know where it was supposed to
go....

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

821. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 03:55:41 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92047.225542LENNJM@PURCCVM.BITNET>
Source record: 112412

Yes, they do work on an 800XL. I had never even seen anything but
an 800XL when I got the robot and spaceship demo in 1984.

Jody Lenn
LENNJM@PURCCVM

822. Test\SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 05:26:53 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Feb14.214224.2375@wvnvms.wvnet.edu>
Source record: 112413

First off, could anyone who's not on WVNET please respond and tell me weather this message gets posted to the net. The vax here in the ol' hills never used to, last sem. the system got an overhaul. I'm hoping this works.

Secondly, I was wondering if it software could be written on the IBM to allow a small network built around the PC and a couple of SIO2PC boards, allowing some sort of e-mailing, file transfer, ect. AND use the IBM hard drive as a central file storage area? Just a thought.

Mephistopheles
King of the 9th world

p.s. anyone know of a good PD bbs to be used with the SX212?

823. Re: 65*C*02

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 06:37:49 UTC
From: striepe@Apple.com
Message-ID: <331@jumbo.Apple.COM>
Source record: 112428

Certain versions of the original 800 with the original CPU card (Personality Module) could be retrofitted.
I still own one.

Harald Striepe

824. Re: DAS OMEN

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 15:31:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb17.153121.15257@usenet.ins.cwru.edu>
Source record: 112416

```
Solution: don't send 8-bit stuff to the main moderator of atari.archive.
Instead, send them to John Dunning, who maintains the /8bit hierarchy of
atari.archive. Jrd's address is jrd@stony-brook.scrc.symbolics.com.

I believe this is stated in the FAQ.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700
```

825. Re: Upgrade boards? 65816, 65802, 4 or 8 MHz?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 16:46:58 UTC
From: ahansfor@wpi.wpi.edu
Message-ID: <AHANSFOR.92Feb17114658@wpi.wpi.edu>
Source record: 112340

>>>>> On 13 Feb 92 16:49:58 GMT, Rick_Michael_Cortese@cup.portal.com said:

> Other then the circuits needed for two seperate clocks,
> there's page 0 RAM access times. The reason we have 150/120 nsec RAMs in
> our computers is because page zero is accessed twice as fast as the rest of
> the address space.

Are you sure?

The memory access time to any memory location should be the same from
valid address to data latched. The advantage of page zero RAM is that
intructions using zero page addressing need only specify the lower 8
bits of an address thus saving a memory read cycle on the opcode (
that is address of operand) fetch. The processor assumes the upper
byte to be 00H, hence page zero. Some upgrades offer a movable "page
zero." That is the upper 8 bits can be set to any page in memory.

--
Andrew L. Hansford ----------------------------------- ahansfor@wpi.wpi.edu
Abstract Concepts Department |
Worcester Polytechnic Institute |
////////////// "A reasonable man never accomplished anything." \\\\\\\\\\\\\\\\

826. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 17:00:59 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54613@cup.portal.com>
Source record: 112318

They had the original game set up for 4 or 5 sequels/add ins, but DataSoft went south so they only got the 1st one out for Mac, 8-bit, IBM, & ST & the second only for the 8-bit (I think?). I read a thread on CI$ where the DataSoft people were slightly critical of Price's coding because it was so hard to follow & saying that The Dungeon was a complete rewrite that was designed to more adaptable. They said they spent $250,000 developing The Dungeon so it's little wonder they went under. I've got a list of sequels somewhere, but I guess it isn't important since we will never see them.

827. Re: Some Xformer queries....

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 17:15:49 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54614@cup.portal.com>
Source record: 112319

I've used Xformer & although I consider it an amazing programming feat it's. some what of a novelty. It doesn't support some graphics modes like 12 or 13 & doesn't really run as fast a real XE. DLI's aren't supported either so most commercial programs that take advantage of the features/graphics modes won't work. It is nice to have several virtual disk drives on a single ST disk, but even basic runs so slow it makes program development so slow it hurts. It works with both a 810 or 1050 & I imagine a XF551, but they aren't necessary. I'd advise just using the ST W/O building the cable & see if it does anything you need. If you find out you still want it, let me know & I'll get you a pin-out.

828. Re: MAIL SURVEY CAMPAIGN GOES INTERNATIONAL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-17 21:22:18 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54624@cup.portal.com>
Source record: 112336

What about lengthening the deadline? I'm having a devil of a time getting
it posted locally in Rochester, NY...

829. Modems for Atari 800Xl ??

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 00:11:26 UTC
From: dc@irie.ais.org
Message-ID: <dc.698371886@irie.ais.org>
Source record: 112417

Hey does anyone out there know where
I can get a 300/1200/2400 Baud modem for the
Atari 800Xl? Used or new, as long as its in
working condition... Also any additional
hardware needed to connect it to
the 800Xl ?
(asking for a freind who would like to join the great
world of modeming)
Also if the atari800Xl has an rs232 port
(my friend dosen't know for sure),
where can I get ahold of some decent softwhere
to run the modem? (At least 80col / vt102)

Peace... 5000G

--

____
\ E-Mail: dc@ais.org /\ Comin' from the unpolitically correct \
_____________________\/\ half of this world refered to as //
_\ The ProjectZ!_____________________//

830. Need power supply and video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 00:43:42 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <51.29a0a123@ivgate>
Source record: 112451

INTERNET: clf@qrent.omahug.org
To: Doug!

In a msg of <16 Feb 92>, Doug Mashek writes to All:

DM> (From: mashek@pitch (Doug Mashek))
DM> (Organization: Motorola Inc., Cellular Infrastructure Group)

DM> I just baught an atari 800XL, but it came without a powersupply or
DM> video cable. Does anyone know where I could get an 800XL powersupply
DM> and a video cable? If you have either and are willing to sell, send
DM> me a price.

You can get one retail from:

American Techna-Vision
2098 Pike ave.
San Leandro, CA.
415 352-3787 (Calif)

listed at $25.00

to order: item #A2534

1-800-551-9995

Or I could sell you my spare. I bought an additional one. It may
have a slight regulation problem. It gives the correct voltage
reading, but may not be stable. It didn't fry my computer, but
I replaced it just in case. If your interested let me know.

CLF

Take it easy. CLF

831. Digi Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 01:11:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-17-17:11:37.75*UJ1G"@DKAUNI2.BITNET>
Source record: 112418

Andrew,

thank you for your hint. I've really forgotten about the VBI.
I've heard a lot about the VBI disturbing samples, but it was a long
time ago. I think this short VBI is called 'deferred VBI' but I'm not
sure either. As soon as I have some spare time I'll try to swith
this VBI off.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

832. POSTS

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 01:42:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-17-17:42:30.66*UJ1G"@DKAUNI2.BITNET>
Source record: 112420

Jeff,

regarding to the storage formats of 4 bit resolution I can tell
you from what I've encountered so far that there are at least two
common formats: first one stores data in a serial way. That means
the first code is stored into the low nibble of the byte the second
one into the upper nibble. Than the third is again stored into the
low nibble of the following byte and so on....
There's another format I know of: first the half of the _whole_
digitized data is all stored into the lower nibble of a byte and
than _the other half_ of the data is stored into the upper nibbles
of bytes you used for the first part.

(I'm using the first method)

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

833. Apple .. Emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 02:14:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-17-18:14:54.79*UJ1G"@DKAUNI2.BITNET>
Source record: 112421

Steve,

few months ago one guy wanted to throw out his old APPLE II +
compatible computer. I told him to give it to me. Now I have this
old fellow in my room. I got some manuals for it, and thought of
exchanging software in a way. But it isn't that easy. It's BASIC
may seem similar to my familiar ATARI-BASIC but if you want to
transfere programs in machine language you have to emulate the whole
system. You can say it _is_ different. Especially the file system.
It needs a special controler which stores the data in a very APPLE
specific way. You have to emulate the whole hardware beginning with
paddle control and ended with it's stupid sound module not talking
about it's funny graphics memory organization.

It is possible to emulate an atari ST on the Amiga because of it's
huge memory and especially because of it's CPU speed.
The emulator would probably use some remarkable amount of RAM
leaving only a few bits for the APPLE program.
As somebody stated already it would be better to spend some time
on writing sophisticated software on the ATARI instead of wasting
time in transfering APPLE programes to atari.
Everythig that can be programmed on an APPLE can be programmed even
better on the ATARI.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

834. What are .atr files?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 03:09:16 UTC
From: hussein@psych.toronto.edu
Message-ID: <1992Feb18.030916.9249@psych.toronto.edu>
Source record: 112419

Hi,

I've just resurrected my original 800 and Rana 1000 drive.

Tell me, what are .atr files and what applications use them/
how does one create them/use them?

I understand there is a file on atari.archive.umich.edu that talks about
expanding mem on the 8bits...including my old 800. Am I missing out on
anything by only having an 800? If so, is it worth upgrading it or
should I buy an XL or XE? Lastly, what are some of the nifty
upgrades out there?

I'm sending from my friend's U of T account again.

I'm mmmei@sunee

Michael Mei
31 Springburn Cr, Aurora, Ont, L4G 3P4 (416) 727-5739 Wk (416) 727-8207

835. Newell upgrades -- what's the difference?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 03:14:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <698392822.F00001@tdkt.kksys.com>
Source record: 112422

THE MAJOR DIFFERENCE I SEE BETWEEN THE 256 AND 1 MEG UPGRADES IS THAT WITH THE 1 MEG UPGRADE I HAVE INSTALLED in the XL, you will loose the internal basic, and you must use a cart. The way my upgrade was installed, all I have to do is install some different chips, and it's up to 4 megs. This was an option that the installer chose to do just in case I decided to expand further. Other than that, all files that I've attempted to run on it have run. I primarlly use it to run Warp 10, but sunce I'm in the process of moving, the bbs is not online, but will return. This has given me a chance to play around with it. In running Warp 10 with the 1 meg XL, I'm using it with SpartaDOS 3.2d. There are a few files that won't load or run under this version of SpartaDOS that do run very well using SpartaDOS X 4.20

As for the upgrade itself, just be sure you know what your doing for it is a somewhat involved process, but not too bad.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

836. Re: Bacterion

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:14:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <eBoBgB4w164w@cyberden.uucp>
Source record: 112429

Did you say "Bacterion"? (It looked like you were getting a call... I
HATE when that happens to me!) It you did.. I, too have a copy, and I
guess it works ok, but the ships just look like garbage, unless they're
pointing up and up and right.. (maybe a chance to try Fixxl on something
OTHER than smush..)
Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

837. Re: Digi-studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:17:00 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2eoBgB5w164w@cyberden.uucp>
Source record: 112431

The major thing in that issue was a speech-synth made of a Radio shack
chip.. (again, hooked via j-stick), but 'course.. Radio Shit doesn't
have it anymore!! (that place SUCKS now!!!) BIW

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

838. Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:21:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZLoBgB6w164w@cyberden.uucp>
Source record: 112432

Has anyone seen this TV show? And would anyone be interested in a game?
(I started one a while back.. when I wasn't as good a programmer as now..
much stuff from the 70s is better!!!)
Also, does anyone have any pics (digi or otherwise) of any of the
characters? (The Count, Igor, Nanny, The Crows, von Gooswing, The
Pirates..) The show is currently on Nickelodeon at 8:30am (I think)
(Pacific) on Saturdays and Sundays. It was a spin-off of Danger Mouse.
Both were created by Thames productions.. and at least Duckula was made
along with Nick. BTW: Any UK'ers.. is this show still being made!?
I'm a VERY big fan!!!!! thanks... curiously.. Bill
(the 18th Count!)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

839. Speaking of British TV...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:25:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qsoBgB7w164w@cyberden.uucp>
Source record: 112433

Would anyone be interested in a Blake's 7 game? I'll probably need a bit of help, though! Hopefully I'll be able to include either Zen or Slave's and Orac's voices.. (depending on which ship I decide to use). Also.. I heard rumors of a NEW Blake's 7 being made.. (the original series died in '82 or '83, did it not?) Is there? AND!!! (since I'm so BIG on British stuff.. being part British... but, like... still totally from California... DUDE!) hows about a Red Dwarf game? I don't know.. the only TV I watch anymore is Star Trek (barely), MTV, and any British sci-fi or comedy... Any Ideas!? Comments!? Interests!? I WANT FEED BACK! I'm VERY willing to make this stuff if anyone's interested..
Bill

PS- If you know little of Blake's 7.. it's much like Star Trek, but FAR better.. (deeper plots... characters (other than Ensigns) ACTUALLY GET KILLED!... etc.etc.) The game would probably look like Star Raiders I, but more complex. I WOULD do a Star Wreck game, but it's SOOOO over done! :)

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

840. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:27:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2VoBgB8w164w@cyberden.uucp>
Source record: 112434

I remember no color rotation, except maybe on the Robot's panels and
eyes.. and the Atari Logo, but that's just the generic (but impressive
in most cases.. esp. to CGA IBMers!!) rainbow effect.. Are you SURE you
have _that_ demo? Describe it.. perhaps it's something else (older)..?

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

841. Re: TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:31:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <y3oBgB9w164w@cyberden.uucp>
Source record: 112435

Speaking of stealing the Reset vector.. HOW IS THIS DONE, ANYWAYS!?!?!
(aslo.. has anyone bothered to see if there's a "seceret" way to skip the
text?.. I think Frank. should've made some strange way of getting to the
next demo (a key combo.. or string input?), and only described it at the
very end, rather than us waiting out the WHOLE 4min15 sec, with only
about a 15 or 20 sec window before it STARTS OVER!!) Oh well.. also,
how does one "steal" the Break key? I've read about it, and tried
re-pointing it's vector or something, but I think it only works once and
then crashes....???? Thanks.. Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

842. Re: TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:39:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TFPBgB10w164w@cyberden.uucp>
Source record: 112436

bmarcum@world.std.com (Bill Marcum) writes:

> Oh, I forgot: The directory of the demo disk is patched to give every file
> a length of zero, but you can copy the files using Mydos.

I'm still wondering if they'd be THAT upset if I stole P.10 for my own
uses!? I LOVE that music.. it'd probably be best for my Klix (klax
clone, if you didn't guess) title screen.. (it can handle the P.9
routine for the bobbing blue bar and all those other DLI effects on the
first demo.. so it can handle my pretty title screen!)
If you wish... here's how it works (if you're no such a hacker as most
anymore!) BRUN"D:P.10" from TurboBASIC, and then ?USR(44032).. it starts
the music, and sends and ERROR 9... I'm not sure how to overcome it other
than a TRAP... To end it, POKE the following #s to, say page 6 (1536+),
or stick it in a string, and call ADR(whatever$) instead of 1536 or
whatever..:
104,160,98,162,228,169,7,32,92,228,169,6,160,95,162,228,32,92,228,96

P.8 is the POKEY screen for the first demo (minus the credits and
Megagrettinx).. it aslo contains a "backup" char set, I suppose... for
the rotated set in memory used for the squares... (all rotated stuff
needs a good buffer!)

P.7 is the original char set for the 1st demo.. this is just a char set
with a bunch of chars shaped like bits of squares.. (if you have a 1200xl
or a F-key upgrade, hit CTL+F4 and you'll notice that the POKEY doesn't
change, and loc.756 (chset pointer) doens't, so the chset is just MOVEd
around...)

P.9 is the bouncing red and blue of the first demo (use USR(24576).. just
a GR.0 to end.. can even be used on graphics screens!)

BRUN"D:P.16" for the "Yeah" "Comtech Crew" demo (>I< thought it was TBXL,
but it IS ML... not that difficult to do in TBXL, tho.. I've make a
snake-line routine that can be upgraded to handle that type of movement
and sprites..)
all the rest has yet to be figured out (at least by me!)
keep hack'n! Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

843. Re: SpartaDOS & 2 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:41:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9iPBgB12w164w@cyberden.uucp>
Source record: 112437

omf@jab.tucson.az.us (Oscar Fowler) writes:

> moon!cyberden!phbill@well.sf.ca.us writes:
>
> > 163.. definetly 163.. 139 might've been in MyDOS..) But... I'm
> > wondering how to configure the number of drives under SpartaDOS. He's
> > barely through the manual, and refuses to go on to the next section until
> > he's finished the current.
>
> SpartaDOS-X recognizes all drives by default on boot-up. Is this disk-based
> SpartaDOS? If so, then I'm not sure. The fact that the drive actually
> SPINS, though would indicate that DOS is at least talking to the drive. Can
> he read/write with MyDOS? What kind of drives are these? SpartaDOS may be
> trying to talk to the drive at high-speed and his SIO connection is so weak
> that it is causing read/write errors in that mode ...
>
> ------------------------------
> Oscar M. Fowler
>
> omf@jab.tucson.az.us
> dt@coyote.datalog.com
> CIS: 72347,1655
> GEnie: O.FOWLER1
> (602) 326-8286

They are both 1050s.. and it IS disk-based SpartaDOS... any
suggestions!? Bill
s

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

844. Re: Need power supply and video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:45:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wPPBgB13w164w@cyberden.uucp>
Source record: 112438

mashek@pitch (Doug Mashek) writes:

> I just baught an atari 800XL, but it came without a powersupply or
> video cable. Does anyone know where I could get an 800XL powersupply
> and a video cable? If you have either and are willing to sell, send
> me a price.
>
> Doug Mashek
> mashek@rtsg.mot.com

What are you trying to hook it up to? A monitor? A TV? What type of
input do they take? You can pretty easily get a cable between
"switchbox" and a switchbox or composite. You can get a monitor cable
from B&C ComputerVisions, and perHAPS San Jose Computer...

Their addresses/ph#s are:

B&CComputerVisions:
2730 Scott Blvd
Santa Clara, CA 95050 (USA)
1-408-986-9960

San Jose Computer
1278 Alma Court
San Jose, CA 95112 (USA)
customer servc: 1-408-995-5080
ordering: 1-800-726-8576 (might be disconnected??..try anyways..)

Bill Kendrick

BTW: Also ask about BEST computers.
PS: At least San Jose has power plugs... not sure about B&C or BEST.

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

845. Re: StarTrek II basic sound demo {was: Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:47:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cuPBgB14w164w@cyberden.uucp>
Source record: 112439

Sure! STII would be cool.. I have a pic or 2 (drawn, not digi) of Khan
I got on a BBS around here... ! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

846. MyDOS and short binary routines

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 04:50:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZyPBgB15w164w@cyberden.uucp>
Source record: 112440

I'm wondering if there's a way, to say.. change the screen colors.. in
MyDOS.. withOUT it RELOADING itself!?!? I'd like to make a short routine
to start-up the cassette (already have it, actually. just about 7
bytes)... one to change the colors... one to POKE 766,1 so I can read to
E: more easily (no BUZZes and CLSs and arrows and stuff...)
thanks! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

847. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 07:24:06 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Feb18.072406.22097@cbnewsc.cb.att.com>
Source record: 112423

From article <1992Feb11.131533.27482@ryn.mro4.dec.com>, by (John Miskinis):
>
> In article <65469@netnews.upenn.edu>, (Dan P. Yoshida) writes...
>>
>>I once had my hands on a music program that displayed
>>"moving bars of color" on the screen as the music played.
> [STUFF REMOVED]
>
> I think I remember this also. Was it an AMS player? I think
> I may have this on disk somewhere, bundled with a somewhat
> likeable "Stairway to Heaven" song...

It's been a while since I played around with AMS, but all the players I
remember had a piano keyboard style graphics.

I think that you are describing the Antic Music Processor (AMP) that was
first published in Antic in Dec. 1988 (if memory serves correctly). The
latest version (2.1) was published in the June 1989 issue. I seem to recall
a minor updated version on the August 1989 Antic disk. I could be wrong
about that though. I do know that Ver. 2.1 gave you the ability to add
lyrics to the screen like the first demo song that was on the Antic disk.
That song was 'Sail Away' or 'Sailing' by Christifer Cross. (?)
It was (and is) a very good song editor and player. It's only drawback
was that there was no way to put it into a cycle mode and play all the .AMP
songs on a disk. It even had a converter program that converted .AMS files
to .AMP. My son has just finished entering the Beatles 'Imagine' and he
now expects me to add the lyrics. Time to dig out the instructions again!

This may be old news as you read this because I am about 100 articles
behind, but I knew if I didn't comment now, I wasn't going to go back
and try to find the article later. Experience, if nothing else, is a
harsh teacher. :-)

If you are into music on the 8bit Atari, you need this program in you
library. I wish I could find as good an editor for the MS-DOS machines.
One word of caution: It doesn't use notes like EA 'Music Construction Set.'
It is much more editor oriented.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

848. 130XE vs 800XL (use of tape recorder)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 13:19:05 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb18.131905.11013@ericsson.se>
Source record: 112342

Atari have changed the look of their tape recorders for the 800/XL/XE line a few times in history. The last model is grey and called XC-something. XC12?

It does not have its own power supply but uses the computer as a power source via the I/O-cable.

Can this XC12 recorder be used with older (800, XL) computers or are they unable to support it with power?

I know it works fine with my 600XL generally, but sometimes the 1050 diskdrive fails to read if I rewind a tape simultaneously. When this occurs one can judge by the sound of the devices that there is a slowdown in an electric motor.

My mail address is etxansk@garbo.ericsson.se no matter what the article header says.

Anders Skelander

849. Re: I need some code...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 16:49:27 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54664@cup.portal.com>
Source record: 112216

BTW: Have you got your Action! cart yet? If you can be a little more specific about what you want to do I could probably get it done. You have to tell me (or anyone else for that matter) what your display will look like i.e. 3 graphics(0) lines followed by 8 gr.(12) with colors [v,w,x,y,z] etc. If you're having trouble designing gr.(12) character sets there's a utility floating around (SCRNEDIT.ARC) that'll import the first 24 scan lines of a MicroPainter picture & convert it to a character set.

850. Re: 8bit Atari forth?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 17:58:06 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1992Feb18.175806.29455@umesve.maine.edu>
Source record: 112444
Cross-posted to: comp.sys.atari.8bit,comp.lang.forth

```
In article <B7FeFB1w165w@ruth.UUCP>, rat@ruth.UUCP (David Douthitt) writes:
|> deej@thrush.umesve.maine.edu (Dj Merrill) writes:
|>
|> > A friend of mine wrote a version of Forth for the Atari called ATILA
|> > (A Thread Interpreted Language for the Atari) about 6-7 years ago.
|>
|> > If anyone is interested, drop me e-mail at deej@grouse.umesve.maine.edu
|>
|> Is this the same Atila Forth that was used in the writing of the book
|> "Library of Forth Routines and Utilities," by James D. Terry? The blurb
|> in the back of the book talks of a version for the Apple II, IBM PC,
|> Atari 520ST, Amiga, Commodore 64/128, and Apple Macintosh.
|>
|>
|> UUCP: ....!halcyon.com!ruth!rat | [witty saying stolen...
|> InterNet: rat@ruth.UUCP | reward offered for safe
|> ==== Apple II Forever! ==== | return.]

no - this is something he wrote entirely on his own, atari 8 bit only.
I havent managed to contact him yet - i will keep trying..
--

+-----------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+-----------------------------+
```

851. AMP / Price @ Gilbertson

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 18:27:27 UTC
From: markjl@bu-it.bu.edu
Message-ID: <1992Feb18.132727@bu-it.bu.edu>
Source record: 112430

Hello everybody! (My first post here)

AMP was called the Advanced Music Processor and was created by Phillip Price and Gary Gilbertson (they went on to program Alternate Reality for Datasoft or Datamost which was bought up by Intellcreations and then disappeared after releasing AR: The City).

Perhaps Antic bought rights to AMP and renamed it, but I have one PD file called
"Passionately" which was great: it had the music bars for all four voices showing
volume and pitch as well as overlying highlighted lyrics.

A few years ago, Atari8 on CompuServe got in touch with Price and Gilbertson
and they posted a disk full of other demos/outakes from AR/AMP songs. Nothing
was greatly polished, but it was worth getting to get some more from this duo.

They had thought of making a Christmas disk, but I don't think that ever came
about.

I'd post the files, but I'm away from my Atari 8bit at home. IN any case, I'd
welcome follow up comments/replies because these were some of my favorite songs
and I'd love to see anything else these programmers did (actually Price program-
med, Gilbertson came up with music and lyrics).

That's my answer to the mystery! - markjl@buengf.bu.edu

852. Re: Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 19:21:02 UTC
From: dja1@backyard.picst.bellcore.com
Message-ID: <1992Feb18.192102.8082@walter.bellcore.com>
Source record: 112441

In article <ZLoBgB6w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
|> Has anyone seen this TV show? And would anyone be interested in a game?

Not that this has anything to do with comp.sys.atari.8-bit except maybe
the game idea, but check out the first line in my .sig! I love that show!

"Avast, ye scurvy dogs, ties 'em to the comfy sofa!"-pirates on Count Duckula.
"Remember, save the planet, defy authority, and watch your cholesterol!"
"Nulla Quaestio!" Dave Arlington

853. MAIL SURVEY CAMPAIGN GOES INTERNATIONAL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 19:59:23 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202181959.AA15417@smithkline.com>
Source record: 112442

From: PHVAX::POEHLAND 12-FEB-1992 17:17:12.85
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: MAIL SURVEY CAMPAIGN GOES INTERNATIONAL

Although Jeff McWilliams' press release announcing the launch of a write-in campaign for Atari Classics initially stated the Campaign would be limited to USA residents only, he has received a number of responses from interested parties residing outside the US.

After some palaver & headscratching over this, we decided it would be within the capacity of our <limited> resources to make a modest expansion of the Campaign into the global arena.

Individual mailings to non-USA addresses will start going out this week, with highest priority given to Canadian addresses. Info-Kits sent to foreign participants will be essentially identical to those furnished domestic participants. The only difference will be a slight modification of the means of returning the postcard form; it must be mailed in a small envelope (furnished in the Kit) to our USA mail drop address. The participant will need to affix the postage required by his/her country to the USA. Upon arrival at the mail drop, the card will mailed to Jeff in the normal manner via US Mail. This is more expensive- both for us & the participant- & is a bit more clumsy, but it will permit foreign participation without compromising the format we have established for validation & ease of handling the large volume of data this Campaign is generating.

A special information note, containing detailed instructions for non-USA residents, will be included (along with the preaddressed small envelope containing the return card) in all Info-Kits sent outside the USA.

So..... you folks in Canada, UK, NZ, Down Undah, & anywhere else English (or some variant thereof!) is spoken, this is your chance! You have spoken, & we have heard you!!

Send your name/mailing address to:

Jeff McWilliams
INTERNET: jjmcwill@mtus5.mtu.edu
GEnie: J.MCWILLIAM3

Thank you all for your interest & enthusiasm! Response so far has been very gratifying. Despite stepping up weekly production of Info-Kits, I'm having a tough time keeping up with the demand <GRIN!!!>.

- BEN POEHLAND
The Alchemist

****

854. INTERNATIONAL CAMPAIGN: UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 20:01:47 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202182001.AA15437@smithkline.com>
Source record: 112443

Approximately 25 Campaign Info-Kits have been sent out to addresses all
over the world, about 3/4 of them to Canada.
We even have received one positive international response already, from a
Canadian who wants to be a regular columnist for Atari Classics!
I tell yah, stuff like this is enough to warm the heart of the most crusty
alchemist!

Once again, all you guys out there in Canada, UK, New Zealand, Australia,
South America, Europe, North/South Pole, Equator, & every place in between
(did I cover everybody?), let's get those names/addresses in to Jeff McWilliams!
No mail delivery to your locale? No problem! We got dogsleds, rowboats,
parachute jumpers standing by.....

- BEN POEHLAND
The Alchemist

****

855. Message from Colin Hunt/8:16

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 20:41:25 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202182041.AA15624@smithkline.com>
Source record: 112445

From: INET::"/PN=COLIN.W.HUNT/O=SPRINTINTL/ADMD=TMAILUK/C=GB/@sprint.com" 13-FEB-1992 04:05:31.15
To: phvax::poehland
CC: /PN=COLIN.W.HUNT/O=SPRINTINTL/ADMD=TMAILUK/C=GB/@sprint.com
Subj: Where's My Mail Going!!!!

Hi Ben,
How are you? Hows the house repair going?

I was wondering if you could help. Theres been a lot of talk on IA8 that I've tried to respond to, but my messages just dissapear! I'm I using the correct addresses:

(c:usa, a:telemail, p:internet,id:<comp-sys-atari-8bit(a)ucbvax.berkeley.edu>)

or

(c:usa, a:telemail, p:internet,id:<info-atari8(a)naucse.cse.nau.edu>)

My system crashed on me several weeks ago and I lost my 'abbrev' file. Pls post response via IA8, as I still seem to be rxing, even though it arrives in bundles!!!

For your (and everyone elses) interested, I have the following news:

* DataQue are going to distribute 8:16 within the USA for the BaPAUG. Finally arrangements have still to be completed, though we have both aggreed to give it ago.

* In response to the request for an RS232 interface, Gralin International already provide one. It plugs into the SIO port and comes complete with some comms software. We are currently writing an R: handler for it.

* Gralin has also started production of the REPLAY sound sampling cartridge (originally supplied by 2-bit systems - the people who design the REPLAY cartridges for the ST and Amiga). The UK price is 34.95 pounds.

* Finally, Gralin also have a MIDI SIO cable allowing the 8-bit to control MIDI compatible musical instruments, Percussion Master, which is a hardware box that plugs into both joystick ports and software. The hardware contains a D-A convertor, and the software allows you to use REPLAY samples. Sound quality is far better than using the internal sound system - this normally allows a 4-bit resolution, whereas with the added hardware there is 7-bit resolution. Last, we have a product called Digidrum, that also uses REPLAY sample, but via the internal sound system (by the way, this is currently being modified to support the POKEY

stereo upgrade). The UK proces for the above are:

MIDI Master - 29.99 pounds
Percussion Master - 24.95 pounds
DigiDrum - 5.99 pounds

If you wish, please post the above to anyone that may be interested - all my attempts to do so have failed!

Regards
Colin Hunt

//

Despite recent upgrades to hardware at my site, it still appears my coms to Colin are vanishing into the aether; not even so much as a bounce-msg from the MAILER-DAEMON, whatever that is......

Anyway, the products from Gralin Int'l look very interesting, & if DataQue will be distributing those in North America, it will be a most welcome addition to the market here. BTW, the exchange rate between the British pound & the US dollar is roughly US $1.70 to the pound, for you folks who'd like to get an idea of the American prices. Canadian exchange is roughly US $1.00 to about $1.25 Canadian.

I am less thrilled at the possibility of 8:16 entering the North American market to the degree suggested by plans now being formed by BaPAUG/DataQue. As most folks on this Net are aware, I recently rejected a potentially lucrative offer from Explorer Magazine to extend their 8bit coverage by the inclusion of Atari Classics therein. As I explained in IA8 #42 (11FEB92), a major reason I did so was to thwart the entry of Explorer into our already fractionated market. Explorer has essentially no 8bit coverage, & for the sake of the 8bit community here I am content to see it stay that way. The 8bit user community here is already split between AIM & CN, at a combined price no one can afford for total coverage that is inferior to what ANTIC gave us at lower cost. Both AIM & CN suffer the problem of diluted 8bit coverage that has to compete for page space with the ST/TT/Lynx/Portfolio/2600/ABC products- much to ANNOYANCE of just about every 8bitter I know.

The entry of 8:16 into the American market would accomplish the damage I successfuly prevented Explorer from doing: giving the 8bit community yet another bimonthly magazine with diluted 8bit coverage, contributing to the very process of fractionation/diilution that Jeff McWilliam's mail survey campaign is trying to fight.

Colin Hunt is probably unaware of this, but Chuck Steinman should know better. DataQue is thus far the only 8bit vendor who has rejected the invitation to join the Atari Classics campaign. It pains me greatly to say this, but I can withold my feelings no longer: Mr. Steinman is clearly placing his own personal agenda before considerations of the health of the community in general. It is my personal opinion that he is taking advantage of Colin's lack of familiarity with conditions here to further his own ends. I hope this will not be interpreted as a personal attack upon anyone; it is just my particular view of

things as one whose primary interest is the health & welfare of the 8bit community in general, & who has spurned any oppurtunity for personal profit in the pursuit of that principle.

I have said this before, & I say say it again now: the 8bit community has contracted to the point where 2 magazines are one too many. Our resources need to be CONCENTRATED, brought back into realistic balance with the realities of the market, if that market is to survive. Such concentration will regrettably reduce the diversity we now possess- but which is also killing the market. Only by re-focusing our resources, re-establishing the single unifying forum of communication we once had, can we hope to solidify the present situation & create a foundation upon which to <hopefully> re-build the market to the point where it can once again support a diversity of publications. We start by taking the single largest chunk of that market- which AIM now possesses but is serving poorly- & build Atari Classics upon that with the assistance/blessing of the publishers of AIM. It is even possible some type of link could be forged between AC & CN, to shore up the foundation of the stucture we so desperately need right now. The new 8bit Editor of CN has come out strongly in support of Jeff's mail survey campaign, & for my part I am giving the new Editor my personal support & assistance to get him over the startup hump.

I personally would be saddened to see 8:16 become Americanized. One of the more delightful aspects of 8:16 is its unique British flavor. British products, & British views of things, always seem to have an interesting twist we don't often see on this side of the Atlantic. I'd hate to see that sparkling quality get washed out of 8:16.

Colin, I implore you to seriously consider the potential impact upon the market here of the venture you are now considering with 8:16. I do not know if it would be feasible for 8:16 to establish some arrangement with Atari Classics. But at the very least, you have nothing to lose by contacting Jeff McWilliams & exploring those possibilities, before you finalize an arrangement that will almost surely contribute to the dissolution of the very market you are trying to support.

Since January Jeff & I have put HUNDREDS of hours of work- & I have to date donated in excess of $500 from my own pocket- into the mail survey campaign which is this week going global (yes, Colin, an Info-Kit is on its way to you at this very moment). We would not be doing this, if we did not sincerely believe in the validity of our cause. At least think about it, hey?

- BEN POEHLAND
The Alchemist

****

856. Mapping the Atari info please

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 20:58:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-18-12:58:13.27*UJ1G"@DKAUNI2.BITNET>
Source record: 112426

Michael Mei needs some information about the PIA memory locations.

There are two essential locations one should know wanting to initialize
the joystickports for output and/or for input.

PORTA 54016 ($D300)
PACTL 54018 ($D302)

PORTA has two functions. It serves both as data register of the PIA
and as the data direction register depending on the value of bit B2 at
the location PACTL

PACTL 54018 ($D302)

```
_____________________________________
| B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
-------------------------------------
/\
||
```

If you want to 'talk' to the DDR you should set B2 to 0 (zero).

Now you can store your initialization value to the DDR which now can
be found at the location:

PORTA 54016 ($D300)

```
__________________ ___________________
| B7 | B6 | B5 | B4 | | B3 | B2 | B1 | B0 |
------------------ -------------------
```

(port 2) (port 1)

where bits B0,B1,B2,B3 correspond to the lines 1,2,3,4 of the
joystickport 1 (looking at your computer on your left hand side)
and where bits B4,B5,B6,B7 correspond to the lines 1,2,3,4 of the
joystickport 2.

Every bit set to 0 (zero) initialize the corresponding line as input,
every bit set to 1 initialize the line as output.

After setting up the DDR you have to unselect it by changing
B2 of PACTL to 1 again. Now you can store and receive data through
PORTA depending on how you did set up the lines.

WARNING: You should unplug the joystick when you try to configurate
the PIA to _output_. Playing around with it could result
in damaging of the PIA.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

857. I need some code...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-18 22:10:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-18-14:10:24.58*UJ1G"@DKAUNI2.BITNET>
Source record: 112427

> So, anyone that good? (hehe..) I would try using a DLI (which I have a
> LITTLE bit of experience with fiddling with), but I still need to figure
> out how to shut it off before I change the pointers at 512 & 513 (it
> usually just crashes!). I recall reading something about that.. I forget
> where, and I don't think it went very deep in explaining. So...
> Please respond ASAP!
> Bill
here it comes:

you need the location NMIEN 54286 ($D40E)
to disable the DLI simply set the bit nr. 7 to 0. The bit nr. 6 serves
for the control of the VBLANK interrupt.
The most simple way for doing it is to type POKE 54286,0. Then both
the DLI and the VBI are off. When you want to turn the DLI on
type POKE 54286,128. (VBI: POKE 54286,64 ; VBI & DLI : POKE 54286,192)

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

858. Re: CN Hires New 8-Bit Editor (resend)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 04:09:31 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <kqiDgB1w163w@unixland.natick.ma.us>
Source record: 112447

poehland%phvax.dnet@SMITHKLINE.COM writes:

> From: PHVAX::POEHLAND 7-FEB-1992 18:48:26.78
> To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
> CC: POEHLAND
> Subj: CN Hires New 8-Bit Editor
>
> I was just informed earlier this week that Current Notes Magazine has a new
> 8bit Editor, an event which seems to have occurred about 3 weeks ago.
>
> He is Rick Reaser, 8bit VP of the P3ACE group in Colorado. Rick produced the
> excellent review of the new ChromaCAD program that appeared in the December
> 1991 issue of Current Notes.
>

Yep! I just happened to notice him on the Fidonet (That OTHER Net) in the
atari 8 bit echo. I dunno if he has INTERNET access but It seems that I
would be able to "capture" messages here and be able to send them to him via
the public echo on Fido if anyone has the need.
He has asked for article submissions and any atari 8 bit info anyone would
like to pass along..
It was great seeing him on the fidonet, and im sure that Ill be taking time
out to write him. I enjoy his postings a lot.

-Craig
(craigr@athena.mit.edu)

859. Re: colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 04:13:09 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <mwiDgB2w163w@unixland.natick.ma.us>
Source record: 112448

atario@cats.ucsc.edu (Stephen Wayne Miller) writes:

>
> asgardia@unixland.natick.ma.us (Craig Rothman) writes:
> >potter@sundae6.DAB.GE.COM (Jeff Potter) writes:
> >> Yes, APAC works based on the alternating lines of graphics 11 (16 colors)
> >> and graphics 9 (16 intensities).
>
> >CAn someone upload this to delphi??
> >I think the version there is kinda old.
>
> It's there, I made sure of it myself. APACVEW 2.3 and COLRVIEW 2.5 are
> the latest I heard of (including the above (deleted) description).
> Have at it!
> __
> (_
> __)teve

you on delphi? Write ASGARDIAN.. That's me!
Maybe we can swap stuff.
Delphis 8 bit area is kinda lean.
No new stuff lately.. especially in the way of PD bbs programs.
Do you happen to have Oasis Test drive?

Anyways, I thought there was a newer version of apac?.. maybe I read
something wrong or got the version number mixed up with colorview.

860. Re: printer pause

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 04:15:14 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <4ZiDgB3w163w@unixland.natick.ma.us>
Source record: 112450

moon!cyberden!phbill@well.sf.ca.us writes:

> My drive never goes to sleep unless I get some sort of REALLY buggy i/o
> problem, like trying to load a backup of AtariWriter +, which doesn't
> work as it is anyways!... but, yes! I guess I'm also one of the elite
> [BREAK]ers anonymous! Bill
>
> _____415_472_5527__V32/V42bis__Cyberdustrial Mayhem_
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]
>
> The CyberDen accepts liability or responsibility for no one-You're on your ow

l
to make a backup copy of atariwriter that works, try to use Spartados and
the Scopy utilitity.. I think thats how i made a backup of mine.

861. Re: 1027 Printer Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 04:26:32 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <XiJDgB4w163w@unixland.natick.ma.us>
Source record: 112449

poehland%phvax.dnet@SMITHKLINE.COM writes:

> I disagree quite sharply with Craig Rothman's advice to Tony Falcone (IA8 #42
> 11 Feb 92) to trash his 1027 because of its apparently erratic behavior.
>
> As one whose primary printer(s) for many years was(were) two 1027's (one of
> which I still have), it is my opinion that the 1027, properly maintained, is
> just as useful & productive a piece of machinery as any other peripheral.

I was being "toungue in cheek". guess that doesnt come out well on
newsgroups.. The 1027 isnt a good printer, but i guess that it does have its
usefulness.. I have gone through 2 of them though and completely under
normal use conditions.. The 1027 really is not a "quality" made product, but
it is letter quality and does a decent job of printing things.
The problems I encountered with the model were numerous however, and based
on that standpoint, I could not encourage people here to buy, own or use
this printer as a reliable, problem free peripheral.. I didnt read the
article about it.. But even so, id rather take this nice panasonic I
replaced it with.. No more noise, no more paper jams, no more bent silver
paper guides, no more problems with cotton bond paper, no more tough to find
ribbons, no more difficulty in using computer paper reams, etc..etc.
Its also pretty slow.
Again this is my personal experience with the 2 1027's I have here.
A further factor worth mentioning is that a power supply replacement for
this thing is sold by the dealers for A GOOD PRICE!
I think I was seeing it around $30 a year or so ago.. probably arond that
now.. I havent seen it cheaper than $25..
Im really down on the 1027 printer.

What did your article say that would convince me that its worth
keeping the broken ones I have here?

862. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 08:52:49 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1992Feb19.085249.1366@usenet.ins.cwru.edu>
Source record: 112453

```
Atari 130XE
Atari 1050
Atari 1025
Wico Joystick
50 disks of software
System-$200

System works fine.Selling to get Satellite dish.
You pay $200+shipping,and I only do COD.
Send mail if interrested.
Thanks.
--
A.M.Barnes
aj008@cleveland.freenet.edu
Criminal control, not gun control.
Hand out Bibles,not condoms.
```

863. Women in this group

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 09:11:06 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <33066.499218950@kcbbs.gen.nz>
Source record: 112424

```
> are there ANY women in this group?

Yes
```

864. Video Titler 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 09:24:07 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <33847.499219071@kcbbs.gen.nz>
Source record: 112425

Is there anyone out there that has a copy of the above disk please?
I read about it in the August AIM magazine and as it is shareware was
wondering if some kind person could please ARC up all the files and
then send it to me in UUENCODED form? If so my Usenet address is:
pandora@kcbbs.gen.nz

865. Re: 130XE vs 800XL (use of tape recorder)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 10:11:38 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Feb19.101138.1797@aber.ac.uk>
Source record: 112454

The XC12 works with the 400 and 800 as well. The problem is, the 400/800's power supplies are not very strong, and turning the XC12 on (when it's loading or rewinding, etc.) can crash the computer. I used one with a 400 and it blew the power board. The XC12 is pathetic as a datarecorder. I get far more errors with them than the good ol 1010s.

Dean Garraghty. djg0@uk.ac.aber

866. Atari 8-bit RGB Output

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 13:27:53 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb19.132753.11071@ericsson.se>
Source record: 112311

Does anyone know if the GTIA video chip or any version of it has
separate R, G, and B colour output?

I know that there's a modified GTIA with the ability to display
4096 different colours. Perhaps this chip offers an RGB output?

My mail address is etxansk@garbo.ericsson.se, no matter what the
article header says.

Anders Skelander

867. Re: Mapping the Atari info please

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 13:28:00 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Feb19.132800.27618@infoserver.th-darmstadt.de>
Source record: 112307

```
>54018 d302 pactl
>(w/r) prot a controller (see 54016 above). POKE with 60 ($3c) to
>turn the cassette motor off, POKE with 52 to turn it on. You can put
>a music cassette in your program recorder, press PLAY and then
>POKE 54018, 52. Your music will play through the TV speaker or
>external amplifier while you work at the ATARI. You can use this
>technique to add voice tracks to your programs. To turn off
>the music or voice, type POKE 54018,60
>PACTL can be used for other external applications by the user. Bit
>use is aas follows:
>
>
>Bit Function
>7(rd only) Peripheria A interrupt (IRQ) status bit. Set by
> peripheral (PORT) A. Reset by reading PORTA
> (53774; $d20e).
>6 set to zero
>5 set to 1
>4 set to 1
>3(write) peripheral motor control line (turn the cas on or off) 0=on
>2(write) controls PORTA addressing. One equals porta register; zero
> equals direction control register.
>1 set to zero.
>0(write) Peripheral A interrupt (IRQ) enable. One equals enable.
> Set by the OS but available to the user; reset on pwr up.
>
Ian Chadwick just never got around to document the PIA chip properly.
There is much more to this chip, hidden in those PACTL/PBCTL bits
that are 'set to zero or 1'. There is for example a feature like
this, that you can create a strobe on one control line
with just one POKE to PORTA, and much more. It pays to get the real
documentation for the PIA.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
```

868. Problems with Das_Omen and Expo91 demos

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 13:35:46 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <1992Feb19.133546.4083@cis.ohio-state.edu>
Source record: 112306

Ok, with all the talk about these demos, I'd like to check them out.
I got the appropriate .dcm files and uncompressed them using Disk
Communicator. (Das Omen to a 92k disk, Expo91 to a 143k disk).
Both uncompressed fine with no errors. I changed the max. sector for the
Das Omen demo to a high value, ~2000, before uncompressing. I'm aware
of the extra 'b' in the posting of Expo91; I also tried .dcm files from
atari.archive. The file size that uncompressed with no errors was 90752
bytes.

But when I try and boot the final disks, I get the following results:

Das Omen: less than 10 beeps, the locks up with a black screen and the
text "A: DAS OMEN".

Expo91: Loads for a few seconds, then screen turns black and locks up.

I'm trying to run these on a stock 800, connected using the SIO2PC interface.
Installed memory is 48K. I've tried running them with and without the BASIC
cartridge.

Anyone know what could be wrong? Will these demos even work on an 800, or
is an XE required? I got the "awesome" demo recently and had no problems
with it.

Thanks,

Mark Fontana

869. SpartaDOS & 2 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 14:14:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <698510100.F00001@tdkt.kksys.com>
Source record: 112310

I'd suggest trying to see if the disk based SpartaDOS can be booted from both drives. Personally as a safety measure I ALWAYS turn off the drives (floppies) when switching drives. Also (this is a BIGGIE!) don't unplug the I/O cables from ANY 1050 with the power supply cord plugged into the 1050! There is a chip in the 1050 that will go bad if a 1050 owner continues to do this. I got this tip from a EXPERT Atari hardware repair person in the area. He's good enough to modify things that even ICD stated couldn't be modified! Spcifically, he modified a 256k mio to 1 meg and ICD stated that it just could not be done. He sat down and drew out all of the drawings and did the modifications himself. He has also worked on 100's of different pieces of Atari hardware and drives and even did my 1 meg XL. After he did the XL, he thought of a better way to do it!

Anyway back to the drives, nothing was mentioned if either drive has the ability to format. After cleaning the drive heads, try to see if the drive can read the floppy. If not, see if the drive can format. If not, it's the controller chip.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

870. Re: Problems with Das_Omen and Expo91 demos

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 14:40:41 UTC
From: omf@jab.tucson.az.us
Message-ID: <iyBegB2w164w@jab.tucson.az.us>
Source record: 112308

fontana@cis.ohio-state.edu (Mark Fontana) writes:

>
> Anyone know what could be wrong? Will these demos even work on an 800, or
> is an XE required? I got the "awesome" demo recently and had no problems
> with it.
>

I know the Expo91 demo requires an XL/XE. I'm not sure about Das Omen,
although I assume it does as well. When you get the black screen in Das
Omen, press 'A' (it's actually a menu - this confused me for a while as
well...)

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

871. Re: Mapping the Atari info please

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 14:42:21 UTC
From: omf@jab.tucson.az.us
Message-ID: <a2BegB3w164w@jab.tucson.az.us>
Source record: 112309

wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

> Ian Chadwick just never got around to document the PIA chip properly.
> There is much more to this chip, hidden in those PACTL/PBCTL bits
> that are 'set to zero or 1'. There is for example a feature like
> this, that you can create a strobe on one control line
> with just one POKE to PORTA, and much more. It pays to get the real
> documentation for the PIA.
>

What is considered 'real documentation for the PIA'?

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

872. Re: Hardware Questions/Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 16:17:40 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb19.161740.14057@ericsson.se>
Source record: 112313

a.falcon@BITSY.COOPER.EDU (Anthony_Falcone-) writes:

> Does anyone know the going sale price (if any) for the
>Atari 1010 Program Recorder? Also, my Atari 1027 printer...

If you need a tape recorder, go for the XC12. It's much better than
the 1010 in that it doesn't chew up tape all the time.

I'm not convinced that the XC12 (or any Atari tape recorder that looks
more like the XE series) was designed to be used with pre-XE equipment.
I use an expanded 600XL together with a XC12, 1050 and more, and it works
just fine.

My mail address is etxansk@garbo.ericsson.se no matter what the article
header says.

Anders Skelander

873. Re: Problems with Das_Omen and Expo91 demos

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 19:32:45 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92050.143245LENNJM@PURCCVM.BITNET>
Source record: 112312

The "A:DAS OMEN" means press A to load DAS OMEN.

They just used a binary file loader type menu instead of having the
demo completely boot and execute.

Jody Lenn
LENNJM@PURCCVM

874. I need a CHECK-BOOK progarm...PLEASE????

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 20:18:40 UTC
From: 13501MJS@MSU
Message-ID: <1992Feb19.202847.23050@msuinfo.cl.msu.edu>
Source record: 112314

Hello There!!! I just got my 800 out of storage, and I would like to start using it for my personal use at home!! Does anybody know of a good checking program like "Home Accountant", or something similar? I would like a commercially made program, or a very good shareware program. I'm willing to pay for a good one!!!

Also, I have the ATR8000... What does it do? can I use the RS232 port to hook-up a modem? If so, what kind of cable do I need?
As you can see. I'm new to this... Any advice??? Thanx in advance /Mark

875. Re: >>>READ THIS - DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 22:51:56 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb19.225156.6399@usenet.ins.cwru.edu>
Source record: 112315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In a previous article, weiner@terminator.cc.umich.edu (Jeff Weiner) says:

>
>Below is a message from our archive admin, Fred Swartz. In it, he
>explains that senior itd management has decided to do away with the
>archives (including a.a.u.e). We'd like you to send any messages of
>support to archive.support@atari.archive.umich.edu. Hopefully,
>if we show theose guys how important the archives are to several
>people, they'll let us kepp 'em.
>
>Again, two addresses you'll want to know:
>
>archive.support@atari.archive.umich.edu (to add to the support mail) and
>all-archivists@atari.archive.umich.edu (to communicate directly with
>the mac, msdos, next, econ, linguistics, and atari archive folks)
>
>Thanks,
>weiner
>
>To: all-archivists@terminator.cc.umich.edu
>Subject: Death of the Archives?
>Date: Thu, 13 Feb 92 23:48:01 -0500
>From: "Fred Swartz" <swartz@terminator.cc.umich.edu>
>
>While not decided with finality, it looks like the ITD Sr Managers have
>decided to cut funding for several major projects in ITD, including the
>Archives. It looks like about 30-35 people will be affected. I expect
>my position to be cut entirely, but I don't know exactly how this will
>affect the 0.25 part of Allan and Mike that RS pays for, perhaps CSS
>and CITI will pick it up. I'll let you know when/if I find out.
>
>When I talked to Mike Clark (my manager in Research Systems) about
>continuing the archives on volunteer power (as it largely runs right
>now), he was very negative on the idea, but failed to supply a
>convincing argument for abandoning it. I'm stunned and upset.
>The Archives have managed very well on volunteer effort up til now and
>it seems to me that something else is going on other than a genuine
>concern for serving the users.
>
>I don't know what this means for the Archives, although they aren't
>going to be turned off tomorrow. I'll let you know whatever I find out
>as soon as I can.
>

> -- Fred
>
>----------end of included message-------------------------
>
>
>--
>Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
>Corner of Packard and State, 2nd house from Blue Front on Arbor
>718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan
>
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

876. SIO2PC - Version 3.01 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-19 23:57:48 UTC
From: omf@jab.tucson.az.us
Message-ID: <2q2egB1w164w@jab.tucson.az.us>
Source record: 112316

SIO2PC REV 3.01 NOTES

It's time to describe rev 3.01 already - pretty fast on the heels of
rev 3.00. Many of the changes were made to fix bugs in rev 3.00, but
there also are some substantial new additions.

THE BUG FIXES:

Rev. 3.1: Fixed PUT_SECNO so it doesn't unless cmnd is P, W, or R.
Added JMP RED1 after CALL GET_CONFIG. Previously, it went to U13
which updated the status line, taking too much time. In READ_DSK,
added the line to change DSK_FLAGS when the LOAD_OPT is /N.
Now the "don't format physical disk" option DOES work. On
the QUICKA version, I changed the IF NOT ONECHIP to IFE ONECHIP
after I realized that NOT does an EOR, so a non zero number still
ends up non zero unless it were all 1's to start with. This had
been causing major problems with the ONECHIP version. Changed the
CUSTOM message to say 65535 sectors max instead of 16535. Fixed the
number of characters to be input for disk size from 5 to 6 because
the CR counts as one. Previously, one could only go with 4 digits
maximum. Corrected the math which converted the number of sectors
to the size in paragraphs. There was an error for LARGE disks
because I was failing to left shift the high word for each "times 2"
operation. Fixed the PUT_DEVID routine, because it wouldn't - in
some cases.

THE NEW STUFF:

ULTRA SPEED I/O!!!! I don't have all the difficulties worked out yet,
but it is working. The bit rates available on the Atari don't exactly
match those available on the PC, so I had to pick a rate where they were
practically the same: 38 KB. This isn't as fast as the US Doubler can
go, but it IS twice as fast as SIO2PC usually goes. A few cautions
are in order. I couldn't fully understand all the stuff SPARTA DOS is
doing. It goes to high speed, then back to regular, and again to high.
I get lost somewhere in the middle as to what is the signal to go back
to high speed. As a patch, I put in the "J" command, for Jump to Ultra-
speed. It actully toggles between the two speeds. (There's also a new
field on the status line for speed: "N" for normal, "H" for High.)
Anyway, after booting Sparta Dos, you will probably need to punch a "J"
to get back to high speed. We'll find other complications as we go
along. For instance, trying to mix high speed stuff with functions which
work in regular speed (PRINT_THRU, REMOTE, FILE2PC) will probably
cause problems. Should probably limit the high speed stuff to loading,
saving, and copying files. But that's most of what we do anyway, right?

MORE DISK CONFIGURABILITY:

I've heard lots of reports about the inability to format certain disk image sizes. My adding the "get configuration" and "send configuration" functions in Rev 3.00 in some cases seemed to make matters worse.

I'm now getting into an area where the specific DOS one uses makes a difference. So my treasured concept of "DOS independence" of SIO2PC is going out the window. The problem is this: How can the system tell the Atari exactly what size and type of disk it is emulating? The 12 byte configuration table exchanged via the GET/SEND CONFIGURATION commands would seem to be the answer. Unfortunately, both MYDOS and SPARTADOS admit to ignoring most of the information exchanged. The variables are:

SINGLE/DOUBLE DENSITY: 128 or 256 bytes/sector
SINGLE/DOUBLE SIDED DISK
NUMBER OF TRACKS/SIDE: TYP: 35, 40, 77, 80 expected
NUMBER OF SECTORS/TRACK: TYP: 18 or 28 expected

The MYDOS doc indicates that it likes to consider the disk to be one huge track containing all the sectors. This seems to work pretty well for SIO2PC.

SPARTADOS evidently expects to receive information which matches its expectations about certain combinations. For example, when told a disk had 80 tracks and 28 sectors/track, it assumed 18 sectors per track. This made the number of sectors available as reported by SPARTADOS much less than the number SIO2PC could actually offer with this disk image.

The bottom line is this: Even though you can choose a disk image of any size with the new SIO2PC option #5, you may have to adhere to certain standard sizes when using SPARTADOS. I've added a lookup table to the program. If the disk size matches a certain standard, it reports a combination of standard values to the Atari. Otherwise, it uses the MYDOS technique of 1 track holding all sectors. You could compute some standard sizes like this:

Number of Sectors = (#TRACKS * #SIDES * # SECTORS/TRACK)

Size in Bytes = (Number of Sectors) * (#Bytes/Sector)

(For the Size in Bytes, subtract 384 for double density, because the first 3 sectors are always 128 bytes.)

Enough Math. Here are the standard sizes you can use with option #5 which will result in standard numbers. As noted before, not all of these will work with SPARTADOS:

#SECTORS KBYTES DENSITY TRACKS SEC/TRK SIDES

630 80 S 35 18 1
720 92 S 40 18 1
1386 177 S 77 18 1
1440 184 S 80 18 1

```
980 125 S 35 28 1
1120 143 S 40 28 1
2156 275 S 77 28 1
2240 286 S 80 28 1

1260 161 S 35 18 2
1440 184 S 40 18 2
2772 354 S 77 18 2
2880 368 S 80 18 2
1960 250 S 35 28 2
2240 286 S 40 28 2
4312 551 S 77 28 2
4480 573 S 80 28 2

630 160 D 35 18 1
720 184 D 40 18 1
1386 354 D 77 18 1
1440 368 D 80 18 1
980 250 D 35 28 1
1120 286 D 40 28 1
2156 551 D 77 28 1
2240 573 D 80 28 1

1260 322 D 35 18 2
1440 368 D 40 18 2
2772 709 D 77 18 2
2880 736 D 80 18 2
1960 501 D 35 28 2
2240 573 D 40 28 2
4312 1103 D 77 28 2
4480 1146 D 80 28 2
```

All YOU have to pay attention to is the density and the number of sectors. SIO2PC will report the other numbers to the Atari. For MYDOS, just randomly picking a number of sectors, without regard to the above chart, seems to work fine.

As I said before, the addition of the GET and SEND CONFIGURAGION info commands in some cases did more harm than good. For this reason, I've added yet another feature. Now you can turn on or off the configuration transfer function. Since the main menu was getting full, I added this to the TIMINGS menu. Just hit 'A' to see the timings menu. Then hit 'C'. The status of the installed disks will be shown. 'Y' means they DO respond to configuration commands. Enter the disk number to toggle its status with regard to this function. I believe this should only be necessary when getting ready to format, if at all.

I realize this discussion of REV 3.01 isn't exactly simple. I hope you can glean the necessary info from it. It should be worth the effort to get ULTRA SPEED going and to cure formatting problems. Call or write if you have problems, bugs, or suggestions. I'd especially like any SPARTADOS experts to tell me how it tells me to go back to high speed.

What is the '@' command SPARTA sends to device $4F? Also any info on
how to get SPARTADOS to accept ANY size disk image would be useful.

Regards,

Nick 2/10/92

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

877. SIO2PC - Help?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 00:02:29 UTC
From: omf@jab.tucson.az.us
Message-ID: <uy2egB2w164w@jab.tucson.az.us>
Source record: 112317

I hope someone who knows the Atari disk drives pretty well can post some replies concerning the problems Nick Kennedy is having implementing high-speed I/O on SIO2PC. Maybe someone can show this Bob Wolley or Robert Puff (both well known for their hardware knowledge).

Also, is anyone interested in a program that reads SpartaDOS disks on PC? I've got such a program half-way done but want to know what other people's suggestions are.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

878. Re: Modems for Atari 800Xl ??

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 00:07:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <P72egB5w164w@cyberden.uucp>
Source record: 112334

As to your wondering about 800xl modems. There are many, old and new. Some are direct-connect (through the computer's SIO port.. the 13-pin one hooked up to anything "Atari", like the 1050, XF551, or 810 disk drives..), some need an interface, such as the P:R:Connection (P:rinter/R:s232 (modem) interface) or the Atari 850 RS232 interface, and there's even a few modems (and RS232 interfaces) through the joystick port! The 800xl has no RS232 as is.
As for WHERE to get it.. any place that sells any Atari 8-bit stuff probably has at least one model. There's one that is also for the 16-bit (ST) models, and IBMs, AS WELL as the 8-bit.. It has an RS232 (for ST, IBM, etc.) and the SIO (Atari plug) for the 8-bits. I have that model. It's called the "sx212", and is 1200baud, Hayes fully compatible. The only other speeds for hooking up to the SIO (correct me if I'm wrong) are 1200 and 300. Supra (I think) makes a 2400 baud that some use with their 8-bits (oops! BTW: 8-bit MEANS XL/XE and 400/800 models!.. as compared to 16-bit, which are the ST, STe, and TT models.. the ones with mice!). The Supra needs an interface I think. Well.. to cut it short.. call some of the following stores about purchasing them.. (though I think San Jose has run out.. and they had the better deal.. call anyways..)
San Jose Computer
1278 Alma Ct
San Jose CA 95112
408-995-5080 (cust servc)
800-726-8576 (ordering..MAY be disconnected??)

or

B&C ComputerVisions
2730 Scott Blvd
Santa Clara CA 95050
408-986-9960

Both of these companies deal ONLY in Atari (8-bit/ST) hard and software. Most of the employees know (or can find out) pretty much all you (and your friend) need to know.

As for software.. unless you can convince someone to give you a disk with some software on it, you'll straight off need to purhcase the software (note that the only NON-PD software I've seen pales in comparison to most PD software). If you get the SX212, you can purchase SXExpress! from SJComputer for about $10. If you want, you can call or write Terry Ortman about his PD collection of modem software (I noticed SXExpress for about $3 I think?) He also carries software (perhaps BobTerm?) for all/any modem (you'd better ask him) that should be pretty useful.

By and far the BEST modem software is BobTerm (I have version 1.21. I think the highest v. is 1.22?) It has all sorts of special and simple to use features, and it's best plus is the fact that when you leave Terminal mode (send and receive screen) to go, say, set some parameters, or macros, or something.. the terminal mode KEEPS receiving.. (you'd have to use weaker software such as SXExpress! or Term80 to truly appreciate BobTerm's ultimate coolness..) If you want 80 column on BobTerm, you'll need to get a peice of (somewhat expensive.. at least to one like me with $0) hardware called the XEP80, which intercepts any E:ditor sends and receives, and processes them into 80 column. 80 col. isn't that important, (esp. if you don't want to spend the $$!) because most BBSs allow you to set your terminal type to 40 column. I also have to note that BobTerm can send and receive in many more protocols than I've seen on any other terminal software I've come upon.. They include X-modem, X-modem/Crc, CIS Fast Modem (exclusive.. this is for use ONLY with CompuServe), 1k X-modem (sometimes mistaken as Y-modem), Y-modem (batch), F-modem (batch), and ASCII. You can ALSO even have it convert from ASCII to ATASCII and back just by pressing SHIFT as you enter the send or receive protocol on the menu.
Enough about BobTerm! (even though it IS the best!)... (BTW: it DOES support ASCII, ATASCII (Atari), and VT52 (odd and even parities.)
Robert Puff also has made an ANSI Terminal program (ANSITerm), but it is still "in the works" compared to BobTerm. There is also a program called DeTerm, which is only showy. It has pulldown (cursor-key controlled, of course) menus and help calls (via help key, I think? probably.. seems the obvious choice!) It DOESN'T keep receiving if you select (or even start selecting) on of the menus. It DOES have one neat feature, which is a Breakout game (even during send and receive.. that is-- x-modem, etc.) I'm not sure what protocols it has.. at LEAST x-modem.
There's also Term80 (VERY buggy), and it TOO doesn't receive.
BUT! It DOESN'T need hardware (just good eyes or a mono or VERY good (Amiga?) monitor) I can read non-monitor text, but for actual CODE (as in I have to recognize EACH character exactly, not just sorta), it's not the best. I don't highly recommend this unless you're totally against 40column. (now who could be!?)
SXExpress! is the nearest to BobTerm that I've seen. I thought it was great until I got BobTerm, so it IS pretty good. Only x-modem and x-crc send/rec., but if you must, get it just to get BobTerm!
Call or write Terry Ortman (or about any other PD software librar holder) about BobTerm and such.

Terry's at:

Ortman Enterprises
Suite 338
303 E Pershing Rd
Decatur IL 62526

Hope I've been informative! (I should work for "Classics" when it comes out!! haha!) Bill Kendrick

moon!cyberden!phbill@well.sf.ca.us

bye!

```
_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!phbill@well.sf.ca.us ]
```

The CyberDen accepts liability or responsibility for no one-You're on your own.

879. Re: MIO

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 01:05:59 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <ow5egB1w163w@unixland.natick.ma.us>
Source record: 112320

cs46jon@unccvax.uncc.edu (Juicee) writes:

>
> Can anyone tell me where I could get either a new or used MIO hard driv
>
> email: cs46jon@unccvax.uncc.edu

Hope ya also got the other gadgets youd need.. like a hard to find
controller board..

880. Re: Internal 8-bit clock...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 01:13:31 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <995egB2w163w@unixland.natick.ma.us>
Source record: 112321

moon!cyberden!phbill@well.sf.ca.us writes:

> As to the clock updating itself... well... that's pretty neat.. I
> thought that maybe the online clock (18,19,20)... no.. hmmm.. I was
> thinking about something I did that would update the clock only when it
> had a chance, so it, too would skip, but it wasn't noticed because the
> clock time was only viewed when AFTER the update routine was run. Hm..
> anyone have an extra RT8 around? A bbs (WCS) sysop had one he offered
> me, but I declined (price, maybe? I forget). I still need to get
> SpartaDOS!!! I feel like I'm missing out!!

GOOD LUCK! Ive been looking for one used for a long time.
Those that have them seemingly wish to keep them.
I did get a DEAD one and managed to install a new chip in it.
Right now its at ICD because the other chip was also bad.
Thats CUSTOM and isnt found at all.
if anyone offers ya an rtime8.. buy it! They are hard to get.

881. Re: MAIL SURVEY CAMPAIGN GOES INTERNATIONAL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 01:16:29 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <7D6egB3w163w@unixland.natick.ma.us>
Source record: 112322

```
> Send your name/mailing address to:
>
> Jeff McWilliams
> INTERNET: jjmcwill@mtus5.mtu.edu
> GEnie: J.MCWILLIAM3
>
> Thank you all for your interest & enthusiasm! Response so far has been very
> gratifying. Despite stepping up weekly production of Info-Kits, I'm having a
> tough time keeping up with the demand <GRIN!!!>.
>
> - BEN POEHLAND
> The Alchemist
>
> ******************************************************************************
```

Hey! I sent him my address and STILL Havent gotten my kit!!

882. HEADS UP 8 BITTERS!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 02:35:54 UTC
From: Streak@fquest.FidoNet.Org
Message-ID: <698601829.0@fquest.FidoNet>
Source record: 112338

Go ahead and send me the information kit...

Jason Williams
8308 Furness Dr.
Austin, Tx 78753

883. Re: ANYONE REMEMBER THIS MUSIC PROG

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 03:41:03 UTC
From: atario@cats.ucsc.edu
Message-ID: <28994@darkstar.ucsc.edu>
Source record: 112323

As I recall, Mr. Price is the author of the Antic Music Processor.

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(_
__)teve
```

884. diskcomm and mydos problems on atari.archive...help!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 04:58:15 UTC
From: hussein@psych.toronto.edu
Message-ID: <1992Feb20.045815.11503@psych.toronto.edu>
Source record: 112324

Thanks for the previous response for my request for Atari PIA control register locations and functionality.

I've been trying to get mydos and textpro from atari.archive. Diskcomm.com loads under DOS XL with a slightly garbled screen but locks up after a keystroke. I was careful about doing all transfers in binary mode including using util to write Atari DD disks on an IBM machine...but I MAY have slipped... However, I can read the AtascII doc files for textpro at home no problem.

The autorun.sys file for textpro will NOT copy under DOS XL. It complains about a read error but my Rana says there were no read errors. I assume it is a multi-stage binary load. I forget the format of those files. Could there be compatibility problems with DOS XL?

There is another version of diskcomm on atari.archive. Are they compatible?

My system: old 48K Atari 800 and Rana 1000 SS/DD drive.

Any help would be appreciated.

Michael Mei

P.S. Using my friend's account again. I am mmmei@sunee

885. Re: Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 05:26:24 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92051.002624AKH104@psuvm.psu.edu>
Source record: 112325

How about Banana Man ? or the old Kenny Averit (sp?) Television Show...
where they live in a Tape deck in space....
Andrew

886. Demo techniques from Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 06:49:37 UTC
From: arun@ac.dal.ca
Message-ID: <1992Feb20.024937.3665@ac.dal.ca>
Source record: 112327

Re: programming techniques on 8 bits

Hi everyone. I just read this group at random cause I have an
original Atari800 I haven't used in a long time. I was wondering
what happened to the 800 scene. I've never seen anything on it
but a few very old cart. games.
I did do some programming on it and had books that went into
great depth about the chips.
So I have been able to follow every message here. I dare say
I could answer half the questions but I am not an active Atari
user.
There must be some amazing demos out there for the Atari.. I know
it has great potential.
You people don't realize how closely the topics you chat about
are matched by discussions in other 8bit groups. I am a big
supporter of the 64, and run an FTP site for it as well as being
nearly an expert on the ins and outs. Some of you could benefit
by asking a few questions in the comp.sys.cbm group, as there are
a lot more active 6502 coders out there who know the answers.
There are several techniques I should mention that have been highly
developed for the 64 and are equally applicable to the Atari.
One is the technique of changing color registers during every line
for improved color graphics. On the 64 this technique is called
FLI-Flexible Line Interpretation.
Let me see... if I recall graphics mode 7 and a half, the one
between 7 and 8 (mode14 I think) seemed to the best for good
color resolution (at least 6 years since I've thought of this!)
oh.. forget my memory.. you guys know the graphic stuff..
the idea is, get some mode that uses a lot of color registers,
and change these on every line and also along the line. The CPU
should be able to do I think 14 color changes on a single line.
You have about 64 microseconds per line, however many cycles that
is.
The other technique is flashcolors and flicker mode. Use two
bitmaps, and switch between them every screen.. so it changes
60 times a second. The flickering colors will combine to an
in between looking color.. not that the Atari really needs more
colors, but that you can overlay two screens together for better
resolution.. like they could every be different graphic modes
to add detail to a mode 9 picture.
One thing I do remember.. if you STA $d01a I think it will stop
the CPU until the beginning of the next raster line, making
video synchronization really easy.
The other technique we have is overscan.. this is using a larger

screen area than you can normally access. We use sprites to add
graphics to the area outside the normal screen border. This is
really easy on Atari. Use a pair of Player graphics in the
sideborders... the Atari screen can actually display up to 342
pixels across. P/M graphics too far off the left or right after
that gets cut off.
Also vertically there are about 242 screen lines. You can add
more graphics instructions to the display list to use a full screen
vertically (this is better than the 64 can do by far!).
Then there is tonnes of DMA tricks, which are mostly irrelevant on
the Atari since they could be done anyhow. One thing you can try
is incrementing the fine scroll y register on every line and see
what happens.. the equivalent on the 64 will cause the display of
the screen to be delayed and hence it will move the entire screen
downwards automatically.
Then there is tonnes of ideas used for demo effects that I don't
know if you have discovered. I suggest you spend some time looking
at 64 demos to get ideas. Like 3D color bars.. what we call a color
bar is background color register changed on each line to make a
bar of colors across the screen. Usually the colors are arranged
to be brighter in the middle of the bar. Two bars move up and
down in a restricted area, and change vertical size to look like
they are receding in the distance, to make it look like it is
revolving in 3D.
Then for sound... well, I hope there is the equivalent of rockmon,
it would be awesome! Rockmon is a two voice digital sample player,
that also uses the normal 3 voice music. You can have quite
a sophisticated drum track. Your CPU is much faster than ours
(Atari=1.785, 64=1.022727), and you have more digi outputs..
the way you use the 4 bit sound control is the same thing with
us. 4 bit volume control I mean. Your routines could be much
faster because you have separate volume registers where we have
to add two samples together and play in one register, which also
means your sound quality would be much higher.

Well after writing all this I guess I can accept mail about ideas,
but I can't promise to answer specific programming questions!
I used to know the Atari really well, with combining voices,
playing with display lists, timers, interfacing etc. but can
hardly remember anything specific...
Please e-mail to:
yurik@iris1.ucis.dal.ca
Hope you got something out of this long message!

887. Avoiding distortion with digisound

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 07:06:42 UTC
From: arun@ac.dal.ca
Message-ID: <1992Feb20.030643.3666@ac.dal.ca>
Source record: 112328

Re: Sampled sound quality

I just had to say, I was reading a thread, and the answer seems
really obvious to me.. when playing sampled sounds (we call them
digi's) on our machine we have the same problem with sound
distortion with the screen on. Sounds like I'd lose you if I try
to explain why. But it is due to DMA.. DMA is when the graphics
chip stops whatever the CPU is running for a moment to access
the RAM to get video data so it can display it.
This pauses is what slows down the apparent CPU speed. Note the
CPU speed is always 1.785, just that it gets paused regularly.
Now, the important thing in playing digi's is to time the playing
so that the samples are playing exactly at the right moment,
at each time period for the sample rate.
If you use a simple delay loop in assembly, this will not work
with the screen on, because sometimes the delay will be paused by
the DMA, then the timing will be off and you have distortion,
as well as having to adjust the speed up to make it average out
to the right timing.
The answer is to use interrupts based on a timer. Set the timer
with the value needed to play the sample at the right speed,
then your interrupt will play one sample each time it happens.
Now the timing is independent of whether or not the CPU is stopping,
because the timer always runs. It will sound much better.
The other thing is with the normal interrupt.. VBI it's called.
The first thing you should do when you get an interrupt from
the timer is disable the VBI.. in fact you can get rid of it
totally for the purposes of a demo... the first part updates the
shadow registers and some counters and reads the keyboard.. I
can't recall.
With your way of playing digi's, the VBI will add to the distortion
as well.
How have coders developed on Atari? There are a lot of total wizards
in the world of 64. Is there a big underground demo making society
with the Atari? Was there?
Later.
e-mail to:
yurik@iris1.ucis.dal.ca

888. Re: Mapping the Atari info please

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 09:01:18 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <10183@mindlink.bc.ca>
Source record: 112326

> Oscar Fowler writes:
>
> What is considered 'real documentation for the PIA'?

Tech sheets from Rockwell are good. What I use is Lance Leventhal's "6502 Assembly Language Programming" book. It fully details all the control bits.

--
Tom Klok What, me hurry? -- Alfred E. Von Neuman
a344@mindlink.bc.ca

889. Re: 1027 printer information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 11:12:17 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb20.111217.7139@ericsson.se>
Source record: 112335

wr@bara.oche.de (Wolfram Roesler) writes:

>I recently bought a cheap 1027, but it came without documentation,
>power supply or ribbon cart...
>Could anybody tell me what power supply and ribbon cartridge the
>1027 requires?
>Any ideas how to connect it to the ST?

I can remember there weren't any ribbon carts available for my 1027
in Sweden back in 1990. I took the one already fitted and brought
it to an IBM/Xerox retailer. They found a different ribbon cart that had
an ink roll looking almost identical to the 1027's. The 1027's ribbon
cart can be disassembled, then you simply put a new ink roll in it. I
think this particular one was manufactured by 'Pelican'.

However, my 1027 wasn't any good. Incredibly slow, and the print-outs
didn't look too impressive either (to say the least).

My mail address is etxansk@garbo.ericsson.se no matter what the article
header says.

Anders Skelander

890. INTERNATIONAL CAMPAIGN: UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 11:59:00 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <43140.50921698@kcbbs.gen.nz>
Source record: 112305

Just send my copy back home with the America's Cup will you please Ben!

891. Re: Demo techniques from Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 12:13:04 UTC
From: atario@cats.ucsc.edu
Message-ID: <29036@darkstar.ucsc.edu>
Source record: 112332

About the overscan . . . you can set bits in SDMCTL (loc. 559 ($22F)) to enable
the different line widths. Here are the bits:

0,1 : Playfield width (0 = no playfield)
(1 = narrow; 128 color clocks wide)
(2 = standard; 160 color clocks wide)
(3 = wide; 192 color clocks wide (enough for full
overscan))
2 : Enable missile DMA
3 : Enable player DMA
4 : One-line player resolution
5 : Enable Antic DMA

SDMCTL is the shadow regiser for DMACTL (54272 ($D400)).

This info from _Mapping the Atari_ by Ian Chadwick. Get a copy if you can!!
It's a great book.

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(_
__)teve

892. Re: Avoiding distortion with digisound

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 12:17:07 UTC
From: atario@cats.ucsc.edu
Message-ID: <29038@darkstar.ucsc.edu>
Source record: 112333

I get the idea that there is (or was) one in Europe (because of a bunch of cool demos whose english text is a little weird and/or whose text is german).

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893. Re: "trick 320" mode...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 14:44:51 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb20.144451.11684@ericsson.se>
Source record: 112337

moon!cyberden!phbill@well.sf.ca.us writes:

>Would somebody be kind enough to explain how to make a good module for
>BobTerm that'll let me switch into Trick 320 mode, and take better
>control over the screen colors? With trick 320, it's IRG mode 4 (GR.12),
>and uses a custom character set (just a set moved 1 bit to the left or
>right...) and then sets color regs. 708 (and or 709, depending on how you
>converted the cust.char.set), 710, and 712 to one color of differenct
>luminences (710 or 712, again depending on the ch.set can be a differenct
>color, to make it look like the text is a different color than the
>background).. and sets 711, if inverse is used (ONCE again.. depedning on
>the chset), to an inverse color. ...

I don't have an answer to your question, but I would like to point out
another way of adding colour to a standard 40x24 text screen.

You can put all 4 player patterns and the 4 additional missiles to occupy
the full width of a 40 character screen. (If they're expanded to maximum
horizontal widht.) Then one single player will correspond to 8 characters,
so all 4 players correspond to 32. The remaining 8 characters (32+8=40)
can be filled in with 4 missiles, each corresponding to 2 characters.

A clever DLI interrupt will offer at least one extra colour for each
single text line. Player/missile colours can be reprogrammed during
horizontal synchronisation.

The best solution is probably to avoid p/m DMA, cpu access to p/m
pattern registers is much faster and costs less memory. I only wish there
was a way to make my good old 800 display even more colours in the
40x24 text mode.

By the way, does anyone know how many vertical lines an American
TV set can display? Is 224 too many too keep vertical synchronisation
running safely?

My mail address is etxansk@garbo.ericsson.se no matter what the article
header says.

Anders Skelander

894. Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 15:00:34 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb20.150034.11950@ericsson.se>
Source record: 112268

Are there any known cheats in Broderbund's Spelunker? There are probably many levels I'll never get to if I can't simply select them.

I looked at the disk loader's code. It uses encryption to get rid of people like me, trying to modify the game or remove the copy protection.

My mail address is etxansk@garbo.ericsson.se no matter what the article header tells you.

Thank you for reading this,
Anders Skelander

895. Re: MyDOS and short binary routines

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 15:10:39 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb20.101039.9573@miavx1.acs.muohio.edu>
Source record: 112341

In article <ZyPBgB15w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> I'm wondering if there's a way, to say.. change the screen colors.. in
> MyDOS.. withOUT it RELOADING itself!?!? I'd like to make a short routine
> to start-up the cassette (already have it, actually. just about 7
> bytes)... one to change the colors... one to POKE 766,1 so I can read to
> E: more easily (no BUZZes and CLSs and arrows and stuff...)
> thanks! Bill

Well, I don't know if this is what you wanted, but I wrote a
program that would let you define some defaults, like screen colors, I/O
beep on/off, key click, and then my prg would write a short prg that you
[L]oaded from dos. (Actually, I was using Spartados, so I would just
type "LOAD DEFAULTS" at the command line.) If there is any interest, I
migh be able to post it. (I was originally going to send it in to
Analog, but I never got around to make it a lot more easier to use, so I
never quite finished it, although it works in the state it in right
now.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

896. delayed info kits (campaign)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 18:43:09 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92051.134309JJMCWILL@MTUS5.BITNET>
Source record: 112344

Date: Thu, 20 Feb 92 12:29:03 EST
From: Jeff McWilliams <JJMCWILL@MTUS5.cts.mtu.edu>
Subject: Info Kits
To: Into-Atari8 Digest <Info-Atari8@naucse.cse.nau.edu>

-------> campaign update <------

For those of you who haven't received info-kits yet and have already sent
your address within the last two weeks. Please be patient.
This week and half of next week is finals time here at the university.
I had to let the Campaign sit so that I can study for classes.
Be assured however, that once my last final is done on Wednesday at
4:00, I will be coming home to hit the stack of mail, email, and
everything else that has come my way in the last two weeks or so.
I apologize for the delay this has caused to everyone, but it couldn't
be avoided. My engineering classes have to take priority for at least
a small amount time over the campaign.

Sincerely,

Jeff McWilliams

897. Re: I need a CHECK-BOOK progarm...PLEASE????

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 18:50:02 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Feb20.185002.1243@merrimack.edu>
Source record: 112339

In article <1992Feb19.202847.23050@msuinfo.cl.msu.edu>, 13501MJS@MSU writes:
> Hello There!!! I just got my 800 out of storage, and I would like to start
> using it for my personal use at home!! Does anybody know of a good checking
> program like "Home Accountant", or something similar? I would like
> a commercially made program, or a very good shareware program. I'm willing
> to pay for a good one!!!
>
> Also, I have the ATR8000... What does it do? can I use the RS232 port to
> hook-up a modem? If so, what kind of cable do I need?
> As you can see. I'm new to this... Any advice??? Thanx in advance /Mark

I've been using MicroCheck or 5 years. I think it is one of the best
checkbook programs available for any computer. It is free, it was in
Analog Computing and was coded by Clayton Walnum

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

898. Re: Women in this group

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 22:29:56 UTC
From: jonc@status.gen.nz
Message-ID: <LoPHgB4w164w@status.gen.nz>
Source record: 112343

Pandora@kcbbs.gen.nz (Dawn Scotting) writes:

> > are there ANY women in this group?
>
> Yes
>

Ah Dawn you do read this news group... ah well now we know..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

899. MyDos, US Doubler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 22:36:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <698655706.F00001@tdkt.kksys.com>
Source record: 112345

There is also a SpartaDOS utility that will allow you to use dos 2.? with ultra speed on a doubler 1050. It must be used in conjunction with SCOPY.COM so the DOS could be written to the disk correctly. It allows DOS 2.? to read AND write in ultraspeed.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

900. Re: Apple .. Emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-20 23:56:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6BwggB2w164w@cyberden.uucp>
Source record: 112347

Aha! >I< finally played around enough with one of them Apples to see the screen memory being overwritten by storage memory! Talk about WEAK! Why can't they just say "you don't have enough mem. for that DIM" or "..for that Mode" like the Ataris!? God! I can't beleive that THEY lasted longer in the market than the 8-bit Ataris!? (or at least as famous!?!?
Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

901. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 02:47:18 UTC
From: andrewh@msb.com
Message-ID: <1992Feb21.024718.20470@msb.com>
Source record: 112346

```
In article <cJB9FB2w164w@jab.tucson.az.us> omf@jab.tucson.az.us (Oscar Fowler) writes:
>andrewh@msb.com (Andrew Huie) writes:
>
>>
>> Yes I have the Robot and Spaceship demo in file form. It's pretty neat, but
>> it won't work on the 800XL (I think) only on the 800. When I tried, colors
>> didn't rotate, screens didn't move, etc.
>
>That demo works fine on my 800XL. Did you turn off BASIC?
>
>------------------------------
>Oscar M. Fowler
>

Hmmm, I tried the demo again (after quite a few years) and it seems to work
fine on my 800XL. Perhaps it failed on the 800 -- did anybody try it on that
machine?
```

902. Quick "Trick 320 Demo"...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 04:47:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1T0ggB1w164w@cyberden.uucp>
Source record: 112349

In case anyone wanted to see it "in action" (hehe), here's the "Trick 320 Demo". It's purpose is to let you use the multicolored text modes (IRG 4&5, which are ANTIC 4 and 5, and GRAPHICS 12 and 13), but still have the same quality as when you're in the normal text mode (ANTIC 2, GRAPHICS 0).

When one normally uses IRG modes 4 and 5, they are forced to usually draw the text as 4 bit text. That is, 4 across by 8 down, rather than 8 across by 8 down. This is because only 1 bit is needed to say on or off (black or white, or whatever) in the 320 mode. But like in the 160 modes (GRAPHICS 6,7,14 and 15 (aka 7 1/2 or 7+)), you need 2 bits to let you choose from >4< colors (off, on1, on2, and on3.)

In the 160 mode (IRG), you'd start out simple with, say, the following for the letter 'A':

```
1234

*
***
* *
***
* *
* *
```

```
----
```

This looks okay; but when you're going for things like '0's verses 'O's, or trying to write an 'M', ', or 'W', you'd be fod to do this:

```
1234
* *
* *
* *
***
***
* *
----
```

This looks too much like an 'H'. What is it supposed to be? It's SUPPOSED to be a 'W'. If you NEED to be able to tell the difference, any (and) you're in this mode, you'd need to reduce the number of columns to 40 (if you're drawing it, say in mode 15).

But... here's how trick 320 works. It forces you to dedicate at least 2 colors, not 1, to the drawing of characters. But this is not very important, especially if you're using a DLI to change the colors or something on certain parts of the screen. But still, even THIS isn't

important.

Here's what an 'A' would look like in my mode (not exactly as the demo
shows, but you can use an editor to change it...)

1234

```
+*+
***
* *
***
* *
* *
```

Notice the '+'s. They would stand for "medium" colors. The " " can be
black, the "+" grey, and the "*" white. Some characters look even BETTER
in Trick 320 than in real 320. The "a" for instance. Then again, some
DON'T look quite as good, such as the "M" and such. But still, they are
FAR better than in the normal 160 mode.

God.. this text is long! In case one were to be impatient enough to skip
all this technical stuff, I'll just post the 3 or 4 lines of code needed
for my demo on the next message.
Thanks for reading this far!!! ;)
Bill Kendrick

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

903. Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 08:15:43 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92052.031543JJMCWILL@MTUS5.BITNET>
Source record: 112348

I am in the Market for Action!, Action Toolkit, and Action Runtime paks.
Anyone having these who wants to give me a fair deal on them please
email me.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

904. Re: Demo techniques from Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 14:49:56 UTC
From: etxansk@garbo207.ericsson.se
Message-ID: <1992Feb21.144956.12001@ericsson.se>
Source record: 112350

arun@ac.dal.ca writes:

>Then for sound... well, I hope there is the equivalent of rockmon,
>it would be awesome! Rockmon is a two voice digital sample player,
>that also uses the normal 3 voice music. You can have quite
>a sophisticated drum track. Your CPU is much faster than ours
>(Atari=1.785, 64=1.022727), and you have more digi outputs..
>the way you use the 4 bit sound control is the same thing with
>us. 4 bit volume control I mean. Your routines could be much
>faster because you have separate volume registers where we have
>to add two samples together and play in one register, which also
>means your sound quality would be much higher.

I'm not sure, but I suspect that the 4 different 4-bit volume control
registers are added and crammed into a 5-bit internal register. This means
you're not supposed to have a sum greater than 2^5-1 (zero count) = 31.
If you exceed it, the sound will be distorted.

The best way to find out is probably to measure the sound output
voltage for different volume settings.

I think you mentioned the lack of new software for the 800. That's a
fact, but take a look at these games:

Koroni's Rift (stunning graphics, fast shaded 3D)
Rescue on Fractalus (fast 3D, exciting)
Electraglide (colourful, fast, and boring)

My mail address is etxansk@garbo.ericsson.se no matter what the article
header says.

| | |
Anders Skelander | | |
/ | \
/ | \

905. Clock Calendar software for 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 15:46:23 UTC
From: jpt@gandalf.think.com
Message-ID: <JPT.92Feb21154623@gandalf.think.com>
Source record: 112354

(Atari) Clock Calendar -- Software for 8bits

A friend without network access has developed a very effective clock calendar for any of the 8-bit (Ataris). The software, written in Basic, allows any old 8-bit to control relays, or perform other interval timings.

Features of the software include the ability to set intervals as short as a second and as long as 1000+ years [hope you're around to see it shut-off]; leap-year and daylight savings recognition; the ability to set the interval starting date to any day up to 10**99 days ahead. The software is available in source for the hobbyist to build into any application that (s)he likes.

If you are interested in finding out more about the advanced clock calendar, please contact the author

Bradley Reussow
c/o PO box 86
MIT Branch PO
Cambridge MA, 02139

or

e-mail me a way that you can be reached by telephone or U.S. mail and I will pass it on to Brad.

jim taylor [jpt@think.com] Thinking Machines Corp Cambridge MA 02142

906. on the 8-bit revival (was Re: Demo techniques from Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 17:21:20 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Feb21.172120.11439@exu.ericsson.se>
Source record: 112351

In article <1992Feb20.024937.3665@ac.dal.ca> arun@ac.dal.ca writes:
>
>There are several techniques I should mention that have been highly
>developed for the 64 and are equally applicable to the Atari.
>One is the technique of changing color registers during every line
>for improved color graphics. On the 64 this technique is called
>FLI-Flexible Line Interpretation.

On the 800 this is a built in feature: display list interrupts.
You don't have to go through any sort of fancy contortions. The
C64's palette is so limited, though, that I can see where this
would be a big deal in the Commodore world :-)

Irrelevant technical quibbles aside, this posting got me thinking.
If the Atari 8-bit world is to stay alive, or even grow healthier,
then would-be software developers need to avoid the following
traps:

* Graphics demos - heck, they look neat but there's no point in
spending months coding something that people look at once and
then set aside. Write an application instead.

* Emulators for other computers - A formidable task, to say the
least--one with little benefit. If you want to do something
challenging, write an application instead.

* Nintendo-style video games - If someone wants to play platform
games and kill-the-boss games, then they can spend $70 on an NES.
Games are fine, write them if you wish. But the Atari 8-bit
computers are not Nintendo wanabees so don't make them look like
it.

* Clones of "real" computer software - You'll never get anywhere
if you try to put the 800 on equal grounds with 386 PCs and Sun
workstations. The Atari world does not need Windows-like GUIs,
Unix variants, Word Perfect lookalikes, and other bloated software
monsters. Think about it--your XE gives you the chance to throw
that all aside and do it RIGHT.
--
James Hague
exuhag@exu.ericsson.se

907. Re: Demo techniques from Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 17:31:53 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Feb21.173153.11759@exu.ericsson.se>
Source record: 112352

In article <1992Feb20.024937.3665@ac.dal.ca> arun@ac.dal.ca writes:
>
>The other technique we have is overscan.. this is using a larger
>screen area than you can normally access. We use sprites to add
>graphics to the area outside the normal screen border. This is
>really easy on Atari. Use a pair of Player graphics in the
>sideborders... the Atari screen can actually display up to 342
>pixels across. P/M graphics too far off the left or right after
>that gets cut off.

One other quick note. The above is also standard on the Atari 8-bit computers. Just select the "wide playfield" option and--POOOF--you can now use the overscan areas without resorting to player/missile tricks. And as you noted, using the vertical overscan areas is also very easy.

I've poked around the cbm newsgroup, and the C-64 people are a different crowd. They are bent on proving to the world that the C-64 is the world's ultimate computer, all logic aside. I think the average C-64 owner is much more of a "hacker with score to settle" personality. (Note: this is most likely a gross generalization.) I'd like to see the Atari camp maintain a more relaxed and professional attitude. The 2600 Connection is not always lashing at the throats of its competitors, but those Genesis/Super NES people are just out of control...

--
James Hague
exuhag@exu.ericsson.se

908. Re: Upgrade boards? 65816, 65802, 4 or 8 MHz?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 17:51:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54798@cup.portal.com>
Source record: 112258

I can't recall all the details, but I've heard that from more then one person. Seems probable for a couple of reasons, but then I'm pretty gulible anyway <grin>. The explaination(s) usually go something like: Computers that use other processors use more clock ticks to execute a single instruction i.e. 16 ticks vs 8 for the 6502 => why a 4.77 mHz PC is only about equivalent in processing power to a 1.79 mHz Atari. The 6502 accesses page zero ram in half as many clock ticks as the rest of RAM because it doesn't have to put the upper 8 bits on the address lines. The old PC's even came with 200 nsec RAM & you could go to 10 mHz with 150 nsec chips. Anyway, the way we're set up ('cause it doesn't make sense to have 256 bytes of fast ram + 63.75k of slower ram) is with fast ram for the entire address space. It's not clock speed, but how fast the CPU operates on memory

909. Toronto Atari Show - Apr 4 & 5, 1992

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 19:05:45 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Feb21.190545.2515@watmath.waterloo.edu>
Source record: 112353
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari,kw.micro,ont.micro

On April 4th and 5th, Atari Canada and the Toronto Atari Federation will host what may be the most exciting Atari event in North America in 1992. To be held at the Skyline Hotel on Dixon Road, near Pearson International Airport, , ACE '92, the Atari Canadian Exposition will feature the most outstanding developers in the Atari world with some of the latest programs and program updates. Local dealers will exhibit the latest hardware and peripherals, and user groups from across Canada and the United States will be on hand to share Public Domain and Shareware programs and exchange knowledge. Door prizes throughout both days of the show, special show prices and several major door prize packages will add to the excitement.

Facilities will include a 22,000 square foot convention area, an additional 7,000 square foot display and exhibit space, and 7 separate meeting rooms that will host a wide range of seminars, demonstrations and mini-concerts. On Saturday evening, a formal banquet will bring together local users with major figures in the present and future course of Atari.

This is the third major convention that the Toronto Atari Federation has hosted in recent years. As one of the largest user groups in Canada, if not all of North America, TAF has consistently helped bring the best and most contemporary computer technology to Toronto users. With membership of approximately 300, TAF will provide the core volunteers that make an event like this possible. However, other user groups will also be invited to participate, to help stimulate exchange of information among the various Atari groups in this region and to help broaden the base of support for this special event.

Atari Canada General Manager Geoff Earle has said that this April event could easily surpass the recent Chicago convention, both in attendance and participation by developers and programmers. Basing their participation on the successful Chicago model, Atari Canada will assume many of the initial commitment costs, including facility costs and advertising. TAF will coordinate activities and provide volunteer help. TAF President John R. Sheehan, SJ noted, "The enthusiasm of our members is the reason we felt this was a good time for a show. So many members had been asking about a show, and volunteering to help that we felt we really could present a spectacular two-day event. We couldn't try it without our volunteers, but with their help, this April will see the most exciting Atari show Toronto has ever seen!"

Packets for dealers and developers are being prepared and should be mailed by the end of January. Information packets for user groups will be available at around the same time. The Skyline Hotel will be offering

special room rates to participants, and special travel plans should also be announced shortly.

To be placed on the mailing list for Convention information, please send your name, address, and affiliation (developer, user group, dealer, etc.) to TAF's mailing address, 5334 Yonge Street, Suite 1527, Toronto, ON M2N 6M2 or leave a message at (416) 425-5357.

ATARI TALENT SHOW ANNOUNCED
"""""""""""""""""""""""""""

As part of the Atari Canadian Exposition, ACE '92, April 4/5, a special talent competition has been announced. To demonstrate the many ways that Atari computers can be used in creative entertainment, two divisions will be open for submissions. The contest is open to all Atari Users.

MUSIC AND SOUND

Since Atari has long been an industry leader in MIDI applications, one division will be open for applications of sound and music. Entries may be live performance, combination of live and pre-created or totally pre-created arrangements of music and sound. Entries may be original compositions or adaptations of existing material. (Initial submission must be made on cassette tape; if accompanied by visual effects, appropriate disk program or description must also be included.)

GRAPHICS OR ANIMATION

Since Atari can manipulate over sixteen million separate colors, visual arts provides another rich field for creative work. In this field, entrants may submit animated segments, or graphics displays. Submissions may include "slide shows" of created works, demonstrations of works being created, or animated creations of any type. Entertainment value will be the criteria for judging.

Individual presentations should last no more than 10 minutes. Entries will go through preliminary judging, and those who are accepted will make public presentations or performances throughout the day on Saturday, April 4th, at ACE '92. Performances will be open to those attending the Exposition at no charge, and judging of finalists will take place prior to 4PM. Winners will attend the evening banquet as guests of Atari Canada. Each contestant will present their entries or performances at the evening banquet, at which time they will be judged a second time, and prizes awarded. Judging will be on the basis of creative use of the computer and entertainment value.

FIRST PRIZE in each division will be a $700 gift certificate from Atari Canada, good towards the purchase of any Atari product, and a one-year membership in the Toronto Atari Federation.

SECOND PLACE WINNERS will receive a $200 gift certificate from Atari Canada, and their choice of 10 disks from the TAF Library. Third Place

Winners will receive a $100 Gift Certificate, and their choice of 5 disks.

For an entry form, contact:
ACE '92, c/o TAF
5334 Yonge Street, Suite 1527
Toronto, ON M2N 6M2
Or call:
John R. Sheehan, SJ
TAF President
(416) 926-1518
or
leave a message on the TAF BBs
(416) 425-0318.

ACE 92 TO FEATURE GAMES AND 8-BIT
==========

ACE '92, the Atari Canadian Exposition, will be held in Toronto on April 4th and 5th. As part of the many different events scheduled for the two-day exposition, two separate games areas will be set up with equipment provided by Atari Canada. A nominal charge of $1.00 will be levied for admission to each area, with all funds raised here to be donated to Sick Children's Hospital in Toronto. Admission to the Games Area is in addition to the regular admission charge.

Area 1 - THE LYNX CHALLENGE. The $1.00 contribution admits participants to a timed game playing session. The high score in each session is registered. At the end of each day, a special prize package will be awarded to the high score of the day. The package will be provided by Atari Canada and will include: One Lynx machine, AC adaptor, and a collection of games.

Area 2 - GST AREA (Games - Sampling and TryOut) $1 contribution admits the participant to sample one game cartridge. A variety of games for the Lynx will be available, but each "Tryout" requires a separate admission to the area.

Many of the dealers present will be offering special discounts on a wide range of game for different Atari machines, as well as significant savings on games cartridges and games programs. Although most of the exposition will feature more "serious" applications on the Atari platform, there will be a good selection of games available, and serious players to share hints and help.

There will also be a special area for 8-bit dealers and developers, a place for the dedicated XL/XE user, those who still have and use the 800 and 400 machines. Although commercial programs are getting harder to find, many clubs will have their public domain and shareware libraries available, and dealers who still have 8-bit material will have it available.

ACE 92 will be held at the Skyline Hotel on Dixon Road, near Pearson International Airport.

Further information, exhibitor's kits, advertising rates and advance ticket sales may be obtained by contacting:

ACE '92 c/o TAF
5334 Yonge Street, Suite 1527
Willowdale, Ontario M2N 6M2.

Contact: John R. Sheehan, SJ
(TAF President)
(416) 926-1518. TAF BBS: (416) 235-0318
TAF InfoLine and Voice Message: (416) 425-3537.
GEnie: J. Sheehan14

Excerpted from: ST REPORT INTERNATIONAL ONLINE MAGAZINE Feb 14, 1992 No.8.07

910. Trick 320 code...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 20:33:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <smHigB5w164w@cyberden.uucp>
Source record: 112259

Sorry about not finishing my 2-messages about Trick 320, as I got disconnected (in a rather HARSH way! 1/2 line of "U"s and whatnots, and then no response to [RET]s and stuff.. I was still OffHook and CarrierDetecting... hmm)

But.. here's the code (written in TurboBasicxl):

to make the character set:

```
CH=(PEEK(106)-16)*256:POKE 756,CH/256
FOR A=CH TO CH+1024:Z=PEEK(A):IF Z&%1:Z=Z+255:ENDIF:POKE A,255-Z/%2:NEXT
A
```

to set an IRG screen (use GRAPHICS %0 before the CHset, or just rePOKE 756,CH/256 once you turn on the new screen.):

```
DL=DPEEK(560)+4:FOR A=%2 TO 24:POKE DL+A,4:NEXT A:POKE DL-%1,68
```

to set up some screen colors:

```
POKE 708,8:POKE 709,8:POKE 710,%0:POKE 711,68:POKE 712,15
```

Ok.. what it does, is move all the characters over 1 bit and inversed. Then, it switches the screen into GRAPHICS 12 mode, but still in GRAPHICS 0, so you have the editor and stuff. THEN, it sets the "01" and "10" bits to "grey", the "11" bits to "black", and the "00" bits to "white". Now, when inverse is on (Atari sign, or the triangluarly-filled box button is pressed), the "11" bit color is changed from black (or whatever location 710 says) to red (or whatever location 711 says). If you want one of the two first-color locations free (708 or 709), just use a character editor (preferably an IRG (multi-color/GRAPHICS 12/ANTIC 4/WHATEVER!!) editor), and change all of one into the other. (if you're using a normal, 2 color editor, change the "01"s to "10"s or vice versa.) Now one of the color locations is free for other uses. Note that most inverse control-characters don't work well (such as the triangles), but the red does make it look neat.
Well.. that was it! Enjoy!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

911. Shivery scroll effect

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 20:38:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VuHigB6w164w@cyberden.uucp>
Source record: 112260

If any of you have seen many commodore 64 or Amiga demos, or played Ninja Gaiden II for Nintendo well, you've probably seen the "shivery scroll effect." Take a title one the top 1/4 of the screen, that's about 1/2 the width of the screen, and then centered. Now make it waver, as it it's a rubber band (have the top and bottom to one side, and the middle to the other, and vice versa, all done fairly smoothly). I'm planning on trying that just for fun, and am wondering what else is needed other than a pretty good DLI. I've played with some of those "rainbow" routines (like on the ATARI when you first go to the HELP screens.. at least on the 1200xl) and shoved them into sprites and scroll registers, rather than color registers. The sprites look REALLY wierd. The move from the left to the right, and they are BENT! Looks REALLY interesting (I think the "beat-it" demo from expo91 uses something of this sort for bending the sprites.. BTW: does it flicker horribly on ALL computers, or just the 1200xls, or just the non-european ones???)
So.. any tips from pros, or should I just get on with it
and post it when ever!?!?!? :) Thanks! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

912. diskcomm and mydos problems on atari.archive...help!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 21:33:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-21-13:33:08.02*UJ1G"@DKAUNI2.BITNET>
Source record: 112263

i'm only a few weeks on the net and at the beginning I had exactly
the same problems getting stuff from atari.archive.

It's kind of complicated to do this. First I have to get files to
the IBM3090 mainframe then transfere them to a PC and then using
util.exe to the Atari format.

I know the reason for your trouble. The program UTIL.EXE is kind
of buggy. It isn't possible to transfere binary files with it
no matter if you use the /b or /B command or not. The program changes
all IBM cr/lf characters to ASCII 13 character. If you don't believe
me, check your downloaded file on the Atari, you won't find a single
byte in it that has the value 10 and .??.(the other line feed characte r
on IBM). This is the reason bacause your downloaded binary files
don't work. To overcome this problem, you have to UUENCODE them on
your sun or PC system and then transfere it to an Atari DD disk.
The UUENCODER translates all bytes in a program to printable character s
so they can be transmitted through systems that perform character
conversions (like the program UTIL.EXE). When you finally have your
files on the Atari use an UUDECODER to turn them in ordinary binary
files. You can find the UUDECODER for your Atari on atari.archive.
It is called UUDECODE.BAS (I could be wrong). It is stored on the
archive in a LIST format, so you have to ENTER it into Basic.
Don't worry , Atari LIST files don't get damaged while transfered
using UTIL.EXE. The first thing you have to do, when you finaly
have the UUDECODE.BAS on your Atari is to get all arc utilities as
described above. You should get the program UNARC.COM then the
program DISKCOMM and the program YAU.ARC(?) which is a much better
UUDECODE utility.

That's almost all. Almost because UTIL.EXE has another bug.
It can happen that some of the sectors written on the Atari DD disk
are inverted(!!!!) (all zeros are turned to 1s and vice versa)
then you get always that error 164 while processing that file.
This is a minor problem as you can reinvert the sector using a
DISKFIX program. Sometimes UTIL.EXE manages to forget a sector it is
simply not on the disk (you can watch it with the DICKFIX, you'll
see a sector filled with zeros in the middle of the file . The DOS
assumes the file has ended when it encounters such a sector, but it
is not!!!). All you can do is to download that program again.
Boy is it annoying. I needed almost 10! attempts to get the EXPO91
demo.

I hope this will help.

later...

Marek Tomczyk

```
\ ATARI 8-BIT
---------------------------------------| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
---------------------------------------| / for the 21st century
/
```

913. Re: DAS OMEN

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 21:34:08 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620009@hpcuhe.cup.hp.com>
Source record: 112266

>No one has mentioned the DAS OMEN demo. I think its technically better than
>any other demo I've seen. Comments?
>
I downloaded the DAS OMEN program. I like the music, and the image is pretty
good, but when the dancer starts, my monitor disply jumps up and down, like it
is missing a VSYNC or something. Does this happen to other people, or is my
monitor flaking out? Could this be caused by different timings of PAL vs. NTSC
video signals? Germany uses PAL, doesn't it?

>------------------------------
>Oscar M. Fowler
>
>omf@jab.tucson.az.us
>dt@coyote.datalog.com
>CIS: 72347,1655
>GEnie: O.FOWLER1
>(602) 326-8286

| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

914. Test

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 21:41:45 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9202211641.AA01906@bitsy.cooper.edu>
Source record: 112255

```
This is a test to see if my message gets posted to the csa8 digest.
Please do not respond.
Thankyou. -tony
a.falcon@bitsy.cooper.edu INTERnet
```

915. 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 22:01:25 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202212201.AA07777@smithkline.com>
Source record: 112256

I thought I'd re-post this piece after seeing Anders Skelander's response to Wolfram Roesler's inquiry RE: the 1027 in IA8 #53. The 1027 doesn't take a ribbon, it requires a roller, as Mr. Skelander describes. However, he only describes replacing the roller itself. It sounds like Wolf needs the whole assembly, just the roller is useless. Wolf, post your mailing address here, I'll send you the assembly, minus the roller, for free, if you are serious about using the 1027. Don't bother trying to hook up a 1027 to an ST; the exercise would be like putting roller skate wheels on a Formula 1 racer. The power supply for the 1027 is physically similar in appearance to the black transformer for the 1050 drive, only slighly larger & with a different plug. The 1027 pwr pak puts out, I think, 9VDC @ a couple amps (memory migh not be perfect there). You could probably get the pwr pak at Best Electronics, B&C, ATV, or San Jose (sorry, I don't carry those addresses in memory). The manual originally supplied w/the 1027 was a joke, the useful info it contained was decimal codes for the international characters. Best probably has it. The 1027 is slow, about 10-20cps, & a bit noisy, but DOES produce letter-quality print & should last a long time if properly maintained. Problem is, no one knows how to maintain them. The CN article described below is a mini-maintenance manual for the 1027.

From: PHVAX::POEHLAND 11-FEB-1992 11:04:40.31
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: 1027 Printer Problem

I disagree quite sharply with Craig Rothman's advice to Tony Falcone (IA8 #42, 11 Feb 92) to trash his 1027 because of its apparently erratic behavior.

As one whose primary printer(s) for many years was(were) two 1027's (one of which I still have), it is my opinion that the 1027, properly maintained, is just as useful & productive a piece of machinery as any other peripheral.

Tony's problem is not primarily one of hardware, but rather a lack of information. Tony needs to lay hands on the Feb. 1991 issue of Current Notes, where he will find an article titled "Secrets of the 1027 Printer". In that article Tony will read the very symptoms he describes, & how easy it is to fix. The problem is lubrication. Use Lube Gel from Radio Shack, & make sure ALL the bars get lubed, not just the head bars but striker bars also (I think there are 4 bars altogether, not sure of the details here). You have to disassemble the case to do it. THe article contains detailed instructions for disassembly & lubing. It should be done about once every 2 years, & you should NEVER touch the bars with your <sweaty> fingers.

The only REAL problem with the 1027 is getting reliable replacement ink rollers.No one who uses a 1027 should EVER throw a used one away! The reasons for this are described, in hideous detail, in the CN article.

The article was written by The 8-Bit Alchemist.

Info for obtaining back issues of Current Notes:
Current Notes Inc.
Back Issue Dept.
122 N. Johnson Rd.
Sterling, VA 22170 USA

or call: Mrs. Joyce Waters
Business Manager
(703)450-4761

- BEN POEHLAND
The Alchemist

****

916. MAIL SURVEY CAMPAIGN GOES INTERNATIONAL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-21 23:07:44 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202212307.AA08009@smithkline.com>
Source record: 112257

In response to Chris Chiesa's suggestion for extending the deadline on the Campaign, be advised this idea has already been under consideration for the past few days. No decision yet as to whether it will be extended, or by how long. Such news will be posted to the Digest as soon as possible, perhaps next week (?).

Jeff McWilliams & I have been greatly cheered by the addition of Mike Jewison to the Campaign Team. Mike will be handling Canadian mailings beginning next week (if the pkg I sent him arrives in time!). This will relieve me of most of the burden of the International Campaign, since 75% of international mailings so far have been to Canada. Mike also knows the local territory a lot better than we do, so kit mailings & spreading the word up there should proceed more efficiently than Jeff or I alone can manage.
I am still handling all Kit mailings going out to non-North American addresses (we've only had maybe a half-dozen so far).
Jeff is still handling all the database work for the entire Campaign, plus all mailings to domestic addresses (which is about 85% of the total effort).
At the moment Jeff's end of things is necessarily a little slow as he must focus his attention upon exams. He has kept me posted on this & I am in complete agreement with his priorities. I'm sure he'll be gearing up again in a few days.

A few stats, in case anyone is interested. Since the beginning of the Campaign I have printed up 700? 800? Information Kits (geeze, I'm starting to lose it here). Of these, approximately 400 have been mailed out to individuals or user groups, & ca. another 150 are in transit to Jeff/Mike. I've purchased roughly 900 postcards, 800 stamps, 1750 envelopes, & 4000 labels. I've printed up about 2500 labels & run off roughly 6000 individual xeroxes. Ad copy has been distributed to Current Notes, Atari Interface, & Atari Explorer (the first CN ad just appeared last week). Brad Koda at Best Electronics, & Bob Puff at Computer Software Services, are supporting the Campaign by stuffing outgoing orders with copies of Jeff's press release announcing the campaign. Response from those sources has just started hitting Jeff the past week. I'm afraid to look at my checkbook, but I've plowed roughly $600 into the Campaign so far.

I've spent so much time living among xerox machines, I've given names to the two I use most frequently: Big Mama & Lil' Hummer. Mama handles all copyin on 8-1/2x11 paper, while Hummer prints the form on the postcards. Virtually all the materials I send to Jeff & Mike are produced using an 800XL based system & the copy machines. I don't allow any PC/Mac/ST stuff to taint the materials, & Jeff maintains the database on one of his 8bits.

- BEN POEHLAND
The Alchemist

****

917. Re: SpartaDOS & 2 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 14:44:55 UTC
From: bmarcum@world.std.com
Message-ID: <BK12Aw.lp6@world.std.com>
Source record: 112261

What was that about modifying a 256K MIO to 1 Meg? I read something once about someone doing that, but it required a bootleg ROM from a 1 meg MIO.

918. Re: 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 16:47:35 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb22.164735.9144@ericsson.se>
Source record: 112220

poehland%phvax.dnet@SMITHKLINE.COM writes:

>I thought I'd re-post this piece after seeing Anders Skelander's response to
>Wolfram Roesler's inquiry RE: the 1027 in IA8 #53. The 1027 doesn't take a
>ribbon, it requires a roller, as Mr. Skelander describes. However, he only
>describes replacing the roller itself. It sounds like Wolf needs the whole
>assembly...

Now I realise my reply to Wolfram Roesler's article may have sounded
a bit strange. I didn't care to check what the English word 'ribbon'
really means. I hope it wasn't too confusing.

Tie yellow ribbons in the old oak tree. Rollers won't look great.

Anders Skelander, *Sweden* | | |
| | |
/ | \
/ | \

919. Re: 130XE vs 800XL (use of tape recorder)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 17:33:53 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb22.173353.11436@ericsson.se>
Source record: 112221

djg0@aber.ac.uk (Dean John Garraghty) writes:

>The XC12 works with the 400 and 800 as well. The problem is, the 400/800's
>power supplies are not very strong, and turning the XC12 on (when it's loading
>or rewinding, etc.) can crash the computer. I used one with a 400 and it blew
>the power board. The XC12 is pathetic as a datarecorder. I get far more errors
>with them than the good ol 1010s.

You're probably right about the reliability. But still all the 1010
tape recorders I've ever owned were tape killers. The problem was that
the roll that's supposed to keep tension in the tape lost its grip
and chewed the tape. I still believe that to cure a bad 1010 you don't
need a computer repairman - you need an exorcist.

Anders Skelander

920. Re: Xagon? Zybex?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 17:47:20 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb22.174720.11611@ericsson.se>
Source record: 112219

moon!cyberden!phbill@well.sf.ca.us writes:

>I beleive Xagon is a user group PD game. And, like I meantioned before,
>Zybex has no (c) or company name or even DATE ANYwhere! So... I'll keep
>my copy! Bill

I bought Zybex back in 1990, and it's made by European (probably UK)
software producer Zeppelin Software. I don't know if they're still alive,
but I think it's far worse to copy software written by software houses
that are still supporting the 8-bit Ataris, than to copy (for instance)
old Datasoft and Synapse games.

The copyright is a problem. I can't see that anyone is hurt
if I should spread copies of games that are "old enough". It's needed
to keep the 8-bit community going. Only my opinion.

Anders Skelander | | |
| | |
/ | \
/ | \

921. Das Omen

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 19:34:59 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb22.193459.15692@usenet.ins.cwru.edu>
Source record: 112262

The whole Das Omen demo flickers terribly on my computer (130XE). Have
other people seen this?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

922. Lyrics

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 19:46:50 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <25.29a6f43d@ivgate>
Source record: 112273

INTERNET: clf@qrent.omahug.org
To: ALL!

I have developed an interest in a computer system to access Lyrics
of rock music bands. I have several ideas and would be interested
in working with somebody on developing this idea.

These are some things I'm wondering about:

A. What type electronic access to a lyric database exists?

B. Has this been done before?

C. Has there been any consolidation of publishing companies
regarding the rights to the lyrics?

D. Is there a market for an information service such as this?

If anyone else out there has such an interest, or is pursuing this,
I would be interested in working with you. I have many ideas and
feel I could contribute.

I would like to earn some money developing this, but also have a
personal interest in it as well.

If you are interested write me at:

Chris Fleshner
c/o Quasimodo's
13130 Old Cherry Rd
Omaha, NE 63137

Take it easy. CLF

923. 1025?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 20:28:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <62BkgB8w164w@cyberden.uucp>
Source record: 112264

I need details on the 1025.. Thanks... Bill

```
_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!phbill@well.sf.ca.us ]
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The CyberDen accepts liability or responsibility for no one-You're on your own.

924. Re: MyDOS and short binary routines

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-22 23:53:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NJLkgB1w164w@cyberden.uucp>
Source record: 112265

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> In article <ZyPBgB15w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
> > I'm wondering if there's a way, to say.. change the screen colors.. in
> > MyDOS.. withOUT it RELOADING itself!?!? I'd like to make a short routine
> > to start-up the cassette (already have it, actually. just about 7
> > bytes)... one to change the colors... one to POKE 766,1 so I can read to
> > E: more easily (no BUZZes and CLSs and arrows and stuff...)
> > thanks! Bill
>
> Well, I don't know if this is what you wanted, but I wrote a
> program that would let you define some defaults, like screen colors, I/O
> beep on/off, key click, and then my prg would write a short prg that you
> [L]oaded from dos. (Actually, I was using Spartados, so I would just
> type "LOAD DEFAULTS" at the command line.) If there is any interest, I
> migh be able to post it. (I was originally going to send it in to
> Analog, but I never got around to make it a lot more easier to use, so I
> never quite finished it, although it works in the state it in right
> now.)
>
> Later.......
>
> -----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======-------
> Atari Computers: "The Game is never over" rlcollins@miavx1.BITNE
> Power Without The Price R.COLLINS1 on GEni
> -----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======-------

Well.. that I suppose would be ok, except for the fact that I HATE the
fact that MyDOS loves to reload itself (ie, if I had my "defaulter" on
another disk withOUT "DUP.SYS" on it, it will just sit there checking
EVERY drive until it finally finds it.) I'm wondering if there's some
sort of "return" code or something I need to add. I THINK that DOS2.5
works ok with this type of stuff (I played around with a cassette player
program, just a POKE 54018,52 in binary load format, that is
255,255,lbs,msb for 54018,52), and it never reloads. Any help??
Thanks. Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

925. Supra

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 08:01:18 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <89.29ab0c11@ivgate>
Source record: 112214

INTERNET: clf@qrent.omahug.org
To: Tom!

In a msg of <20 Feb 92>, Tom Klok writes to All:

TK> Tech sheets from Rockwell are good. What I use is Lance Leventhal's
TK> "6502 Assembly Language Programming" book. It fully details all the
TK> control bits.

I have been looking for a good 6502 MOS reference book. One that
explains each addressing mode and each instruction for the 6502.
I have a beginners level 6502 book, and another programmers
reference, but neither describe the entire instruction set
in english. Know where I could find one?

Take it easy. CLF

926. Re: Modems for Atari 800Xl ??

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 08:11:52 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <91.29ab0c13@ivgate>
Source record: 112213

INTERNET: clf@qrent.omahug.org
To: <Unknown>!

In a msg of <19 Feb 92>, <Unknown> writes to All:
<> and 300. Supra (I think) makes a 2400 baud that some use with their
<> 8-bits (oops! BTW: 8-bit MEANS XL/XE and 400/800 models!.. as
<> compared to 16-bit, which are the ST, STe, and TT models.. the ones
<> with mice!). The Supra needs an interface I think. Well.. to cut it
<> short.. call some of the following stores about purchasing them..

Supra has a 2400 hayes modem that works with the atari. It requires
a P:R: connection, set you back about $190.00.

Take it easy. CLF

927. Das Omen 2 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 08:47:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <c00kgB5w164w@cyberden.uucp>
Source record: 112267

I got a copy of Das Omen as two uuencoded messages. I used the uudecoder (the basic one! ik!) (also, I needed to convert it from ATASCII to ASCII... GET is SOOO SLOW compared to INPUT.. even in TurboBasic! Perhap's I'll compile it! (or TRY once again to get YAU!)).. as I was saying before. I uudecoded each file, and then appended them together (into a third file). I then used DiskComm3.2 to turn it into a disk. BUT! I got an error at sector 298. So I tried FileFix2 on it. It didn't help. So I tried chaning the max sector (I noticed someone mentioning that they did and it worked). First I changed it to 2000, then to 9999 (just for the hell of it). Neither helped! I got the bad bytes error! Then I tried to un-dcm just the 1st uudecoded file. It worked.. up until >298!< THen I tried to un-dcm the 2nd of the uudecoded files.. It didn't even recognize it AS a diskcomm. file! HELP! Anyone know whats up? I asked for a 1 part uuencode of it, to see if that helps. Perhaps I'll try undcming my first or second (or third, or FORTH!.. etc) download of AWESOME from AtariBase BBS, and see if I get the bad-bytes at the same place. Maybe it's my copy of DiskComm?! Hmm? What version do you folks have? I've got 3.2... Thanks for any help! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

928. Captain Sticky

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 12:39:23 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb23.123923.7365@ericsson.se>
Source record: 112224

"Captain Sticky's Gold" and "Cosmic Tunnels" were both Datamost games available for the Atari 800. I've noticed that the "Cosmic Tunnels" title screen mentions that the game is part of Captain Sticky's saga. Are there other games in this series?

Anders Skelander | | |
| | |
/ | \
/ | \

929. SpartaDOS & 2 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 15:13:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <698913427.F00001@tdkt.kksys.com>
Source record: 112274

Can't say if it did or it didn't, but in the end, he did end up getting the ROM from ICD, and he even typed out an article about doing so.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

930. Re: on the 8-bit revival (was Re: Demo techniques from Commodor

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 17:15:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54874@cup.portal.com>
Source record: 112270

Not to quibble, but IMHO: you've just eliminated 98% of what could be done<g>
Seems most applications have been addressed [tele, WP, Spread Sheets, etc]
& unless you have an absolutely dynamite idea, equivalent to what Visacalc
was in the 70's, that no one has thought of yet... I still program mostly
on the 8-bit 'cause it has the best programming tools & I get as much
satisfaction (more really) out of it as my ST or Clone. I used to think it
would be more productive to have a computer independant language so you
could cross develop programs on any platform, but after I got a Basic
written in 'C for the IBM, I couldn't find ANYONE with an ST or Amiga or
Mac 'C to even try compiling it. I imagine if I did, no one would use it<g>.
Can't figure out why the idea had such a 'warm' reception, must be me!
Since were in a commie thread, I have noticed that a lot of fairly new titles
have come out for it. In particular [Pirates, SSI AD&D]. This type game
translates well to 8-bit formats & ALL the screen layouts are in 40 column
format. Let's face it though, the ST will not even see 1/2 the new titles
because we don't have a big enough user base. I'd be interested if by some
bizzare set of circumstances SSI release Pools of Radiance for the 8-bit
and gave it away for FREE. I'd like to know how many copies they give away
to get some idea of the size of our user base.

931. Re: Das Omen

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 19:08:35 UTC
From: omf@jab.tucson.az.us
Message-ID: <113LgB1w164w@jab.tucson.az.us>
Source record: 112269

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> The whole Das Omen demo flickers terribly on my computer (130XE). Have
> other people seen this?

I posted a message about this earlier, but got no response. I'm sure it's
just the different TV timing hardware between PAL and NTSC. Does anyone
know how difficult this would be to fix?

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

932. Highest BobTerm version?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 21:46:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XBamgB1w164w@cyberden.uucp>
Source record: 112276

What's the newest BobTerm version number? I have 1.21. I THINK I saw
somebody somewhere mention 1.22. If it exsists, where can I get it or
any newer ones? Should I just spend a few $s and call CSS?
Also, has any found a better termninal program than BobTerm? PD or
otherwise? Thanks.. Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

933. Awesome.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 21:49:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4gamgB2w164w@cyberden.uucp>
Source record: 112275

Who agrees that the APAC kalidescope demo on Awesome is the coolest!?
Has anyone bothered to make a kalidescope demo in interlaced APAC? What
about in ColrView mode!? (I have yet to see these, but from how cool
APAC non-ilc looks, I can bet they're AWESOME!) Are there any
paint programs in these modes? Does anyone have a line-drawing routine
in either APAC or APAC.ILC modes? (the Awesome kalidescope seems REALLY
fast.. it's probably a very dedicated single mode routines.. I'd KILL
to get my hands on it!) Thanks.. perhaps someone with an APAC
draw routine would be so kind as to mail it to me?? (hopefully it can
be used in BASIC as a USR.. or perhaps somehow in Action! if I can ever
GET it!) Thanks again... Bill Kendrick

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

934. APAC/APAC Interlaced/ColrView draw routines

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 22:07:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7aBmgB5w164w@cyberden.uucp>
Source record: 112277

Does anyone out there have a plot/draw routine handy for either APAC/APAC Interlaced/or ColrView modes? (esp. something simple that I can BRUN from TurboBasic, and then call USRs to... or something like that) Or are there any paint programs for these modes? Also.. I'd LOVE some routines to actually SWITCH into these modes. (I know that ColrView is QUITE difficult, and probably takes a ton of ML time to keep all of the DLI's ticking.. so it's not as important...)
After seeing the Awesome demo, and ILBM reader, I REALLY'd like to have (or make) a high-color paint program. Anyone? Anyone?

AND.. is there anyone so much of a genious to be able to make a COLOR digitizer!? I know little about ComputerEyes, and I'm wondering if it FORCES B&W input? I know that the scanning software can only do 4 color in 160x192 unless you purchase the 16 color 80x192 software. Has anyone tried to make a 80x192x256 or 80x192x4096 scan handler? Or how about 80x192x256 greys? (two 16 shade modes stacked & flipped...) Hmm? (I'm probably asking for someone to spend there LIVES working on it!) Well.. just a thought (dream)... have a good day, folks! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

935. Jeff Potter

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 22:08:00 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2BBmgB6w164w@cyberden.uucp>
Source record: 112278

Jeff.. please mail me. I've lost your address.. (sorry everyone!) Tanx!

```
_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!phbill@well.sf.ca.us ]
```

The CyberDen accepts liability or responsibility for no one-You're on your own.

936. Re: Das Omen 2 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-23 23:09:33 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54883@cup.portal.com>
Source record: 112271

In a recent posting, Bill (moon!cyberden!phbill@well.sf.ca.us) (what's your last name, Bill?) writes:

> I got a copy of Das Omen as two uuencoded messages. [...]
> I uudecoded each file, and then appended them together
> (into a third file). I then used DiskComm3.2 to turn it into a disk.
> BUT! I got an error at sector 298. [... error saga deleted...]

Hmmm.. It depends on how the original binary was converted into two UUencoded parts. If the original poster split the binary and encoded the two parts separately, you did the right thing and it should have worked. Usually, though, the poster UUencodes the original binary into one big UUencoded file, then splits THAT up for mailing/posting. In that case, you have to edit out all message headers (To:, From:, etc.), any signatures or other "trailing" data, append the two resulting UUencoded (.uue) files together, and finally UUdecode the one-big-file resulting from the append. The important thing is that the file should START with a "begin" line (containing the word "begin," the name of the file that is to result from the UUdecode operation, and a three-digit number representing "file protection" in Unix notation), end with a line containing the single word "end," and have ONLY UUENCODED DATA LINES (no blank lines, no message headers/trailers (easily included by accident if you simply extract and append news/mail messages) in between. Also, all but the LAST line of a UUencoded file USUALLY starts with 'M' and has a length of I think 61 characters. This last detail isn't a hard-and-fast requirement, but is USUALLY true... and I may be wrong about the exact line length: it's one more than a multiple of 3, and is "around 60."

Hope this helps, phbill and all other would-be UUdecoders!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

"a UUdecoder from 'way back."

937. Re: Das Omen 2 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 01:42:04 UTC
From: omf@jab.tucson.az.us
Message-ID: <T9kmgB2w164w@jab.tucson.az.us>
Source record: 112272

Chris_F_Chiesa@cup.portal.com writes:

> In a recent posting, Bill (moon!cyberden!phbill@well.sf.ca.us) (what's
> your last name, Bill?) writes:
>
> > I got a copy of Das Omen as two uuencoded messages. [...]
> > I uudecoded each file, and then appended them together
> > (into a third file). I then used DiskComm3.2 to turn it into a disk.
> > BUT! I got an error at sector 298. [... error saga deleted...]
>
> Hmmm.. It depends on how the original binary was converted into
> two UUencoded parts. If the original poster split the binary and
> encoded the two parts separately, you did the right thing and it
> should have worked. Usually, though, the poster UUencodes the
> original binary into one big UUencoded file, then splits THAT up for
> mailing/posting. In that case, you have to edit out all message
> headers (To:, From:, etc.), any signatures or other "trailing" data,
> append the two resulting UUencoded (.uue) files together, and finally
> UUdecode the one-big-file resulting from the append. The important
> thing is that the file should START with a "begin" line (containing
> the word "begin," the name of the file that is to result from the
> UUdecode operation, and a three-digit number representing "file pro-
> tection" in Unix notation), end with a line containing the single
> word "end," and have ONLY UUENCODED DATA LINES (no blank lines, no
> message headers/trailers (easily included by accident if you simply
> extract and append news/mail messages) in between. Also, all but
> the LAST line of a UUencoded file USUALLY starts with 'M' and has
> a length of I think 61 characters. This last detail isn't a hard-
> and-fast requirement, but is USUALLY true... and I may be wrong
> about the exact line length: it's one more than a multiple of 3,
> and is "around 60."
>
> Hope this helps, phbill and all other would-be UUdecoders!
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com
>
> "a UUdecoder from 'way back."

Chris is right, Bill - I you need to put the two UUENCODEd parts together
before you try to UUDECODE them. (This is just in case you didn't receive
my email to you on this subject).

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

938. Re: Das Omen

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 04:40:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <yHTmgB4w164w@cyberden.uucp>
Source record: 112281

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> The whole Das Omen demo flickers terribly on my computer (130XE). Have
> other people seen this?
> --

I just got a (nother) copy today.. haven't yet downloaded or tried it,
but it IS supposed to flicker pretty bad on NTSC systems.. (I hate
PAL/NTSC.. why can't we just have >1< standard!?) What about Expo91's
"Beat It" POKEY demo (the one with the "dna" scrool in the middle, the
dissolved "POKEY" on the top, and the green scrolling text on the bottom?
is it just my copy? Or NTSC again?? Thanks! Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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939. Klix...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 04:48:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cwTmgB5w164w@cyberden.uucp>
Source record: 112282

I've finally started work again on Klix. I hope Missing Link and those
others at The POKEY Foundation (made some of the Expo91 demo segments..
like the first one with music) don't mind that I "borrowed" their music
(P.10.. just BRUN it, and then USR(44032). It was hella hard to
reconfigure EVERYTHING (Player/Missles, DLI's, Charactersets) around the
demo. I can't believe my system only crashed once! At one time, the DLI
overwrote some of the later notes from one of the voices. I thought I
was hearing things! Oh well.. I have the title screen (pretty
impressive, if I do use BASIC myself!... I mean say so myself...!), and
MOST of the screen set up for the game. I have the score boxes, and the
level box.. the Player Missle set (which, because I haven't worked on it
in a few months, I was amazed to see wasn't even loaded in memory! This
really sucks, as I have little space anymore to keep this thing in a
nice, 8k space (I usually try to keep stuff there, where I can >see< it!
:)) that the higher graphic modes take up). I hope that I'll be able to
draw some somewhat decent lines (at many angles!) using characters. I
hope this game will work out! I also hope to add "oh!"s and "ah!"s and
applause with the Parrot or the like. (I'll probably sample those off of
Wheel Of Fortune!! harhar!) Perhaps even a scream or a sad "you loose"
drone.. (ooohhhahhhh)
Welp... some day I'll finish this damned project...
ALONG WITH >30< THOUSAND other things I've started! (I like TurboBASIC..
I don't need to know exactly what "GOSUB 40" does.. I can understand
"SET_UP" and "TITLE"!!! :) .. Frank's a genius!)
pounding me little keys apart... BK

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

940. Video titling software

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 12:31:42 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <1992Feb24.123142.12095@cis.ohio-state.edu>
Source record: 112279

Hi all,

I'm interested in using my 8bit for video titling. For the past couple of years, I've used a couple home-brew BASIC programs with ML subroutines, custom fonts, etc. Basically, I've got one program that fades text on and off with variable pauses, rates, etc, and a second that rolls an arbitrarily long (to 32k :) list of text up the screen in graphics 2 using fine scrolling. These are _OKAY_, and I've used them for some home videos, but I was wondering if anyone's done better, or if a commercial product is available that's any good.

I was imagining more colors (DLI's that scroll with the text?), or preferably, some nice high-resolution fonts in modes 7+ or 8. I was planning to extract the bitmaps for PrintShop's mode 8 fonts, but never got around to it.

Finally, has anyone had problems taping the composite video-out of their Atari? (I'm using an 800). If I plug the signal straight into my VCR, the color is much too harsh. I've been reducing the color through one of those video processors. (Poor man's solution is just putting a potentiometer in line with the video signal, but you'll lose contrast.)

Mark Fontana

941. Das Omen

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 13:31:29 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <9376@chalmers.se>
Source record: 112283

Hi!
I've seen Das Omen beeing mentioned here..
Is it FTP-available somewhere?

Thanks.

Fredrik Lundholm DDD OO L Chalmers university of technology,
~~~~~~~~~~~~~~~~ D D O O L Gothenburg, Sweden
d1dol@dtek.chalmers.se D D O O L
=(:-)] "mess with DDD OO LLLL and die like a fool" DRUMOLOGIC.

~~~~~~~~~~~~~~~~

942. Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 13:36:13 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Feb23.171934.2434@wvnvms.wvnet.edu>
Source record: 112280

On page 50 of the new Damark catalog there is a 20meg IBM compatible hard drive. What makes this drive pretty neat is that it connects thru the printer port. The writeup for this product states that for it to work it only requires 2.6K of mem for the driver. What I was wondering was wether or not this drive could be hooked up to an 8-bit thru the printer port in an 850 or p:r:? I assume all it would need is some patch to dos to redirect I/O from D: to P:. Or does anyone know if this drive (no manufacturer's name given) would be hardware incompatible with anything other than an IBM (I see no reason why)? If it is possible to connect this beaut up to an 8-bit it would be one HELL of a deal at $299 considering you wouldn't need to buy a controler, interface, etc.
Nathan Centofanti
"Mephistopheles"
Ruler of the 9th world

943. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 15:59:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54908@cup.portal.com>
Source record: 112301

I'd bet the driver uses the printer port's 8255 (IBM equivalent to our 6520 PIA's) under software control to handle the data transfers. I don't think there's equivalent I/O capability in any Atari printer port. The combo probably could be implemented if you added a second PIA to your Atari. Chuck Hughes has a file on Atari Base with intructions & you may be able to find a Micro Port. You'd also need spec's for the data transfers, timing, etc. The cost of the parts to add a 6520/8255 equivalent port to the Atari is only about $5. IMHO the real problem would be getting the source code/specs from the manufacturer.

944. Re: Video titling software

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 17:21:05 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb24.122106.9667@miavx1.acs.muohio.edu>
Source record: 112284

In article <1992Feb24.123142.12095@cis.ohio-state.edu>, fontana@cis.ohio-state.edu (Mark Fontana) writes:
> Hi all,
>
> I'm interested in using my 8bit for video titling. For the past couple of
> years, I've used a couple home-brew BASIC programs with ML subroutines,
> custom fonts, etc. Basically, I've got one program that fades text on
> and off with variable pauses, rates, etc, and a second that rolls an
> arbitrarily long (to 32k :) list of text up the screen in graphics 2
> using fine scrolling. These are _OKAY_, and I've used them for some home
> videos, but I was wondering if anyone's done better, or if a commercial
> product is available that's any good.
>
> I was imagining more colors (DLI's that scroll with the text?), or
> preferably, some nice high-resolution fonts in modes 7+ or 8. I was planning
> to extract the bitmaps for PrintShop's mode 8 fonts, but never got
> around to it.

I would be interested also. A few years ago I needed to do some
video titling, so I just whipped up a small BASIC program that would
just print stuff on the screen in Graphics 2, and then wait until I
pressed a key and moved on.

On a related note, has anyone had any experience with Genlocking? I
don't really understand how its supposed to work, but I thought I saw
someones comment on genlocking.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

945. Kermit65 v3.7 VT100 keypad mapping difficulty

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 19:12:06 UTC
From: AUEPW@ACVAX.INRE.ASU.EDU
Message-ID: <920224121206.87ec@ACVAX.INRE.ASU.EDU>
Source record: 112285

I have a question about my version of Kermit65 v.3.7. It states in the documentation that a VT100 keypad - (minus) may be performed by a CTRL-SHIFT-BACKSPACE. This does not seem to work in my program. All of the other VT100 keypad maps work, but this one does not work. Any suggestions/comments? I am using an 800XL with an SX212, Bob-verted; and I am using OPTION to bypass Basic upon boot.

Eric Wilkinson Arizona State University
auepw@acvax.inre.asu.edu Dept. of Electrical Engineering
ewilk@hal.gnu.ai.mit.edu Tempe, Arizona

946. GENLOCKING (WAS VIDEO TITLING SOFTWARE)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 19:47:43 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92055.144743JJMCWILL@MTUS5.BITNET>
Source record: 112294

Michael St. Pierre did a two part article in SLCC journal recently
which was a genlocking modification/board for the XL/XE systems.
Write them at

San Leandro Computer Club
P.O. Box 1506
San Leandro, CA 94577-0374

and ask them if you can get reprints or something.

Jeff McWilliams

947. 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 20:08:57 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9202241508.AA01626@bitsy.cooper.edu>
Source record: 112286

With all of the postings concerning the 1027 and the infamous
'printer/disk drive nap' syndrome... I dug up COMPUTE!'s June 1986 and
found the following information:
The Printer 'nap' does NOT occur on XE systems. The problem lies with
the operating system and was fixed in the XE computers. Bill Wilkinson
wrote an autorun.sys patch to fix the OS in this issue of COMPUTE! He also
says that the source code for the fix is in COMPUSERVE's 8bit SIG DOWNLOAD
section under utilities. The file is P1027.FIX and is an ASCII file.
For those who want to implement this fix, I suggest finding a copy
of this issue: it points out how to install it with AtariWriter and other
autorun.sys's already present (it won't overwrite your autorun).
Does this mean that the 1050/810 Drive doesn't take a nap after this
fix? ... I have no idea: He didn't mention that.
Mr. Wilkinson also points out that 800XL and all XE owners can
have more than 1 printer hooked up at a time: i.e. P1:, P2: etc...
Unfortunately, 400/800/1200XL's can't. Why? Not even he knows for sure.

Atarily,
Tony
a.falcon@bitsy.cooper.edu INTERnet

948. COMPUTEREYES-Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 20:19:58 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9202241519.AA01670@bitsy.cooper.edu>
Source record: 112287

A while back, someone was asking if it were possible to use COMPUTEREYES
software/hardware to backup a hard disk. In START Feb 1991, the DVT VCR
backup system was reviewed. It used a plug-in cartridge (into the ST cart.
port) to send video images of hard disk files to a VCR. The backup speed
was impressive: 20sec/megabyte. A '120' tape could hold about 36MB in SP mode
and 108MB in extended-play mode. There was mention to verification of data...
but it didnt seem an unstable medium to store data on.
At the time, DVT VCR was available from:
Seymor/Radix INC.
PO Box 166055
Irving, Texas 75016
(214) 255-7490
$99.95

Hope that helps someone out!

-Tony
a.falcon@bitsy.cooper.edu
INTERnet

949. Cosmic Balance I

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 21:25:37 UTC
From: hship@teton.sw.stratus.com
Message-ID: <912@transfer.stratus.com>
Source record: 112149
Cross-posted to: comp.sys.atari.8bit,rec.games.board,comp.sys.apple2,bit.listserv.games-l

Does anyone out there have a copy of the rules for Cosmic Balance I?
This is a decade-old starship combat game for Apple][and Atari.
I've found an old dusty copy of the game (from my long-gone
piracy days) and *most* of the manual, but I'm missing a few critical
pages, the pages which describe ship building an system.

Any help would be appreciated. Preferably, I'd like to buy an original
disk & manual.

--
"Is that real blood?"
Howard_Ship@vos.stratus.com

950. Message for Colin Hunt

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 22:04:54 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202242204.AA19814@smithkline.com>
Source record: 112288

Apologies to the Newsgroup for using the Digest to answer personal coms, but be assured this traffic is in the interest of the community as Colin has volunteered to assist with the Mail Survey Campaign in the British Isles.

Colin, I forwarded your com to Jeff, he & I are both very enthused about your offer of assistance for the Campaign in the UK.

The procedure you suggested sounds excellent. I now know that airmail from my locale to the UK takes less than a week. If UK respondents return their replies to the Campaign USA mail-drop address also via airmail, the entire process will take less than 2 weeks. That's about as long as it takes in Canada/USA.

Please note that any International Campaign responses received at the mail-drop address before the cutoff date will still be included, even tho forwarding the card from the mail-drop to Jeff will result in their arriving several days late.
*** VERY IMPORTANT ***
Just today the decision was made to extend the cutoff date of the Campaign, partly to allow more time for foreign participation.

The new cutoff date is April 15.

A formal announcement to IA8 will shortly be posted, see that for details. Within a few days I'll be mailing you a batch of copies of Jeff's Campaign announcement with the new date. In order to save time it will be OK for you to circulate copies of the old announcement until you rcv the batch of new ones.

Many, many thanks for your kind offer of assistance, & welcome to the Campaign Committee!!

Warmest regards,

- BEN POEHLAND
The Alchemist

****

951. Toronto Atari Show - Apr 4 & 5, 1992

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 22:18:12 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Feb24.221812.21235@watmath.waterloo.edu>
Source record: 112291
Cross-posted to: kw.micro,ont.micro,comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari

If anyone is interested in going, I have advance tickets for sale which are $5 instead of $6 at the door. They will also be available at the KWEST meeting on Wed Mar 11/92 (further details later).

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

952. Vendors Assist Mail Survey Campaign

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 22:35:03 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9202242235.AA19940@smithkline.com>
Source record: 112289

In IA8 V92#54 (23FEB92), I mentioned that Best Electronics & Computer Software Services were assisting with spreading the word about the Mail Survey Campaign.

I neglected to mention that Steve Hoffee of MAPDA/KO Distributors is also supporting the Campaign. Steve is stuffing outgoing orders w/copies of Jeff's campaign announcement, plus he has provided quite a few names. Last week he also sent Jeff a long list of usergroups, including many foreign groups most of us never knew existed!

And Bob Puff at CSS just sent Jeff another dozen names.

You just gotta love guys like this.

- BEN POEHLAND
The Alchemist

****

953. MAIL SURVEY CAMPAIGN DEADLINE EXTENDED !!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-24 22:53:18 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202242253.AA20003@smithkline.com>
Source record: 112290

We are now in the 7th week of the Mail Survey Campaign that kicked off officially on January 12, 1992 with the release to the Digest of the announcemnt from Jeff McWilliams.
Most of you will recall that in that announcement the termination date for the Campaign was March 31, 1992. However, Jeff has received a number of requests/inquiries from folks who felt March 31 was a little too soon. Also, the recent expansion of the Campaign to the international arena has brought with it a requirement for an additional allowance for foreign respondents.

After some consideration, the decision has been made to extend the Campaign for a couple more weeks.

The new cutoff date is: APRIL 15, 1992.

Campaign materials distributed beginning this week will reflect the new date.
Many thanks to all of you who have responded thus far. A *very high* percentage of the postcards returned have been checked off by people offering to write articles, software, etc. for Atari Classics, in addition to subscribing to it. I can't tell you how good that makes us feel! Every day it looks like an independent 8bit user-supported publication is an idea whose time is come!
Jeff is still preocupied w/exams, but hopefully he will give us some stats on postcard returns in a week or so.
You people are wonderful!

- BEN POEHLAND
The Alchemist

****

954. ******* MIO *******!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 01:21:05 UTC
From: cs46jon@unccvax.uncc.edu
Message-ID: <4367@unccvax.uncc.edu>
Source record: 112292

Is anybody selling an MIO (preferably 1 meg) or does anybody know of
a place that is selling MIO's closeout or whatever. If so could you please
email me at : jonewby@mosaic.uncc.edu or at: cs46jon@unccvax.uncc.edu .
-Thanks very much
-Jeric

955. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 01:50:33 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Feb25.015033.11135@magnus.acs.ohio-state.edu>
Source record: 112293

>On page 50 of the new Damark catalog there is a 20meg IBM compatible hard
>drive. What makes this drive pretty neat is that it connects thru the printer
>port. The writeup for this product states that for it to work it only requires
>2.6K of mem for the driver. What I was wondering was wether or not this drive
>could be hooked up to an 8-bit thru the printer port in an 850 or p:r:? I
>...

I'm not sure on this, but I think the PC can -read- data from the printer port, whereas printer interfaces for the 8-bit are not capable of this. The 8-bit can read the busy line, but I don't think it does much else. Still, over the years there have been several articles detailing how to make a printer interface for the 8-bits which plugs into the joyports. Since you can read and write data through these ports, and avoid sticky SIO calls, this would probably be the best course to take. There would still be problems, for instance, you couldn't boot from the hard drive without modifying the operating system ROMs. Getting good documentation on the drive might prove difficult; you could probably get by using a standard Atari DOS, just patching the calls to get configuration, and get/put sector. Further complications might arise if the sector sizes were different than the Atari's 128, 192, or 256 byte sectors. You would also have to write a specialized program to format the drive on the Atari (both high level and low level). It'd be a lot of work, but you could probably sell a few of them.

956. Wavey&Demo techniques

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 02:12:44 UTC
From: soania@ac.dal.ca
Message-ID: <1992Feb24.221245.3785@ac.dal.ca>
Source record: 112295

Re: demo techniques

Hi, this is what used to be Arun.. and still actually yurik.
What is APAC and colorview?
For a wavery scroll, we use a fine scrolling register for
up to 8 pixels movement, but for more.. this is the trick..
simply switch character sets. The Logo is drawn as a
character set picture. That is you are actually in text mode,
and the letters A-Z are on the screen. The look of the letters
is redefined into the image of the logo.
Then there is another character set, where the logo is moved
over by 8 pixels. All you have to do is switch character set
memory to the new location to instantly move the picture.
Combined with fine scrollying this works perfectly.
Glad to see I've inspired some technique discussion. It is
interesting and may even give me some ideas.
Someone said it was a waste of time making demos, and we should
be making apps. I find that offensive! I have made a demo,
and I think it is a new tech-artform that is pretty unique
to mostly 8 bits and the Amiga.. in fact the true of art of
demo making comes from the 64.
For me they are more than just fun to watch once.. as a coder
I like to guess the techniques used for the effects, and can
appreciate the work in it very well.
Also on the 64 the music is so good you can listen to it for
pleasure. I like playing demo tunes for background music,
I even make tapes of them. Some is quite good.
I have heard of 4bit rgb (4096 color) mode... let me guess, is
this just done by flashing through the 3 r,g,b scales?
It must flicker a lot.
Later all,
yurik@iris1.ucis.dal.ca
ps would someone send me some cool demos, I can write a little
hack to transfer joystick port to joystick port from my 64.

957. Das_Omen

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 03:16:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VakogB2w164w@cyberden.uucp>
Source record: 112300

I'm going to hope that Das_Omen.UuE and Das_Omen.DCm can fit on one 1050 enhanced density drive! Otherwise I'm going to say screw it! Why can't I get YAU from the archive? WHAT AM I DOING WRONG! SOMEBODY EXPLAIN TO ME (and please don't quote the BART help file, because that thing just confuses me.. I'm not using a Unix, and I don't want all the Unix terminology!) Sorry.. it's just I've called up this BBS at least 5 times today, and every time I've re-downloaded Das_Omen.UuE from my Mail box, and every time I either screw up the disk, or it get's Aborted by BobTerm, and deleted! AAAAAAA! Very P/O'd... Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

958. Help with last details downloading from atari.archive!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 04:16:11 UTC
From: hussein@psych.toronto.edu
Message-ID: <1992Feb25.041611.19700@psych.toronto.edu>
Source record: 112296

I am an old Atari user and I am very computer literate. That's what I
studied at school.

I'm having problems getting files from the archive. I've had some success
so far with the help of a fellow named Marek.

How I was doing it: ftp atari.archi.umich.edu, binary, get fn.arc, etc
quit (to my UNIX account). uuencode fn.arc fn.arc >fn.uue, kermit,
set file type binary, send fn.uue (then I escaped to the PC at work which
is set up for binary kermit transfers and issued a receive). After I'm
done I get out of my UNIX account. I then use util.exe for the IBM PC to
write Atari DD disks. I understand that the program is bugged in that
it won't properly write binary files even if you ask it to

util /w /b b: fn.uue

is what I now use. Don't ask me why I leave in the /b now since I am
no longer writing a binary file...habbit from before.

I have successfully acquired uudecode.bas, supunarc.com, diskcomm.com,
dskcom32.com. supunarc appears to be fine but it has one problem.
It indicates the number of SD sectors correctly but the corresponding
number of bytes is nowhere near 128*num SD sectors. In one case it
listed a file as being 4 SD sectors but being 0 bytes long. Is it insane
or is that just a minor display problem the program has?

I have not been able to get textpro working. Even a2at and at2a don't work.
They are written in C. Is there a problem with running them on an old
48K Atari 800 running DOS XL?

My system: Atari 800 (48K) and Rana 1000 SS/DD drive with DOS XL

Thanks in advance

Michael Mei

P.S. Again I am using my friend's U of T account.

I am mmmei@sunee

959. Introduction. MFM -> SCSI Question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 06:03:36 UTC
From: a644690c@edinboro.edu
Message-ID: <00956A9EE225E8C0.20601A92@edinboro.edu>
Source record: 112297

Greetinx,

Though I am new to the Atari net/mailing-list, I have been an 8-bit Atari user for at least 7 years now and have done quite a bit of programming and hardware hacking. Since this is my first post, I wanted to introduce myself. I am a computer science major at Edinboro U. of PA and have a strong interest in phsychology and Cognitive Science. One of my big programming intrests is fractals and I have written several such programms for the Atari as well as some VAX/VMS stuff. Well, Enough of that.....

I was wondering if anyone knew how to hook up a Tandon TM-503 15meg MFM hard-drive up to an MIO. I have heard about an MFM -> SCSI converter but I don't know anything about it. If I do get it hooked up; How would I format it for use with SDX. (My knowledge of hard-drive hook up to an Atari is VERY limited so any and all advice would be appeciated).

BTW- Anyone have any info on the graphics chip in the 7800 (MARIA ??)? I saw an earlier post where somone mentioned wanting to write some games for the 7800. Anyway, I am curious about the pinouts and such of that chip for 'possible' interfacing with an XL/XE.

Thanks.....

/---\
Adam J. Conover	Home: 90 Plum St.
a644690c@edinboro.edu	Greenville, PA 16125
(814) 734-7023	(412) 588-1156
~~
`When traveling down Heisenburg Highway, looking for Schrodinger's
Cat, be sure to stop at the Chaos Cafe for some Julia Set Soup.'
\---/

960. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 07:49:37 UTC
From: ken@hpcuhe.cup.hp.com
Message-ID: <34620010@hpcuhe.cup.hp.com>
Source record: 112205

>On page 50 of the new Damark catalog there is a 20meg IBM compatible hard
>drive. What makes this drive pretty neat is that it connects thru the printer
>port. The writeup for this product states that for it to work it only requires
>2.6K of mem for the driver. What I was wondering was wether or not this drive
>could be hooked up to an 8-bit thru the printer port in an 850 or p:r:? I
>
What?! You want to hook up a hard drive to you 850 printer port, which will
then serialize the data and send if over SIO at 19200 baud? Gee, it would be
as fast as an atari floppy disk drive. COUNT ME IN! NOT!

Maybe if you hooked it up to the joystick ports with a simple hardware hack.
But then, you sacrifice one of the 8 data bits to control Centronics
handshaking. But maybe you could use the cassette motor control line on SIO
for handshaking control, and use the joystick port for 8 data bits.

And you still need to write software to do this.

Gee, it's getting kinda complicated. Just go with the MIO or Black Box.

>assume all it would need is some patch to dos to redirect I/O from D: to P:.
>
Ever tried to open P: for reading? It doesn't work.

>Or does anyone know if this drive (no manufacturer's name given) would be
>hardware incompatible with anything other than an IBM (I see no reason why)?
>If it is possible to connect this beaut up to an 8-bit it would be one HELL of
>a deal at $299 considering you wouldn't need to buy a controler, interface,
>etc.
> Nathan Centofanti
> "Mephistopheles"
> Ruler of the 9th world
>
| Ken Sumrall | Internet: ken%hpda@hplabs.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

961. Re: Wavey&Demo techniques

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 07:55:34 UTC
From: omf@jab.tucson.az.us
Message-ID: <B8wogB1w164w@jab.tucson.az.us>
Source record: 112299

soania@ac.dal.ca writes:

> Re: demo techniques
>
> Someone said it was a waste of time making demos, and we should
> be making apps. I find that offensive! I have made a demo,
> and I think it is a new tech-artform that is pretty unique
> to mostly 8 bits and the Amiga.. in fact the true of art of
> demo making comes from the 64.

Yurik: What demos have you made? Are they available anywhere on the
internet?

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

962. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 09:09:30 UTC
From: bmarcum@world.std.com
Message-ID: <BK66rv.6oM@world.std.com>
Source record: 112298

In article <1992Feb23.171934.2434@wvnvms.wvnet.edu> un037406@wvnvms.wvnet.edu writes:
>On page 50 of the new Damark catalog there is a 20meg IBM compatible hard
>drive. What makes this drive pretty neat is that it connects thru the printer
>port. The writeup for this product states that for it to work it only requires
>2.6K of mem for the driver. What I was wondering was wether or not this drive
>could be hooked up to an 8-bit thru the printer port in an 850 or p:r:? I
>assume all it would need is some patch to dos to redirect I/O from D: to P:.

As I understand it, the printer ports in the 850 and P:R: are strictly output
only, not to mention being controlled by the interface's CPU and ROM. Might
be possible to connect one of those drives to the joystick ports; of course,
you'd lose the use of your joysticks.

Bill Marcum bmarcum@world.std.com

963. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 13:48:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54965@cup.portal.com>
Source record: 112217

Tony someone (Falcon?) (a.falcon@bitsy.cooper.edu) writes:

> With all of the postings concerning the 1027 and the infamous
>'printer/disk drive nap' syndrome...

(Whcih I am at least partly responsible for starting...)

>I dug up COMPUTE!'s June 1986 and found the following information:
>The Printer 'nap' does NOT occur on XE systems. The problem lies with
>the operating system and was fixed in the XE computers.

Hm. I've never used an XE -- had an 800 for eight years then got a used
XL -- and have STILL NEVER seen the "nap" problem; either that or, as
I originally posted, I just always hit "BREAK" and it wakes right up again
and I can't believe I'm the ONLY person ever to try hitting BREAK...

> Bill Wilkinson
>wrote an autorun.sys patch to fix the OS in this issue of COMPUTE! He also
>says that the source code for the fix is in COMPUSERVE's 8bit SIG DOWNLOAD
>section under utilities. The file is P1027.FIX and is an ASCII file.

Is the file STILL on CI$'s 8-bit SIG Download section? '86 was quite a
while ago... is CI$ file retention THAT long? INFINITE?

> For those who want to implement this fix, I suggest finding a copy
>of this issue: it points out how to install it with AtariWriter and other
>autorun.sys's already present (it won't overwrite your autorun).

I'd like to see the original COMPUTE! article (Heck, I'd like to see
ANY or ALL of the material COMPUTE! ever printed about the Atari 8-bit; I
missed it all at the time), but my local library system (Rochester, NY)
has long ago stopped having COMPUTE! available even from their long-term
archives, as far as I've been able to discover... Would it be possible
to either type-in and e-mail me a copy, or photocopy and USmail it?

>Does this mean that the 1050/810 Drive doesn't take a nap after this
>fix? ... I have no idea: He didn't mention that.

It would depend on whether the "printer nap" and "disk drive nap" problems
are the SAME problem. I've never seen EITHER so I can't comment. Can
anyone here?

> Mr. Wilkinson also points out that 800XL and all XE owners can
>have more than 1 printer hooked up at a time: i.e. P1:, P2: etc...

Oh? And just WHERE and HOW is one supposed to CONNECT two printers to
an XL or XE? Every method of printer connection I'VE ever seen for these
machines, provides EXACTLY ONE printer connection PORT. It doesn't matter

if the SOFTWARE can support two printers (although yes, the very first release of the OS User's Manual made this claim) if you CAN'T HOOK THEM UP... I'd be interested in anything Mr. Wilkinson had to say on THAT side issue!

>Unfortunately, 400/800/1200XL's can't. Why? Not even he knows for sure.

Hmmm... maybe the XE has some mysterious "additional printer CONNECTOR" -- it's for sure the 400/800/XLs DON'T...

>Atarily,
>Tony

Likewise,
Chris

Chris_F_Chiesa@cup.portal.com

964. Re: Help with last details downloading from atari.archive!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 14:07:32 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54967@cup.portal.com>
Source record: 112218

In a recent posting, Michael Mei (mmmei@sunee) (which looks like an INCOM-
PLETE address, by the way, Michael) writes:

>I'm having problems getting files from the archive. I've had some success
>so far with the help of a fellow named Marek.
>
>How I was doing it: ftp atari.archi.umich.edu, binary, get fn.arc, etc
>quit (to my UNIX account). uuencode fn.arc fn.arc >fn.uue, kermit,
>set file type binary, send fn.uue

I've been Kermitting and UUdecoding for years without difficulty, and _I_
would have Kermitted the .UUE file with "file type text" (or FILE TYPE ASCII
or whatever your Kermit uses for "text mode"). A UUencoded file IS a
text file, that's the whole POINT of UUencoding.

>(then I escaped to the PC at work which
>is set up for binary kermit transfers and issued a receive). After I'm
>done I get out of my UNIX account. I then use util.exe for the IBM PC to
>write Atari DD disks. I understand that the program is bugged in that
>it won't properly write binary files even if you ask it to
>
>util /w /b b: fn.uue
>
>is what I now use. Don't ask me why I leave in the /b now since I am
>no longer writing a binary file...habbit from before.

1) Try specifying the slash-switches on the UTIL command in UPPERCASE,
i.e. "/B" instead of "/b". It's stupid, but it makes a difference.

2) If you REALLY get stuck, note that the archiver/compressor utility
ZOO is available on both UNIX and the PC. Your UNIX system may already
have it (ask your system manager), and you can easily get it for the PC.
ZOO your raw binary FTP-downloads into an archive on the Unix system,
Kermit transfer the .ZOO archive to the PC in BINARY mode, then use ZOO
on the PC to unpack the original binaries onto the PC disk. For some
reason wrapping things up in a ZOO seems to help them survive the trans-
fer process better.

(For the record, I typically FTP in binary mode onto my old University
UNIX account, ZOO the files, transfer the ZOO archive with Kermit in
binary mode onto my Amiga, unZoo there, Kermit-transfer the resulting
file(s) in binary mode over a 9600-baud null-modem cable to my Atari,
and (if necessary, which it usually IS) un-ARC with Bob Puff's "Super
UnArc 3.2". Nary a problem.)

Occasionally somebody has screwed up in the process of putting the original binary files (e.g.) into the FTP archive, but I have yet to see that particular problem in the Atari archive specifically...

>I have successfully acquired uudecode.bas, supunarc.com, diskcomm.com,
>dskcom32.com. supunarc appears to be fine but it has one problem.
>It indicates the number of SD sectors correctly but the corresponding
>number of bytes is nowhere near 128*num SD sectors. In one case it
>listed a file as being 4 SD sectors but being 0 bytes long. Is it insane
>or is that just a minor display problem the program has?

Haven't paid enough attention to know whether SUPUNARC has a problem...

I don't see YAU.COM on your list of utilities; it's a UUdecoder that's a lot faster than UUDECODE.BAS ... I highly recommend it (also its "companion" UUENcoder, YAUE.COM, if you expect ever to post some of your OWN creations...

>I have not been able to get textpro working. Even a2at and at2a don't work.
>They are written in C. Is there a problem with running them on an old
>48K Atari 800 running DOS XL?

What specific errors do you see, at what point in your attempts to run these programs? I.e. what do you type, and what is the computer's response?

>My system: Atari 800 (48K) and Rana 1000 SS/DD drive with DOS XL
>
>Thanks in advance
>
>Michael Mei
>
>P.S. Again I am using my friend's U of T account.

Well, I'm posting this, not e-mailing it, so I hope you read it, Michael! Also I hope it helps you.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

965. Re: Wavey&Demo techniques

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 15:18:16 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb25.151816.9500@ericsson.se>
Source record: 112236

soania@ac.dal.ca writes:

>...
>... in fact the true of art of
>demo making comes from the 64.

Atari and Lucasfilm made a lot of demos for the Atari 800 in the early
80's. Even though these programs may not have the true feeling of
"underground" software, they're quite stunning.

They were colourful, and very often they displayed incredible,
animated metal objects. There was a Lucasfilm game, Koroni's
Rift, that put the Atari's abilities to use.

Anders Skelander | | |
| | |
/ | \
/ | \

"Don't look back!"

966. Video Titling Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 15:47:50 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202251547.AA24216@smithkline.com>
Source record: 112302

Geez, I DO get depressed when I see folks asking questions about subjects
I strove so diligently to address during my tenure as 8-Bit
Editor of Current Notes Magazine.
Okay, for you guys still living in the Stone Age, in the November 1991
issue of CN there appeared a review by Steve Hoffee of a BRAND-NEW commercial
program from LJK called "Movie Credits".
The article was especially good because the author compared the new
program to a number of older progs whose place in the market is already pretty
well established, so it was almost a thesis on video titling in general.
Once again, for the deaf-&-dumb, here's the info for back issues:

Current Notes, Inc.
Back Issue Dept.
122 N. Johnson Rd.
Sterling, VA 22170 USA

call: Mrs. Joyce Waters
Business Mgr.
(703)450-4761

**** sigh ****

- BEN POEHLAND
The Alchemist

****

967. Re: Wavey&Demo techniques

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 16:41:04 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Feb25.164104.29265@exu.ericsson.se>
Source record: 112235

In article <1992Feb24.221245.3785@ac.dal.ca> soania@ac.dal.ca writes:
>
>Someone said it was a waste of time making demos, and we should
>be making apps. I find that offensive! I have made a demo,
>and I think it is a new tech-artform that is pretty unique
>to mostly 8 bits and the Amiga.. in fact the true of art of
>demo making comes from the 64.

Well, that would be me :-) No offense was intended.

I too enjoy graphics demos, especially those which are seemingly impossible. But I still stand by my original statement, that graphics demos are a diversion, not a boon, to the resurgence of the Atari 8-bit computers.

IMO, and bear in mind that I have done some tricky demo programming for the 800, demo writing has got to be the EASIEST form of programming. You don't have to worry about user interfaces, you don't have to worry about ease of use, you don't have to worry about playability, and so on. It is more a measure of hacking cleverness than artistic ability. (To use Chris Crawford's terminology: demo writers are Scribes while the world needs Authors.)

This is not meant to be a flame. Demos are fun and relaxing to write. But I do think that if people are looking for a challenge, then either write an application or write a game. The jump from a fancy animated onscreen display to a playable game is a big one, one which most demo writers seem to be unable to take. Go ahead, write demos, use them as prototypes. Just don't fall into the trap of writing ONLY demos...
--
James Hague
exuhag@exu.ericsson.se

968. Games

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 18:14:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920225181401.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 112304

Recently somebody put a huge .ZIP file in the atari archives, full of what appears to be game executables. Somebody expressed some concern that some of the games looked like they might be pirated copies of copyrighted games, and thus illegal to post to a public place like the archives.

I (in my role as keeper of the archives) have deleted the file, and saved a copy of it. Would whoever posted it please send me mail, or post a message to this list, to reassure us that the games are legit? I'd love to put this stuff in the archive for real, it looks like there's some cool stuff in there!

Thanks in advance.

969. New Demos on Archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 18:23:11 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92056.132311LENNJM@PURCCVM.BITNET>
Source record: 112303

I just posted two DCM'ed demos on the atari arhcive.

They are in the 'new' subdirectory and are called swandemo.dcm
and supboink.dcm.

Use diskcomm to uncompress. E-mail me if any problems arise.

Jody Lenn
LENNJM@PURCCVM

970. Re: Introduction. MFM -> SCSI Question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 19:52:09 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92056.145209JJMCWILL@MTUS5.BITNET>
Source record: 112208

The most popular SCSI-->MFM controller is the Adaptec controller, which
is numbered the 4000a and costs 89.95 from CSS. You then need a low-level
formatting program like HDPHFMT which will physically format the drive.
After that you need to partition in and format the partitions. I can't remem-
ber which program you use to do that, SDX says NOTHING about it, but
I think the MIO came with a disk with these programs on it.

Hope this helps.

Jeff McWilliams

971. Video Titling

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 21:05:26 UTC
From: gruber@stg.vnet.ibm.com
Message-ID: <1992Feb25.210526.28158@watson.ibm.com>
Source record: 112206

Also there is a Video Titling that IMHO is excellent.
It's called - Video Titling Shop - from Datasoft.
It can be had at American-Techni-Vision for $14.00 or so.

This package can do fizzle,fade,blink, on text or background
graphics from micropainter. It also comes with micropainter
and a host of backgrounds, and fonts that are scaleable.

It can also do animation, and much more.......

Scott

972. 1027/1025 Printers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 22:09:36 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202252209.AA25621@smithkline.com>
Source record: 112207

From: PHVAX::POEHLAND 25-FEB-1992 11:51:07.04
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: 1027/1025 Printers

I have a vague recollection of the Wilkinson article Tony Falcone mentioned (IA8 V92 #55). I don't think it was actually an error in the XLOS. My understanding is that there was some sort of time-delay routine programmed into the XLOS, activated by ROM code in certain Atari printers (I think the 1027 was the only one that used it). At the time Atari's engineering designers were apparently very conservative, & feared DM print heads would burn up on long printouts. By having the printer activate the OS delay routine, which apparently involved some sort of semi-random generator, the OS would halt the printer at random intervals for a specified time period (256 sec?), to allow the <presumably overheated> print head to cool down thereby avoiding self-destruction.

The only problem is, Atari is Atari, & as far as I'm aware they never did incorporate the delay-activating ROM code in ANY of their DM printers (someone correct me if I'm wrong about that). But the ONE printer that didn't need it, they put it in! Voila, thus was born the 1027's infamous "Sleeping Beauty" syndrome.

Well before Bill Wilkinson's article, Gary Furr was already offering a 1027 driver that fixed the problem (I was a beta-tester). My guess is that Gary's/Bill's driver work either by disabling the OS delay routine or by cancelling the activation signal coming from the printer.

Once again, for folks interested in this subject, I recommend you read "Secrets of the 1027 Printer" in the Feb. 1991 issue of Current Notes. The info for getting back issues should appear elsewhere in this issue of IA8.

I'm not aware of ANY delay problems involving disk drives, but with the XL it is certainly possible that some non-standard DOS could inadvertently trigger the OS delay routine. I wasn't aware the delay had been eliminated from the XEOS, but if so it's a good thing.

Several people lately have inquired about the 1025 printer. It's an Atari XL-style printer made by Okidata (Japan), with an OKI sticker on the back! It's a 7-pin DM printer, w/out descenders, cannot underline or do graphics, not logic-seeking, & a little slow (50cpm?). I have one & use the hell out of it, it is printing virtually all the return labels for the mail survey campaign-3 or 4 thousand so far. It uses dirt-cheap simple typewriter-reel style ribbons. Atari's retail price on it in 1983 was $600 (!). I got mine from San Jose a couple years ago for $75.

Why bother w/such a plain-vanilla peripheral? Two reasons: 1.) The mechanism is rugged
& reliable; 2.) You can backscroll the platen by hand while the printer is turned on (while it's operating, even!) w/out fear of damaging the drive

electronics as can happen w/fancy Epson printers. This makes the 1025 ideal for the dedicated task for which I employ it: printing labels. A mailing label doesn't have to look pretty, it only has to be legible. And since the document being printed (label text) is so short, the slowness od the 1025 isn't a big problem. Using LabelMaster, I set up the 1025 to do 200 labels, then go off & do something else. It is so utterly reliable, I don't worry about it jamming, etc., as has occurred w/other printers I've used.
The 1025 is direct-connect via the 8bit SIO (no interface required), & has built-in friction & tractor feeds. Best Electronics carries TONS of spare parts for the 1025.

- BEN POEHLAND
The Alchemist

****

973. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 23:34:34 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.699060874@vincent1.iastate.edu>
Source record: 112209

ken@hpcuhe.cup.hp.com (Kenneth M. Sumrall) writes:

>>On page 50 of the new Damark catalog there is a 20meg IBM compatible hard
>>drive. What makes this drive pretty neat is that it connects thru the printer
>>port. The writeup for this product states that for it to work it only requires
>>2.6K of mem for the driver. What I was wondering was wether or not this drive
>>could be hooked up to an 8-bit thru the printer port in an 850 or p:r:? I
>>
>What?! You want to hook up a hard drive to you 850 printer port, which will
>then serialize the data and send if over SIO at 19200 baud? Gee, it would be
>as fast as an atari floppy disk drive. COUNT ME IN! NOT!

If you have used SIO2PC, you'd know that the speed of the atari drives
isn't really limited by the 19.2K sio, just stupid drives (IMHO).

>_Maybe_ if you hooked it up to the joystick ports with a simple hardware hack.
>But then, you sacrifice one of the 8 data bits to control Centronics
>handshaking. But maybe you could use the cassette motor control line on SIO
>for handshaking control, and use the joystick port for 8 data bits.
>And you still need to write software to do this.
>Gee, it's getting kinda complicated. Just go with the MIO or Black Box.

Everybody always wants to use the joysticks. Why can't the parallel
bus be used? I bought a $1.50 connector and some ribbon cable, and
have done some simple experiments with it. I don't know how well
documented the OS support for the bus is, but I was able to figure
quite a bit out from just looking at the schematics. Anyway, I'm
kind of wondering why the PBI isn't used more by hackers.

I'll admit that software to run the drive mentioned above would
probably be a trick. The manufacturer may not be willing to hand
out all the info you'd need (if you can find them).

Just my opinions.

--
Todd Greenfield
tgreen@iastate.edu

974. Re: Das Omen 2 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 23:43:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e45PgB2w164w@cyberden.uucp>
Source record: 112225

(BTW: my last name is Kendrick.. isn't it on my trailer?)

Well... the major problem that got me (it probably would've worked if this didn't happen) was the 1st uudecoded part was corrupted. I got another copy, but by God, it still won't fit on one disk! It may be I have just a little too large of a header. I fooled with the uudecoder to make it ASCII recognizing, but it was FAR too slow, so I tried my hand at a [13][10] to [155] conversion program... I THINK it would've worked.. it was working up until the point when I tried to SAVE it (before I did the final analysis!) and the disk was too full.. then the program caught it in a TRAP to the open sequence, and just sat there BEEPING! When I hit [RESET], all I got was a cursor and no response to anything! I HATE that! Oh well... my disk i/o must've screwed it up. After that I lost my ASCII version, so I REdownloaded (AGAIN) the mail (and remembered SHIFT for conversion on BobTerm!) and AGAIn tried uudecoding it. Does it need two drives? I think I only have a few bytes missing..

Here's what it does when I boot:
loads, screen goes black, says "A: OMEN".. no response.

I directory the disk and see "OMEN.COM".. I [L]oad it, it loads, I see a title screen, hear one drum beat, and then it freezes.

So? Could SOMEbody be kind enough to tell me HOW to use BART!? I need YAU pretty badly, it seems! Thanks... Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

975. Re: Das Omen 2 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 23:47:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B05PgB3w164w@cyberden.uucp>
Source record: 112226

>
> Chris is right, Bill - I you need to put the two UUENCODEd parts together
> before you try to UUDECODE them. (This is just in case you didn't receive
> my email to you on this subject).

Well.. like I said (I think), the uudecoder decodes both the files ok.
It's DiskComm3.2 that won't handle it. The FIRST file is corrupted, the
SECOND file isn't a .DCM, or so says DiskComm, so I'm assuming that if
the first file had no bad bytes, the appended (total) copy would've
worked out ok. Oh well.. now all I need is a better uudecoder (or a
bigger disk drive!)
Bill (Kendrick)
or... PhBill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

976. Re: Video titling software

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-25 23:52:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VH6PgB4w164w@cyberden.uucp>
Source record: 112227

Well.. my friends and I made a movie, and are planning two more. On the first, we used the computer (in a very foolish way.. video taping the screen) (BTW: this was a 400, so I didn't have much of a chance for anything fancy) to fade text down the screen (ie. starring would light up, then then names 1 by 1). But, then I decided something better's needed for the next movies. I made a little fine-scroller as well (ALL in BASIC, no ML) and it works reasonably well (at a medium speed, I think slow looks a bit skippy). Then I decided to use a multiple-DLI to make the text "fade" as it gets higher up the screen. Perhaps you might have interest in it? (I'll need a uuencoder first, or to rid it of all CTL characters and inverse and such (ASCII's sooo weak!))
c-ya Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

977. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 02:04:59 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92056.210459JJMCWILL@MTUS5.BITNET>
Source record: 112215

I agree with Todd Greenfield about the parallel bus. It is one of the least understood and yet the fastest and most capable connectors ever designed into the Atari XL/XE systems. Amazingly, from what i understand, both the Black Box and MIO use it sort of illegally. The Parallel BUS is supposed to be able to support up to 8 different devices, each of which can load in its own handler code and stuff. Wheras the MIO and BB both hog the Parellel bus all to them selves. This is what I understand. But I know extremely little about the PBI,
So somebody at ICD or BOB PUFF will no doubt be correcting a few assumptions I'Ve made about all this. This is why I asked if anybody knew of 800XL OS source code from Atari. But no one responded. Commented source code for the Operating System Parallel BUS routines could reveal a lot of secrets about the parallel bus and how it works.
The parallel bus has a
lot of power behind it that if properly harnessed could be made to do amazing things. Look what the Black Box can do: Parallel Port, SCSI/SASI port, RS232 port, Floppy Drive port, graphics dump, monitor/debugger. It's a truly amazing piece of hardware.

The PBI is really easy to use just as a plain jane section of the 6502 memory map. Address in a couple PIA chips and you can do tons of stuff with it. I am currently tired of the slow speed of the P:R: connection's Parallel Port. I have a external 256K printer buffer, but it waits and waits for the SIO port to send it data. I am too poor to afford the Black BoX at this point, so I am gonna build a simple Printer port. It'll cost about $15.00 at the most.

The 1090XL was supposed to be a card cage that plugged into the Parallel BUS allowing multiple cards to be plugged into it with ease. If anyone has one of these, or can get me schematics, I would greatly appreciate getting my hands on the design, to see how it was done, and maybe make some sort of custom backplane of my own for the PBI.

Here's a couple more ideas. Someone mentioned the 7800 graphics chip. Why not wire it into the parallel bus? How about wiring in a 68881 coprocessor, and rewrite the OS floating point routines to talk to the 68881. Can you imagine the speed increase that could be realized? How about hooking up one of those handheld image scanners to the PBI?

Lots of neat stuff that can be done with the PBI, and the Atari 8 bit!

Jeff McWilliams

978. Atari books wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 02:28:10 UTC
From: magundi@obelix.gaul.csd.uwo.ca
Message-ID: <1992Feb26.022810.3134@julian.uwo.ca>
Source record: 112210
Cross-posted to: ont.micro,comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari,misc.forsale.computers,misc.wanted

```
Wanted:

Atari ST internals from Abacus books.
Atari Sound and Graphics from Abacus books.

john macdonald
magundi@uwo.ca
(519) 672-0714
```

979. Re: Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 02:43:20 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Feb25.214320.9708@miavx1.acs.muohio.edu>
Source record: 112212

> Has anyone seen this TV show? And would anyone be interested in a game?
> (I started one a while back.. when I wasn't as good a programmer as now..
> much stuff from the 70s is better!!!)
> Also, does anyone have any pics (digi or otherwise) of any of the
> characters? (The Count, Igor, Nanny, The Crows, von Gooswing, The
> Pirates..) The show is currently on Nickelodeon at 8:30am (I think)
> (Pacific) on Saturdays and Sundays. It was a spin-off of Danger Mouse.
> Both were created by Thames productions.. and at least Duckula was made
> along with Nick. BTW: Any UK'ers.. is this show still being made!?
> I'm a VERY big fan!!!!! thanks... curiously.. Bill
> (the 18th Count!)

Yeah...but I still think DangerMouse is better...that's why handle is Penfold.
Actually, someone made a game Count Duckula for the Atari ST...I have it, but
it's kinda stupid.

I tried making a DangerMouse game (and a Doctor Who game for that matter) a
while ago...but got discouraged when I couldn't draw a good Penfold or DM.
If you've done something nifty, I'd love to see it!

Do you know if DangerMouse is back on the air? It was for a while...with some
newly done 1990 episodes...but after about two months, it's gone again...at
least at 7:00pm EST.

Did you know there was a Count Duckula comic book a few years back? I bought
the first issue...but none of the others...in the comic book he was actually
evil (if I recall correctly)...just like he was in the DangerMouse episodes.

I don't know of any new Duckula episodes being done...

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

980. Re: Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 02:46:10 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Feb25.214610.9709@miavx1.acs.muohio.edu>
Source record: 112211

In article <92051.002624AKH104@psuvm.psu.edu>, AKH104@psuvm.psu.edu writes:
> How about Banana Man ? or the old Kenny Averit (sp?) Television Show...
> where they live in a Tape deck in space....
> Andrew

THAT WAS THE *LAMEST* CARTOON EVER!!!!!!!!!!!!!!!!!!

Just had to get that off my chest...

--Penfold

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

981. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 07:08:10 UTC
From: atario@cats.ucsc.edu
Message-ID: <29444@darkstar.ucsc.edu>
Source record: 112222

In article <tgreen.699060874@vincent1.iastate.edu> tgreen@iastate.edu (Todd Greenfield) writes:
>Everybody always wants to use the joysticks. Why can't the parallel
>bus be used?

It can, and is. That's how the Black Box and MIO work.

__
(_
__)teve

982. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 14:32:07 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb26.093207.9724@miavx1.acs.muohio.edu>
Source record: 112229

In article <tgreen.699060874@vincent1.iastate.edu>, tgreen@iastate.edu (Todd Greenfield) writes:
> ken@hpcuhe.cup.hp.com (Kenneth M. Sumrall) writes:
>>>On page 50 of the new Damark catalog there is a 20meg IBM compatible hard
>>>drive. What makes this drive pretty neat is that it connects thru the printer
>>>port. The writeup for this product states that for it to work it only requires
>>>2.6K of mem for the driver. What I was wondering was wether or not this drive
>>>could be hooked up to an 8-bit thru the printer port in an 850 or p:r:? I
>
>>_Maybe_ if you hooked it up to the joystick ports with a simple hardware hack.
>>But then, you sacrifice one of the 8 data bits to control Centronics
>>handshaking. But maybe you could use the cassette motor control line on SIO
>>for handshaking control, and use the joystick port for 8 data bits.
>>And you still need to write software to do this.
>>Gee, it's getting kinda complicated. Just go with the MIO or Black Box.
>
> Everybody always wants to use the joysticks. Why can't the parallel
> bus be used? I bought a $1.50 connector and some ribbon cable, and
> have done some simple experiments with it. I don't know how well
> documented the OS support for the bus is, but I was able to figure
> quite a bit out from just looking at the schematics. Anyway, I'm
> kind of wondering why the PBI isn't used more by hackers.

This was the way I was thinking when this thread started. Design a
simmple interface, and load the driver off of floppy. (Unless you wanted
to put the driver on a cartridge or something, then you could boot off
of the hard drive.)

The reason for not using a MIO or Black Box is the simple fact that
it is too expensive!! I can't afford to put that much money into my old
8-bit.

> I'll admit that software to run the drive mentioned above would
> probably be a trick. The manufacturer may not be willing to hand
> out all the info you'd need (if you can find them).

Since the driver only uses 2.6K, any knowledgable IBM person
probably could dissassemble it and figure that stuff out on their own.
On the other hand, since this was a Damark catalog, it could be a
discountinued item, and such wouldn't be worth all the trouble.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie

```
------=======}}}}}}}}(((((( My 1040STF Rocks!! ))))))))}}}}}}}=======--------
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983. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 14:54:24 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb26.145424.12781@ericsson.se>
Source record: 112238

gwash@seas.gwu.edu (Gerald Washington) writes:

>Why is the topic here "600XL vs. 800XL"? Isn't it obvious that the 800XL
>is better? I happen to have both machines, but I never use them since I
>have an Amiga 500, too =).

I can think of one thing that makes the 600XL better than the 800XL.
Its size. A 600XL (with built-in 64k upgrade) occupies less space on
the desktop than an 800XL.

Anders Skelander

984. Re: Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 16:16:44 UTC
From: omf@jab.tucson.az.us
Message-ID: <L3eRgB2w164w@jab.tucson.az.us>
Source record: 112231

cpbuehrer@miavx1.acs.muohio.edu writes:

> > Has anyone seen this TV show? And would anyone be interested in a game?
> > (I started one a while back.. when I wasn't as good a programmer as now..
> > much stuff from the 70s is better!!!)
>
> Yeah...but I still think DangerMouse is better...that's why handle is Penfold
> Actually, someone made a game Count Duckula for the Atari ST...I have it, but
> it's kinda stupid.

I agree - Danger Mouse was great! Especially the earlier episodes. I'd
like to know if it's availbe on tape or if it's still on air anywhere.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

985. Re: Das Omen 2 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 16:26:02 UTC
From: omf@jab.tucson.az.us
Message-ID: <4HFRgB3w164w@jab.tucson.az.us>
Source record: 112232

moon!cyberden!phbill@well.sf.ca.us writes:

> >
> > Chris is right, Bill - I you need to put the two UUENCODEd parts together
> > before you try to UUDECODE them. (This is just in case you didn't receive
> > my email to you on this subject).
>
> Well.. like I said (I think), the uudecoder decodes both the files ok.
> It's DiskComm3.2 that won't handle it. The FIRST file is corrupted, the
> SECOND file isn't a .DCM, or so says DiskComm, so I'm assuming that if
> the first file had no bad bytes, the appended (total) copy would've
> worked out ok. Oh well.. now all I need is a better uudecoder (or a
> bigger disk drive!)
> Bill (Kendrick)
> or... PhBill
>
> _____415_472_5527__V32/V42bis__Cyberdustrial Mayhem_
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]
>
> The CyberDen accepts liability or responsibility for no one-You're on your ow

No, I don't think we're communicating here, Bill - you need to PUT THE TWO UUENCODED PARTS TOGETHER BEFORE YOU TRY TO UUDECODE IT AS ONE PIECE. You do NOT uudecode the TWO files, you only uudecode the ONE combined file. THEN you run DiskComm on it. It's not surprising you're getting the errors that you are - DiskComm says the first part is corrupt because it's only the first half of the file, then it says the second part is not a DiskComm file because it doesn't have the first part which holds the header information.

Oscar M. Fowler

omf@jab.tucson.az.us
dt@coyote.datalog.com
CIS: 72347,1655
GEnie: O.FOWLER1
(602) 326-8286

986. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 17:34:25 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb26.123425.9725@miavx1.acs.muohio.edu>
Source record: 112230

In article <92056.210459JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> The PBI is really easy to use just as a plain jane section of the 6502
> memory map. Address in a couple PIA chips and you can do tons of stuff with
> it. I am currently tired of the slow speed of the P:R: connection's
> Parallel Port. I have a external 256K printer buffer, but it waits and
> waits for the SIO port to send it data. I am too poor to afford the
> Black BoX at this point, so I am gonna build a simple Printer port.
> It'll cost about $15.00 at the most.

I would like to see this when you get it finished. Are you going to
write a new P: driver for it then? (BTW, I do now have an EPROM burner,
so a new OS could be burned with the driver built in.)

> Here's a couple more ideas. Someone mentioned the 7800 graphics chip.
> Why not wire it into the parallel bus? How about wiring in a 68881

This is what I wished they would've done for their 80 column board.

Later.......

---------={{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
---------={{{{{{{{{((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

987. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 19:15:04 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Feb26.191504.14367@en.ecn.purdue.edu>
Source record: 112233

In article <54965@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>
>> Mr. Wilkinson also points out that 800XL and all XE owners can
>>have more than 1 printer hooked up at a time: i.e. P1:, P2: etc...
>
>Oh? And just WHERE and HOW is one supposed to CONNECT two printers to
>an XL or XE? Every method of printer connection I'VE ever seen for these
>machines, provides EXACTLY ONE printer connection PORT. It doesn't matter
>if the SOFTWARE can support two printers (although yes, the very first
>release of the OS User's Manual made this claim) if you CAN'T HOOK THEM
>UP... I'd be interested in anything Mr. Wilkinson had to say on THAT
>side issue!
>
>>Unfortunately, 400/800/1200XL's can't. Why? Not even he knows for sure.
>
>Hmmm... maybe the XE has some mysterious "additional printer CONNECTOR" --
>it's for sure the 400/800/XLs DON'T...
>
>>Atarily,
>>Tony
>
>Likewise,
> Chris
>
> Chris_F_Chiesa@cup.portal.com

More than one Atari printer may be daisy chained with the rest of a system as long as they are different printers. The XEP80 manual lists which Atari printers respond to which "Pn" numbers where n is some integer. Unfortunately, I've misplaced my manual but I do remember that I had my 850 (P2:) and 1020 (P5:) connected to the 800XL at the same time and could print to the proper one if I specified P2: or P5:. The trick is that all printers respond to P: and if one attempts to print to P: he will receive some nifty SIO errors as a result to all printers responding to the computer. As far as I can tell, all software on the face of the earth uses P:.

I found myself specifying P2: or P5: for an output device whenever possible (DOS or BASIC or ...) or else taking the Epson off-line or powering the 1020 down. {At least I didn't have to swap SIO cables :^).

--
+ - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - +

988. Msg for Colin Hunt

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 19:17:59 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9202261918.AA01847@smithkline.com>
Source record: 112234

Colin,
Ack receipt of address from UK, have forwarded to Jeff, kit will go out tomorrow.
Upon advice of new sysadmin here I sent you 7 test msgs, 3 bounced, did you get any of the others? Will include hardcopy printouts of bounce msgs w/shipment of revised PR's this week; perhaps they will offer a clue to the com problems here. New sysadmin claims to be expert, I have my doubts! Mike Jewison reports failure at com attempts to you from his locale; am trying everything, nothing works. <Aaaarrghhh!!!> Still rcving you OK, tho.
I know Sprint has some kind of installation at Reston VA. Can you furnish a name/phone # of someone there I can contact? (If that would help.) As per previous efforts last year, frustration levels now entering non-linear response regions.
Apologies to the Net for conducting Campaign business thru the Digest, if we ever establish 2-way coms we'll quit doing things this dumb way.

- BEN POEHLAND
The Alchemist

****

989. Seeking for the roots

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 19:54:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-26-11:54:12.08*UJ1G"@DKAUNI2.BITNET>
Source record: 112223

Sometimes you are asked by other people about the computer you use.
When you tell them 'Atari' they for sure think you use an Atari ST.
That's why I always explain: 'I own an 8-bit Atari, not the ST' but
they still don't know what the heck I'm talking about.
Most of the people I know are Amiga or PC/Mac/ST user. Some of them
still remember the good old days when the whole family gathered around
the TV-set in the living-room and admired the young freak in front of
his 8-bit computer. Most of these die hards owned a C64, a VC20, a ZX8 1
or whatever else. Sometimes one of them remember to have heard about
the 8-bit Atari. Then he tells you: 'Oh, the character set of your Ata ri
looks similar to that on my ancient C64, Atari must have pirated it fr om
Commodore'. When I tell him that the 8-bit Atari was out _before_
developers even bothered to dream about a C64 he just doesn't belive m e.

The thing is I don't know much about the first days of the greatest
computer ever built. If I knew some facts about it I could tell those
guys the truth.

Maybe somewhere outthere there are some die hards who know about these
secrets. It would be interesting to know who developed the 8-bit line,
what was the first magazine covering it, who was the programmer of
the operating system, how much did the first Atari cost, who came up
with the idea of installing the ANTIC, who the heck designed the
character set and many many other things from the beginning of the
ATARI 8-BIT history.

waiting for your secrets...
Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

990. diskcomm and mydos problems on atari.archive...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-26 22:29:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-26-14:29:00.46*UJ1G"@DKAUNI2.BITNET>
Source record: 112228

Chris Chiesa writes:

> 1) Try specifying the slash-switches on the UTIL command in UPPERCASE,
> i.e. "/B" instead of "/b". It's stupid, but it makes a difference.

You can be sure, it doesn't work no matter if you use /B or /b or
/w /b or /w /B or /W /b or /W /B or whatever. I've tried all of them.
The only way to get through is uuencoding your stuff while using
util.exe.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

991. Re: Help with last details downloading from atari.archive!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 01:56:21 UTC
From: atario@cats.ucsc.edu
Message-ID: <29518@darkstar.ucsc.edu>
Source record: 112237

In article <54967@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>I've been Kermitting and UUdecoding for years without difficulty

I have never been able to get the Kermit (K65) for the 8-bit to work for file transfer. Any hints?

>un-ARC with Bob Puff's "Super
>UnArc 3.2". Nary a problem.)

Huh?? I thought the latest version of SuperArc/SuperUnArc was 2.4??

__
(_
__)teve

992. Re: Video titling software

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 01:57:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9y6RgB6w164w@cyberden.uucp>
Source record: 112240

God... make me stop!

Genlocking?

oh... bondage!

Actually... I might be able to find out a little about genlocking from
my brother (video producer) and my friend (Amiga owner, who's mentioned
it on more than one occasion.)
I'll get back to you!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

993. Re: Wavey&Demo techniques

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 02:08:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9g7RgB7w164w@cyberden.uucp>
Source record: 112241

4096 colors.... well.. Jeff Potters first attempt (or so he told me)
did flicker alot, but then he took the 16 shade mode, and colored it
downwards on the screen. The display-list (if you don't understand what
it means, it's pretty much HOW it sounds) would change the colors down
rgbrgbrgbrgb... etc. Then, he would VERY quickly change to the next
screen, and the colors would be gbrgbrgbrgbr... (moved one), and then the
third screen, and the colors'd be brgbrgbrgbrgbrg...

APAC is a 256 color mode, using the computer 16 color and 16 shade modes.
One would do a lot like the about (ColrView) by having 2 screens, color
and b/w, and then flip between them and their modes to make a 256 color
screen (I haven't seen this, or ColrView, but they sound impressive).
APAC in the older versions would just force the computer to alternate
modes. If you look closely, you'd see how the screen is made of bars of
color, and bars of greys. I made a demo once, that'd draw 16 shades
across the screen, then force the computer to change the colors 16 times
down the screen, and it looks pretty cool. But in APAC using alternating
modes (which, BTW, reduces the res from 80x192x256 to 80x96x256), all of
the bright "colors" would be ruined by the white lines in between the
very dark color lines.
Awesome demo has a nice 256 color apac 80x96 kalidescope (with the best
music of the entire demo) that looks really .. well... awesome (excuse
the pun!... but I didn't name the thing!)

Thanks for the ideas on the wavery-scroll. I MIGHT try that, but a
cooler way'd be using a DLI to not only change colors (make it look
silvery), but to rotate the horizontal scroll register down the DL
(0,1,2,3,4,5,6,7,8,7,6,5,4,3,2,1,0,1,2,3,4,...) and then have IT move
(1,2,3,...2,3,4...4,5,6...)
I think I'll try that later. I might possibly need a better DLI handler,
as the one I have will change only seqential places in memory
(708,709,710,711,712.. the colors.. I think I once made it start at 704
and go to 712.. perhap's I'll forget the color control and just go for
waving!)

thanks again for the tips and stuff... c-ya!
phbill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

994. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 02:15:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ws7RgB9w164w@cyberden.uucp>
Source record: 112242

(Atarily... haha!.. good one!)

As for P1: and P2:.. why didn't they just base the ENTIRE operating system on x#: device calls? What other devices can one do this with? (I wish I didn't have a 1200xl, and DID have my Okimate10 working.. then I could have both color & b/w printouts at ONCE! wow!)
so far I know of: D#: and P#: and possibly R#:?
thanks.. Bill

BTW: ...howabout an A#: (Atari.. that'd been a neat way of interfacing!)

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

995. Re: Wavey&Demo techniques

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 02:21:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <w37RgB11w164w@cyberden.uucp>
Source record: 112243

omf@jab.tucson.az.us (Oscar Fowler) writes:

> soania@ac.dal.ca writes:
>
> > Re: demo techniques
> >
> > Someone said it was a waste of time making demos, and we should
> > be making apps. I find that offensive! I have made a demo,
> > and I think it is a new tech-artform that is pretty unique
> > to mostly 8 bits and the Amiga.. in fact the true of art of
> > demo making comes from the 64.
>
> Yurik: What demos have you made? Are they available anywhere on the
> internet?
>
> ------------------------------
> Oscar M. Fowler
>
> omf@jab.tucson.az.us
> dt@coyote.datalog.com
> CIS: 72347,1655
> GEnie: O.FOWLER1
> (602) 326-8286

Ah... didn't notice that "true art... from the 64".

That IS true.. what's even MORE interesting is that all of the hacked 65
(64) games and such I've seen have better "I hacked this, I am GOD!
Greetings to ..." DEMO's beFORE the game than the GAME ITSELF!...
fortunately, most of my newer games I have rival those demos! (HAR!)
(and no, I don't have (m)any hacked games.. perhaps Zybex is, but I got
that from ATARI's BBS, so I think they might've taken it off if it
were...??)

c-ya! Bill

BTW: Everyone who likes Klax.. my clone is being worked on (slowly!)

"Well.. I will explain it to you again.. slowly" - Gastone (sp?)
"Yes.... and I will lis-ten... slowly.." - Pierre

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

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996. windows toolkit for Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 02:25:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <X97RgB12w164w@cyberden.uucp>
Source record: 112244

Well... I have the windows toolkit for Action!, but I don't actually HAVE
Action!!!! Has anyone bothered to compile this program. If so, could
you mail it to me? (the demo. version.. with the flakey menu-ish
controls and such.. also, has anyone bothered to make a pointer
controller for it? God, I wish I had Action!)
Happy Happy Happy Joy Joy Joy
Kendrick, Bill Kendrick

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

997. Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 04:39:01 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <699171048.F00001@tdkt.kksys.com>
Source record: 112239

Antic, issues Jan. 85 through april had a artical on useig the port. Basicly you need to make you hardware, careful that you don't blow the computer, this is UNBUFFERED, ALL SPIKES GO DIRECT TO THE MAJOR CHIPS!!!

Software drivers use the same are that the OS floting point routines use, so don'T try math without writtig you own routines.

I've seriously looked at making somthing to go on the bus.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

998. Test

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 13:46:22 UTC
From: moon!cyberden!mace@well.sf.ca.us
Message-ID: <ZR3sgB2w164w@cyberden.uucp>
Source record: 112119

I just want to see if JACS BBS gets this message. Thanks!

```
_______________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!mace@well.sf.ca.us ]
```

The CyberDen accepts liability or responsibility for no one-You're on your own.

999. Supra modems.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 16:08:46 UTC
From: a644690c@edinboro.edu
Message-ID: <00956C85C1BE1D80.20603403@edinboro.edu>
Source record: 112248

I saw a message mentioning that a Supra Modem 2400 could be had for $190.00. This price is quite high. If anyone is interested I know a small computer supply store (fairly local) that has the same modem for about $75-$80. If anyone is intersted, I will attempt to dig up some more info.

BTW- it has a has a full set of LEDs, phone in/out, and a DB25f rs232 port. It would work with any Serial Interface.

/--\
| Adam J. Conover | Home: 90 Plum St. |
| a644690c@edinboro.edu | Greenville, PA 16125 |
|~~~~~~|
| `When traveling down Heisenburg Highway, looking for Schrodinger's |
| Cat, be sure to stop at the Chaos Cafe for some Julia Set Soup.' |
\--/

1000. 7800. 68881.

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 16:16:06 UTC
From: a644690c@edinboro.edu
Message-ID: <00956C86C7D17C20.20603403@edinboro.edu>
Source record: 112249

> Here's a couple more ideas. Someone mentioned the 7800 graphics chip.
> Why not wire it into the parallel bus? How about wiring in a 68881
> coprocessor, and rewrite the OS floating point routines to talk to
> the 68881. Can you imagine the speed increase that could be realized?
> How about hooking up one of those handheld image scanners to the PBI?
>
> Lots of neat stuff that can be done with the PBI, and the Atari 8 bit!
>
> Jeff McWilliams

I doubt that the 7800 Graphics IC could be interfaced w/ the PBI because it would be like trying to do the same with the GTIA whose output is not just pure digital. A friend and I are thinking about ways to interface the 68881 w/ the XL/XE machines in any way possible. The PBI way may be ideal for this. The PBI handlers may even save the trouble of trying to address the 68881 internally. (I wonder if It could be mounted internally, yet still be accessed through the PBI ??) I think the OS could be easilly modified to handle the co-processor, but there is software out there that uses the FP registers for its own purposes. I wonder if this would produce some kind of conflict???

Anyway, Neither one of us actually have a 68881 to experement with. Could somone please let me know where I could pick one up with a full data sheet?

Thanks a lot......

BTW- Jeff, Thanks for the info on the MFM/SCSI conversion. I think I can pick up Adaptec 4000a for about $60 or less. I am still not sure what formatter to use, there are a lot of them out there. What are the differences? Oh, The image scanner sounds like another great project. Too bad I don't have the money to buy all of these cool toys to experement with :-(

/--\
| Adam J. Conover | Home: 90 Plum St. |
| a644690c@edinboro.edu | Greenville, PA 16125 |
|~~~~~~|
| `When traveling down Heisenburg Highway, looking for Schrodinger's |
| Cat, be sure to stop at the Chaos Cafe for some Julia Set Soup.' |
\--/

1001. Atari 400 games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 16:18:08 UTC
From: robg@bnr.ca
Message-ID: <1992Feb27.161808.6782@bigsur.uucp>
Source record: 112247

Anybody know if you can still buy cartridges for the Atari 400/800
series? If so where? Please post if you have any ideas.

Rob Gaudet
BNR

1002. Parallel Bus (Was Hard Drives)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 17:05:36 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92058.120536JJMCWILL@MTUS5.BITNET>
Source record: 112250

Henry Miller: Yes, I have those somewhere, and plan on digging them up, as they are the only information for the PBI whatsoever.
Still, I think a whole book could be written on the Parallel Bus, and it would be great if there had been one published. Which is why I also mentioned looking for the XL operating system source code, as it would give further insight into the Parallel BUS. Let me know what you do with the PBI, I would be highly interested .

Jeff McWilliams

1003. Re: 600XL vs. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 17:08:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92058.120851JJMCWILL@MTUS5.BITNET>
Source record: 112251

In article <1992Feb26.145424.12781@ericsson.se>, etxansk@garbo.ericsson.se says:
>
> I can think of one thing that makes the 600XL better than the 800XL.
>Its size. A 600XL (with built-in 64k upgrade) occupies less space on
>the desktop than an 800XL.
>
> Anders Skelander

Yes, and even after you add the Monitor upgrade,and a 128K upgrade
it will be easier to fit in say, a Tower case or something,
than any other 8 bit would. And you can still hook up your Black Box
or MIO and run hard drives, and floppies, and everything else.

I just wish you could go beyond 128K with it. As it is, it is too small
almost. typing on it seems to really hurt my wrists, and of course the
keyboard isn't too hot either. The 800XL is a little better, but
still I am enjoying my 1200XL while my 800Xl is down, the keyboard
is so nice, even almost as good as my IBM keyboard hooked up to my
800XL.

Jeff McWilliams

1004. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 17:13:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92058.121330JJMCWILL@MTUS5.BITNET>
Source record: 112252

Ryan,

I agree! I will start off with a software driver for the P: connector, then later probably modify my OS when I finish the Eprom Burner, so that even programs like Print Shop will work with it. this is what Atari should have done with the XEP80, as it stands, you can't take advantage of its printer port for just that reason, you have to load in the driver, and even some programs you load from DOS don't like the XEP80 handler. Another idea I had, was that since the Parallel Bus can load in code from a PBI device, why not just sit a little ROM out there, with a rewritten XEP80 driver. That way, on boot-up, the driver already gets loaded in from the PBI ROM, telling the OS to use the XEP80 display and printer port. It still wouldn't work with SpartaDOS X, as they wrote the silly thing to poke screen data directly to memory, which they shouldn't have done. With all other DOS systems should work great.

Jeff McWilliams

1005. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 17:21:50 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92058.122151JJMCWILL@MTUS5.BITNET>
Source record: 112107

In article <ws7RgB9w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>(Atarily... haha!.. good one!)
>
>As for P1: and P2:.. why didn't they just base the ENTIRE operating
>system on x#: device calls? What other devices can one do this with? (I
>wish I didn't have a 1200xl, and DID have my Okimate10 working.. then I
>could have both color & b/w printouts at ONCE! wow!)
>so far I know of: D#: and P#: and possibly R#:?
> thanks.. Bill
>
>BTW: ...howabout an A#: (Atari.. that'd been a neat way of interfacing!)

All you should have to do to your 1200Xl is purchase an 800XL OS ROM,
and then do a modification to the 1200Xl to accept the 27128 type
ROM/EPROM device instead of the two 2764 chips it currently uses.
I have done this, it is yet another of Bob Woolley's great hardware
projects. In fact I have had my 1200XL running the 800XL OS, the
Newell Omnimon Xl chip, and the Omniview 256 chip in there.
Works fine. Oh, I also installed the internal Rev. C BASIC chip in
my 1200XL. No problems.

There is little the other XL/XE systems can do that the 1200XL Can't.

Jeff McWilliams

1006. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 17:31:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55059@cup.portal.com>
Source record: 112116

In a recent posting, Jim Dittmer (jwd@ecn.purdue.edu) writes:
>In article <54965@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>
>>> Mr. Wilkinson also points out that 800XL and all XE owners can
>>>have more than 1 printer hooked up at a time: i.e. P1:, P2: etc...
>>
>>Oh? And just WHERE and HOW is one supposed to CONNECT two printers to
>>an XL or XE?
>
>More than one Atari printer may be daisy chained with the rest of a system as
>long as they are different printers.

That must be where my problem lies-- haven't looked that closely at an actual ATARI printer, per se. I take it they have TWO SIO ports apiece, then? (The only printers I've ever seen driven off an Atari 8-bit are third-party Centronics-type printers driven off the 850, hence my one-printer-per-system impression. My apologies. (Say, what's to prevent us from modifying some 850's to respond to different IDs in some manner, then hooking up several of them to a single CPU? Imagine having a whole slew of modem ports... can you say "multi-line BBS?" (just don't ask ME to PROGRAM it... ;-))

> The XEP80 manual lists which Atari
>printers respond to which "Pn" numbers where n is some integer. Unfortunately
,
>I've misplaced my manual but I do remember that I had my 850 (P2:) and
>1020 (P5:) connected to the 800XL at the same time and could print to the
>proper one if I specified P2: or P5:.

Wow! This is absolutely NEW information to me, and I've been in this game for over ten years now! Is this information documented anywhere ELSE? (I assume it HAS to be, else how would the XEP80 manual writers have found it?) Does one have to have an XEP80 in order for this to work? I'd like to see the complete list of "printer IDs" if anybody has it and can post it.

> The trick is that all printers respond
>to P: and if one attempts to print to P: he will receive some nifty SIO errors
>as a result to all printers responding to the computer. As far as I can tell,
>all software on the face of the earth uses P:.

Most software ought to be more-or-less amenable to "patching" to take ad-vantage of the Pn: syntax...

>I found myself specifying P2: or P5: for an output device whenever possible
>(DOS or BASIC or ...) or else taking the Epson off-line or powering the 1020
>down. {At least I didn't have to swap SIO cables :^).

That works too! :-) I can hardly wait to dig out that old 1020 I've never really used, and hook it up as a second printer... :-) :-)

Chris
Chris_F_Chiesa@cup.portal.com

1007. colrview

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 18:02:21 UTC
From: dinadan@mcshh.hanse.de
Message-ID: <10073@mcshh.hanse.de>
Source record: 112110

Hi!

I tried to get colorview from the archive
via BART, but the index is obsolet. Please could
someone mail me the correct filename.

Thanks!

-Dinadan
--

* Detlef Johannsen *
* Alsterkrugchaussee 344 * dinadan@mcshh.hanse.de
* D-2000 Hamburg 60 *
* Tel.: 040/5113722 * ...nobody expects the spanish inquisition!

1008. Personal to Arun/yurik

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 18:34:44 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55062@cup.portal.com>
Source record: 112117

Arun/yurik: found your e-mail of 10-Feb in which you propose exchange of disks. Very interested! Have replied to you via e-mail but receive bounces, some problem with isis1.ucis.dal.ca . Can you send new and usable e-mail address please? Or post here?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1009. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 19:01:52 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Feb27.190152.29876@cbnewsc.cb.att.com>
Source record: 112253

From article <28994@darkstar.ucsc.edu>, by (Stephen Wayne Miller):
>
> As I recall, Mr. Price is the author of the Antic Music Processor.
> __
Perhaps the confusion is the fact that the initials (AMP) are the
same but Mr. Price did not write the Antic Music Processor. I am
not familiar with Mr. Price's work, but I have used the Antic Music
Processor a lot. In fact my son just finished putting in 'Imagine'
by John Lennon and I am adding the Lyrics for him.

Antic Music processor first appeared in the Dec. 1988 issue of Antic.
The program V1.2 was on the disk-of-the-month. Antic ran a contest
to get readers to submit their favorite songs edited using the AMP and
they (the winners) were included on the June 1989 Antic Disk along
with AMP V2.0 which added the ability to edit lyrics. There was
also an article in the June issue of Antic.

There was some AMP songs on the Disk-of-the-month for several months
afterwords depending on space Antic had. The August Disk had the
last version of AMP (V2.1) that corrected a bug I think. There was no
article in the magazine and I was just lucky that I got the disk with
the magazine.

According to a short blurb that accompanied the June 1989 article, the
author is Steven Lashower. At that time he was a CS student at Cal.
State Univ. at Fullerton (CA).

That's all I know except that I consider the ONE program that enjoyed
most on my 8bit Atari.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1010. Re: ANYONE REMEMBER THIS MUSIC PROG

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 19:24:29 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Feb27.192429.552@cbnewsc.cb.att.com>
Source record: 112254

From article <28994@darkstar.ucsc.edu>, by (Stephen Wayne Miller):
>
> As I recall, Mr. Price is the author of the Antic Music Processor.
> __
Perhaps the confusion is the fact that the initials (AMP) are the
same but Mr. Price did not write the Antic Music Processor. I am
not familiar with Mr. Price's work, but I have used the Antic Music
Processor a lot. In fact my son just finished putting in 'Imagine'
by John Lennon and I am adding the Lyrics for him.

Antic Music processor first appeared in the Dec. 1988 issue of Antic.
The program V1.2 was on the disk-of-the-month. Antic ran a contest
to get readers to submit their favorite songs edited using the AMP and
they (the winners) were included on the June 1989 Antic Disk along
with AMP V2.0 which added the ability to edit lyrics. There was
also an article in the June issue of Antic.

There was some AMP songs on the Disk-of-the-month for several months
afterwords depending on space Antic had. The August Disk had the
last version of AMP (V2.1) that corrected a bug I think. There was no
article in the magazine and I was just lucky that I got the disk with
the magazine.

According to a short blurb that accompanied the June 1989 article, the
author is Steven Lashower. At that time he was a CS student at Cal.
State Univ. at Fullerton (CA).

That's all I know except that I consider the ONE program that enjoyed
most on my 8bit Atari.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1011. 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 20:54:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-27-12:54:56.76*UJ1G"@DKAUNI2.BITNET>
Source record: 112246

Chris Chiesa writes:

> It would depend on whether the "printer nap" and "disk drive nap" problems
> are the SAME problem. I've never seen EITHER so I can't comment. Can
> anyone here?

The only nap I know, both using the 1027 and my 1050 disk drive, appears
sometimes while hacking on the keyboard during I/O operations.
Everything just stops, loaded programes wouldn't load, the printer
wouldn't print. The only way to make everything working again is to
press the BREAK key. Then every suspended operation goes on.
(Everything is hooked up to a 130 XE)

> Oh? And just WHERE and HOW is one supposed to CONNECT two printers to
> an XL or XE? Every method of printer connection I'VE ever seen for these
> machines, provides EXACTLY ONE printer connection PORT. It doesn't matter
> if the SOFTWARE can support two printers (although yes, the very first
> release of the OS User's Manual made this claim) if you CAN'T HOOK THEM
> UP... I'd be interested in anything Mr. Wilkinson had to say on THAT
> side issue!

It's no problem to connect two or more printers to an Atari 8-bit,
assuming you want to connect Atari manufactured printers like
an 1027 or 1020. They have always two jacks on their back where you can
plug in the serial cord (same as your diskdrive 1050).
I've both the 1027 and the 1020, so just for the hell of it
I've connected them together and switched on the whole equipement.
Then I started to print some text. What happened? The 1027 printer
(which was closer to the XE than the 1020) started to print while
the 1020 did nothing. After some lines of text had been printed
without problems I got a mysterious error (don't ask me about the
number) and the party was over.
I wonder how could be possible to destinguish the printers while
printing to the 'P:' handler. How does the computer know which printer
is number 1 and which is number 2? You don't have a switch to determine
printer adresses.

(just some thoughts)

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
--| / for the 21st century
/

1012. 130XE vs 800XL (use of tape recorder)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 21:26:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-02-27-13:26:05.12*UJ1G"@DKAUNI2.BITNET>
Source record: 112245

Anders Skelander writes:

> You're probably right about the reliability. But still all the 1010
> tape recorders I've ever owned were tape killers. The problem was that
> the roll that's supposed to keep tension in the tape lost its grip
> and chewed the tape. I still believe that to cure a bad 1010 you don't
> need a computer repairman - you need an exorcist.

My 1010 always worked without chewing tape, the only problem are the
buttons - they always break, so you have to open it and use some
glue. I had a chance to use the XC12 recorder for a short time as well.
I think the 1010 is better. It isn't possible to rewind tape with your
computer turned off using the XC12 - you can do it using the 1010 due
to it's own power supply. The 1010 seems to have less problems with
tapes that don't forward smoothly, it moves your worst tape while the
XC12 doesn't.

have fun!!!!

Marek Tomczyk
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--| / for the 21st century
/

1013. Recursive Action!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-27 21:36:07 UTC
From: swoodwar@zeus.calpoly.edu
Message-ID: <1992Feb27.213607.172328@zeus.calpoly.edu>
Source record: 112105

I need to write a simple recursive program for my senior project. I could just do it with Mac/65 but that would be a pain. So I tried it with Action, and it didn't work right.

It seems that Action can't properly handle a procedure that calls itself. I think the problem lies in how procedures allocate their variables, but this is mere speculation.

Can anyone confirm this? Reply or post if you think it would be a fun thread.
--
------------------ fjbbqjne ng qrzrgre qbg pnycbyl qbg rqh ------------------
Gur bayl checbfr bs guvf fvtangher vf gb trg crbcyr gb ebg-guvegrra vg...
Qvq V rire fnl vg jnf tbvat gb or jbegujuvyr?

1014. Re: Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 00:21:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B7VTgB11w164w@cyberden.uucp>
Source record: 112120

Dangermouse? That show's ok. Sort of repetitive. I'm into eviler
things, though my favorite character is Nanny.. but then there's Igor.
I think DM has too many pun's in it and CD, especially being newer, has
much higher quality animation (sure, DM had the groovy flying car scenes,
but they all looked the same in every episode!) Puuurrr 'aps I shall
make both games, as I can see a DM game much more easily that CD. As for
DM being on, I think it's on Sat and Sun mornings, about an hour or 1.5
hours after CD. (CD is at 8? 8:30? 8 I think..)
well.. catchya later... Bill

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1015. Re: I need some code...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 00:25:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mcwTgB12w164w@cyberden.uucp>
Source record: 112121

I think I asked this.. (I forgot what I asked?) I haven't got Action!
myself.. hmm from your answer, perhaps someone else said "I need some
code.." but that looks like something I'd write... ?? Bill

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1016. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 00:27:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ugwTgB13w164w@cyberden.uucp>
Source record: 112122

You said "WHERE and WHEN would you have 2 printers hooked up?".. I have 2 printers. 1 busted Okimate 10 thermal color printer, and one totally thrashed (destroyed cover and roller knob) xmm801 printer. My O10 broke a little over a year ago... I think it's the "plugnprint" thing.. it sends "I'm here!" to the computer, but never prints anything...
Bill

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1017. Re: 130XE vs 800XL (use of tape recorder)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 00:31:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mmwTgB14w164w@cyberden.uucp>
Source record: 112123

I used my 1010 for at least a year or two before I did major work with a 1050. I still use the 1010 to play music when I do stuff every once in a while.

It'd be quite interesting to see a NEW OS for say a 16bit CPU or something.. then don't include ANY C: driver of any sort! (the sound-in and of course the always used SIO motor control had better stay, but the rest of it can go.. it seems there's more stuff on C: than D: in DeRe!)

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1018. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 01:26:26 UTC
From: atario@cats.ucsc.edu
Message-ID: <29626@darkstar.ucsc.edu>
Source record: 112106

In article <1992Feb27.190152.29876@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes) writes:
>According to a short blurb that accompanied the June 1989 article, the
>author is Steven Lashower. At that time he was a CS student at Cal.
>State Univ. at Fullerton (CA).

Ahhhh yes. I remember now: the guy's name is constantly on the screen!

I do remember Mr. Price's name from something else though . . . probably that "Passionately" demo.

__
(_
__)teve

1019. VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 02:18:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <699258802.F00001@tdkt.kksys.com>
Source record: 112112

Can anyone give me any tips or
information on using a VBI? I am in
the process of making a game and
would like to know how there used
in most atari games. The language im
using is Action! and im having some
problems with using a VBI and timing
the rest of the program with VCOUNT.
Interupts im general are new to me
and there's alot of details to them.
I cant help to feel I should use a
VBI but im not sure if its all that
necessary. It seems that most games
use them. If I had a disassembler
that I knew how to use, I suppose I
could look at other programs to see
how there done.

I'd apreciate any help. thanks

?

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1020. T

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 02:22:01 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <699258802.F00002@tdkt.kksys.com>
Source record: 112113

Are you the one who wrote the
game 'Bonk'? Its not a bad game for
the size. Are there any other games
you made? What language do you use?

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1021. Disassemblers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 02:24:02 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <699258802.F00003@tdkt.kksys.com>
Source record: 112114

Does anyone know how to use
A disasembler?(Codebuster in
particular) What exactly is a
'vertual' address? I have some idea
of what it is but not anuf really.
Also, Why does 'Codebuster' or any
other disassembler have to prompt
you for run and init addresses all
the time? I know why actualy but
how am I supposed know the run & init
address? Programs are usualy loaded
in little segements which confuses
me more(And again I know why but I
just wish things were simpler)
If anyone can help I'd really
appreciate it.
BTW: does this message show up
in 40 columns?

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1022. DAS_OMEN and 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 02:29:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <832TgB4w164w@cyberden.uucp>
Source record: 112125

My sysop uudecoded DAS_OMEN (the 1-parter uue I got) and it STILL doesn't work! I get A:OMEN and a freeze, or if I Load rather than boot, I get a drum beat, then the title screen that says "German Chaotics" etc.etc, and "press space".. again.. a freeze.
I'm running off a 1200xl (no cart (BASIC) in) and a 1050 (standard, 123 or 126 or whatever K it is)

HELP! (AGAIN!) Thanks!

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1023. Re: Recursive Action!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 02:46:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55082@cup.portal.com>
Source record: 112118

It's been awhile since I did it, but if memory serves me(?): All calls to procedures are done by passing the parameters through the registers[A,X,Y]+ page zero at about $A7 or so. The way the proceedures are called is by JSR to the routines address so my guess is you're seeing the stack wrap around to point to a meaningless return address BTW: RETURN in Action compiles to $60=>RTS. What you may want to try is putting a code block in that'll clear the stack i.e.

```
PROC Recursive()
BYTE Pass=[0]
IF Pass<>0 THEN [104 104] FI
IF Pass=0 then Pass=1 FI
DO
(yourstuff)
UNTIL ??? OD
RETURN
```

1024. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 04:14:28 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92058.231428AKH104@psuvm.psu.edu>
Source record: 112108

Um...there is R1: through R4: D1: to D4: or D1: to D8: with 1050 rom upgrade P1: to P8: I think.. there is a V: (?) for voice on the 1400's and of course C: and S: and E: and whatever you wish to make. I think that when the devices are polled the number is also sent down the line and the romss in the devices know if they are Px: or whatever Dx: etc....

_____
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ ===>C.S. 71020,3451<=== ===>Genie A. Heller<=== _
_____

1025. Re: Anyone remember this music program...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 04:26:50 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92058.232650AKH104@psuvm.psu.edu>
Source record: 112109

Mr. Price wrote the Advanced Music Processor...versions 1 through 11.2?
there is the Antic Music Processor (not affiliated with him) and
the Advanced Music System I and II also not done by him. Mr. Price's
AMS and his friend Gary Gilbertson did ALOT of music...in particlar
he did everything for Alternate Reality City and a generic version VAMP
for the Dungeon. He also did several indivdual works not game related
...Passionatly...Arab Navy...AltRea...Frog...and he did stuff for
alot of the games by Data-Most such as The Tail of Beta Lyrae..great great
game......!
Andrew

1026. Re: Wavey&Demo techniques

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 05:21:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <T20TgB1w164w@cyberden.uucp>
Source record: 112127

exuhag@exu.ericsson.se (James Hague) writes:

> In article <1992Feb24.221245.3785@ac.dal.ca> soania@ac.dal.ca writes:
> >
> >Someone said it was a waste of time making demos, and we should
> >be making apps. I find that offensive! I have made a demo,
> >and I think it is a new tech-artform that is pretty unique
> >to mostly 8 bits and the Amiga.. in fact the true of art of
> >demo making comes from the 64.
>
> Well, that would be me :-) No offense was intended.
>
> I too enjoy graphics demos, especially those which are seemingly
> impossible. But I still stand by my original statement, that graphics
> demos are a diversion, not a boon, to the resurgence of the Atari 8-bit
> computers.
>
> IMO, and bear in mind that I have done some tricky demo programming for
> the 800, demo writing has got to be the EASIEST form of programming.
> You don't have to worry about user interfaces, you don't have to worry
> about ease of use, you don't have to worry about playability, and so
> on. It is more a measure of hacking cleverness than artistic ability.
> (To use Chris Crawford's terminology: demo writers are Scribes while
> the world needs Authors.)
>
> This is not meant to be a flame. Demos are fun and relaxing to write.
> But I do think that if people are looking for a challenge, then either
> write an application or write a game. The jump from a fancy animated
> onscreen display to a playable game is a big one, one which most demo
> writers seem to be unable to take. Go ahead, write demos, use them as
> prototypes. Just don't fall into the trap of writing ONLY demos...
> --
> James Hague
> exuhag@exu.ericsson.se

Well.. if you screw around with demo graphics for long enough, you mighr
be able to put them into use for graphics applications (ie graphs, etc.)

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1027. Re: Das Omen 2 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 05:23:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <i70TgB2w164w@cyberden.uucp>
Source record: 112126

ARGH! Ok.. The uudecoder wouldn't have decoded the second part if it didn't have a begin, which it did. The demo (I got the 1 part uue, and my sysop uudecoded it for me) still doesn't work ANYWAYS. The 1st part WAS corrupted, because it is about 400 sectors long, and the sector it reached before getting the bad bytes was around 280. OK!? NOW all I need to find out is what's wrong with my DCM of it!? IT doesn't work! (It unDCMs, but I still get the freezes at the two places when I boot or load it!)
Bill

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1028. 4096 DIGIs!? (YES 4096!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 05:26:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HaaugB3w164w@cyberden.uucp>
Source record: 112128

Wouldn't it be about the simplest thing to take a camera (and I'm pretty sure even b/w would work) and use it in conjunction with ComputerEyes with the GRAPHICS 9 capture software, and digitze 3 pictures, one of only the reds, another of only the greens, and the third of only blues. Then use (this'll have to be made) a program to mix them all together into a ColrView file, and then view it in 4096 colors. Anyone up to it!?

PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
May the 4th be with you!

1029. Composite Color Monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 05:57:55 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1992Feb28.055755.14484@usenet.ins.cwru.edu>
Source record: 112111

I have a very nice Commodore 1702 Composite Color monitor for sal
e.
It can be used as a monitor with any composite video source.It al
so has built in speaker and audio input.
It can accomodate 2 A/V devices at once via a switch on the back
input pad.

Price is set at $100+shipping via UPS COD.

Thanks.
--
A.M.Barnes
aj008@cleveland.freenet.edu
Criminal control, not gun control.
Hand out Bibles,not condoms.

1030. More items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 07:28:41 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920228072841_71450.1050_EHB30-1@CompuServe.COM>
Source record: 112115

I cleaned out the storage room again today, and found that I still have the following items left to sell. If interested in any of these, please reply to Internet address 71450.1050@COMPUSERVE.COM, or CompuServe ID 71450,1050.

Educational package for the Atari 8-bit
Includes the following items:

4 children's computer books w/stickers
Kindercomp
Sesame Street Learning Library Volume 1
Tonk In The Land Of The Buddy Bots
Edumate Light Pen w/cassette and program disks

High School educational package including Chem Lab and Hayden Score Improvement System for The SAT

Utility package including Atari 810 Master Diskette (Atari DOS I), Happy 1050 Enhancement Disk 6.6 and Warp Speed Software 7.0, Indus GT Estate W.P. and DOS XL system master diskette, Printwiz, Turbo MachDOS, Hypnosis with Brainwave Synchronization and Megafont II/II+/Font Downloader

Cassette package including European Scene Jigsaw Puzzles Vol. 2, Guns Of Fort Defiance, Hellfire Warrior, Shootout At The OK Gallery, Forbidden Forest (no docs), and Moon Shuttle (no docs)

Games package including Blue Team Bridge, Kampfgruppe, Mail Order Monsters, Arcade Album #1, Bermuda Experience, Codename: Cobalt, Dimension X, Dragonriders Of Pern, G.F.S. Sorceress, Jupiter Mission 1999, Mission On Thunderhead, Original Adventure (Colossal Cave), Sands Of Egypt, Sands Of Mars, Saracen, Silent Service, Temple Of Apshai, Transylvania, and Eastern Front cartridge (no docs)

I will accept any reasonable offer for these packages.

I also have a limited quantity of brand new Double Dunk cartridges for the Atari 2600 and Galaga cartridges for the Atari 7800 for sale for $7.50 each including shipping, with multiple quantity orders for $7.50 for the 1st cartridge and $5.00 for each additional cartridge.

-Lawrence

1031. Re: Recursive Action!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 13:40:19 UTC
From: dja1@backyard.picst.bellcore.com
Message-ID: <1992Feb28.134019.863@walter.bellcore.com>
Source record: 112124

In article <1992Feb27.213607.172328@zeus.calpoly.edu>, swoodwar@zeus.calpoly.edu (Null Cypher) writes:
|> I need to write a simple recursive program for my senior project. I could just
|> do it with Mac/65 but that would be a pain. So I tried it with Action, and
|> it didn't work right.
|>
|> It seems that Action can't properly handle a procedure that calls itself.
|> I think the problem lies in how procedures allocate their variables, but
|> this is mere speculation.
|>
|> Can anyone confirm this? Reply or post if you think it would be a fun thread.
Aboslutely true that in strict terms, Action! is not a recursive language.
The trouble is, that unlike real recursive languages, when you compile an
Action! routine, it is compiled ALONG WITH ITS VARIABLE space into one static
place in memory. So if you call a routine from itself you can easily overwrite
the variables of the top-level calling function.

"Remember, save the planet, defy authority, and watch your cholesterol!"-PLCL
"Nulla Quaestio!" Dave Arlington

1032. Re: Disassemblers

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 17:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55105@cup.portal.com>
Source record: 112132

Some guessing, but the thing probably loads the code into any free space regardless of where it really goes ergo virtual. Since most programs have redefined character sets/data the program has to know where to start the disassembly or it could produce garbage trying to work on a character set. Most(?) programs use the INIT vectors to put up the intro screens, check for copy protection, etc. It's a GREAT feature. The way to find them is get the 1st 6 bytes from a binary file, it'll be something like:
255 255 00 06 222 06; 255 255=>binary file 00 06=>start of load 222 06=>end. This=>223 bytes (or whatever). Read the next 223 bytes, then see if there is any more data in the file. DOS assumes that if it did not reach EOF [136] that the next 4 bytes are another load address. If it loads at $2E0 it's the run address, $2E2 (226 02) it's the INIT address. It could be something like 226 02 227 02 =>load two bytes at $2E2. DOS checks these location for non zero values. If they change then DOS does a JSR to them. For the example, the values following the 226 02 227 02 would probably be 00 06 or something within the address of the file just loaded.
BTW: 40 columns.

1033. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 19:19:14 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92059.141914JJMCWILL@MTUS5.BITNET>
Source record: 112130

Chris,

Okay, P1: is the Xep80 port, P2: is the 850 interface, P3: is 1025 printer
P4: is 1020 plotter P5: is 1027 printer P6: is 1029 printer
P7: is XMM801 printer P8: is the XDM121 printer

Has anyone used the XDM121? I understand it is a NLQ printer. San Jose
has them for $50.00 and I MIGHT be interested ..

Jeff McWilliams

1034. Re: Recursive Action!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 19:20:19 UTC
From: swoodwar@zeus.calpoly.edu
Message-ID: <1992Feb28.192019.165664@zeus.calpoly.edu>
Source record: 112131

I am posting this mail reply as requested by the sender:

---------- Begin Included Text --------------------

Date: Fri, 28 Feb 92 12:34:54 -0500
From: slackey@BBN.COM

On my last major development, I tried a different programming technique. What I did was allocate most of my 1/2 of page zero as a locals stack. I used the page-zero offset-off-X addressing mode to read or write these variables. and added to X when doing a call, and subtracted from X when doing the return. Anytine I HAD to use X for something else, like when doing I/O, I saved and restored X around the CIOV call.

This worked out nicely for sending values to a routine, and receiving a result from the routine; I would say put values to be passed to the routine at 5,X and 6,X; add 5 to X (actually call a subr with 5 inx'es in a row and a rts) and jsr. The called routine would thus find its inputs at 0,X and 1,X. It could place return values in 0,X and 1,X and return; the caller would then dex 5 times and use the returned values in 5,X and 6,X.

This would result in a nice way to handle recursive routines, although I never needed it in my program.

Actually, what I REALLY did was define this "argument stack" as 16-bit variables, and used the notation R0, R1... to indicate which 16-bit value to use. I defined R0 to be 0, R1 to be 2, r2 to be 4, etc. I wrote a LARGE NUMBER of macros that almost let me program the thing as a 16-bit processor. For example, the macro

addw s1, s2, s3

is defined as:

```
clc
lda %1,X
adc %2,X
sta %3,X
lda %1+1,X
adc %2+1,X
sta %3+1,X
```

Unfortunately, it's pretty tough to make this style work for the varieties of addressing modes. So I ended up making lots of variations of the macros, some to allow s2 to be an absolute location,

etc.

I also wrote a runtime library, so I could do stuff like -

LOAD R0, <address of string>
LOAD R1, <length of string>
PUTREC #0

to put a line on the screen. The LOADs would be expanded by macros,
and PUTREC is expanded as a macro to load the channel # into A then
call the I/O library entry point for putrec, which puts R0,X and R1,X
into the IOCB and call CIOV.

BTW, for some reason I cannot post to the net right now, and would
have preferred to post this. If it is easy, would you mind posting
it for me?
-Stan

------------------- End Included Text ----------------------

--
------------------ fjbbqjne ng qrzrgre qbg pnycbyl qbg rqh ------------------
Gur bayl checbfr bs guvf fvtangher vf gb trg crbcyr gb ebg-guvegrra vg...
Qvq V rire fnl vg jnf tbvat gb or jbegujuvyr?

1035. Re: 130XE vs 800XL (use of tape recorder)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 19:23:33 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92059.142333JJMCWILL@MTUS5.BITNET>
Source record: 112129

In article <mmwTgB14w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>I used my 1010 for at least a year or two before I did major work with a
>1050. I still use the 1010 to play music when I do stuff every once in a
>while.
>
>It'd be quite interesting to see a NEW OS for say a 16bit CPU or
>something.. then don't include ANY C: driver of any sort! (the sound-in
>and of course the always used SIO motor control had better stay, but the
>rest of it can go.. it seems there's more stuff on C: than D: in DeRe!)
>
>PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
>May the 4th be with you!

Bill, the Turbo816 board comes with its own Operating System, which is mostly standard XL operating system, with some memory management routines and miscellaneous stuff in it. You can't totally change the OS because then older software wouldn't run.

Jeff McWilliams

1036. Free page 0 (today!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-28 20:27:43 UTC
From: hship@teton.sw.stratus.com
Message-ID: <998@transfer.stratus.com>
Source record: 112012

I've been putting together a few utilities in assembly to be called
from BASIC using USR().

Anyway, as usual, the crunch is for free page 0 space.

I need temporary use of memory on page 0, at least 6 or eight bytes.
More would be better, because I could store additional variables there
and shrink my assembled code more.

Anyway, "Mapping the Atari" talks about this, but says that a USR
routine can use FR0 (floating point register 0), which is 6 bytes
starting at about $D0 (from memory).

It seems to me, though, that I should be able to use the remainder
of the floating point space on page 0, $D0 to $FF, using the same
rationale that allows me FR0. Did "Mapping" describe this wrong?
Can I use the remainder of precious page 0?

Second part:

I'm using Synassembler, and its bugging me that every time I do
an new .OR it closes the current .TF file. What I'm writing will
eventually be an AUTORUN.SYS file loaded into low memory (at $1CFC),
and I want to:

```
END.OF.CODE
.OR MEMLO
.DA END.OF.CODE
```

so that it moves MEMLO up above my code. However, the .OR MEMLO
closes my .TF file (as I said). I end up using a short BASIC
program to merge the two parts together. There must be a better way.

--
"Is that real blood?"
Howard_Ship@vos.stratus.com

1037. 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 01:19:00 UTC
From: a644690c@edinboro.edu
Message-ID: <00956D9BC9FF54C0.20604138@edinboro.edu>
Source record: 112133

> Subject: 4096 DIGIs!? (YES 4096!)
>
> Wouldn't it be about the simplest thing to take a camera (and I'm pretty
> sure even b/w would work) and use it in conjunction with ComputerEyes
> with the GRAPHICS 9 capture software, and digitze 3 pictures, one of only
> the reds, another of only the greens, and the third of only blues. Then
> use (this'll have to be made) a program to mix them all together into a
> ColrView file, and then view it in 4096 colors. Anyone up to it!?
>
> PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us

Hey, that sounds like a great idea. The only problem is that B/W camera
must be used with RG&B filters for each image so only the proper wave-
lengths of light are processed for each image. I believe those kinds
of light filters are a bit expensive (you'll have to talk to a photographer).
Keeping 3 images lined up may be kind of tricky, too.

I am currently trying to modify a Mandelbrot Set generation program I wrote
To generate RG&B screens to be used with ColorView. I have a couple questions
though:
1) How are ColorView screens set up? (i.e. Is there a screen of red,
screen of blue, and a screen of green OR do the colors alternate using DLIs
or each line. I saw mention of it before, but was still unsure about it.
BTW- What is the latest version of ColorView).
2) Is there a Version of CV that will work in Gr. 8? This should allow
8 colors w/ 320x200 rez.

Adam J. Conover | Home: 90 Plum St.
a644690c@edinboro.edu | Greenville, PA 16125

1038. ReeveSoft (Diamond GOS).

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 01:45:43 UTC
From: a644690c@edinboro.edu
Message-ID: <00956D9F857D5960.20604138@edinboro.edu>
Source record: 112134

I just thought I would let everyone know that I called ReeveSoft today. (right after I read your first message, Jeff). I found out that He no longer works with the 8-bits! (He has _moved on_ to the IBM world). They no longer have any Atari stuff in stock. (Mr. Reeve was the maker of the Diamond GOS stuff).

Does anyone happen to have the Diamond GOS 3.x Cart.? I really want to play around with one. If anyone has one to sell, I will buy it, (at a reasonable price, of course :-). I started working on a GUI shell for SDX a while back and I am curious as to how the window routines were done in GOS.

Peace,

Adam J. Conover | Home: 90 Plum St.
a644690c@edinboro.edu | Greenville, PA 16125

1039. Adds posted earlier

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 02:24:23 UTC
From: prkeen@nuchat.sccsi.com
Message-ID: <1992Feb29.022423.14406@nuchat.sccsi.com>
Source record: 112135
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale,misc.forsale.computers,tx.wanted,tx.general,tx.forsale,houston.wanted,houston.general,houston.forsale

This last week, I have posted for sale adds for my Atari 8-bit equipment with
my work phone number over several networks and on SEVERAL non-networking
BBSes. The equipment is still for sale, but PLEASE DO NOT call the number
in the add. I wasn't even thinking correctly when I did it until I got
suspended for a day for doing personal business at the work place. 2/28/92 is
the day I got suspended due to that reasoning. If you call me at work, you
will not get in touch with me because my calls are going to be screened if they don't
terminate me first. You can
leave me e-mail on the HACE BBS at 713-458-9923 to user #38 if you have
any questions about my 8-bit equipment. I am so sorry for the inconveniences.
It was just a matter of several little mistakes of 1) Not paying attention to
the work rules, 2) Not thinking first before posting my work phone number,
and 3) doing things I'm not suppose to do. Well, hope you understand.
Phillip Keen
PS: For those who didn't see the add, here it is again but without the work phone number:
FOR SALE:
========

Atari 130XE Computer $ 65
30 mb. hd. system with MIO $240
NEC Color Monitor $ 40
Atari XMM801 Printer $ 60
Atari 1050 Disk Drive $ 65

All cables are included. The MIO
has 256K and the SCSI/SASI hard
drive port has been repaired. The
XMM801 printer was freight damaged
All that was damaged was the cover.
The paper knob was damaged by me
turning the paper backwords. Both
of these can both be replaced. The
30 megabyte hard drive system is
two seagate hard drives. A 10 meg.
and a 20 meg. The system boots off
the 20 megabyte one. Due to the
repaired SCSI/SASI port, I would
prefer not to have to split up the
MIO and the hard drive, but will
consider it as a last resort.
The hard drive system includes
a working Carina II v2.5 BBS
system and quite a few other misc.

files. Out-of-town orders the buyer
must pay shipping.
Phillip Keen

--
####################
prkeen@nuchat
####################

1040. Re: Recursive Action!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 03:39:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55125@cup.portal.com>
Source record: 112137

```
BTW: I tried the [104 104] trick with a routine to compute integer square
root & it works fine. Also, by accident found out you can return directly
to main without passing go:
PROC BS()
[104 104]
PRINTE("HELLO")
;other stuff
return
PROC MAIN()
BS()
RETURN
"OTHER STUFF" never gets executed! The program JSR to the print procedure,
but now the return from the print procedure goes directly to MAIN()!
doesn't really save that many ticks, obscure to the point of nobody knowing
what you're doing, but kind'a cute.
```

1041. Re: VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 03:51:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55127@cup.portal.com>
Source record: 112139

IMHO: The only reason you'd need to use a VBI is to stabilize the screen display. Like if you are using PM Graphics with more then one player defining an object. You can cheat just a little by watching the timer @ mem loc 20. It is up dated as part of the VBI so if you do something like

```
x=peek(20)
y=x
while y=x do od
;then your stuff that affects display.
```

Unless I miss my guess, procedure names in Action! are the card value of their address so if you really want something to be run every time there's a VBI, you set it to the address of your routine.

1042. Re: I need some code...

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 03:55:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55128@cup.portal.com>
Source record: 112138

No big thing. You asked about a DLI to add more colors/character sets to a display. I just said I'd look at it if you gave me a little more info.

1043. Parallel Bus (Was Hard Drives)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 04:32:01 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <699352703.F00001@tdkt.kksys.com>
Source record: 112140

If I had the hardware knowlege, I'd hook an IBM style keyboard up. That done, I'd put a hard drive, and CD-ROM on the bus. I'd Also look at a network, so I can use that other atari that is sitting for lack of a disk drive. Lots of ideas. Just that I understand the theory, but can'T put it into practice.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1044. WANTED: An Inexpensive Record Player....

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 07:14:53 UTC
From: virreira@athena.cs.uga.edu
Message-ID: <1992Feb29.071453.28822@athena.cs.uga.edu>
Source record: 112136
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale,misc.forsale.computers,tx.wanted,tx.general,tx.forsale,houston.wanted,houston.general,houston.forsale

Wanted: An inexpensive record player.....

Victor Virreira
virreira@athena.cs.uga.edu

1045. mail

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 15:41:51 UTC
From: prkeen@nuchat.sccsi.com
Message-ID: <1992Feb29.154151.820@nuchat.sccsi.com>
Source record: 112141
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

Someone left me mail about the monitor i have for sale. Could you please
resend it. I am sorry, I lost the
message somehow or another in the
process of trying to reply to it.
It would greatly be appreciated.
Phillip Keen

--
####################
prkeen@nuchat
####################

1046. Re: Recursive Action!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 16:43:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55172@cup.portal.com>
Source record: 112142

```
I stand corrected! The return is point where the JSR to Main() occured or
back to the SYSTEM, in this case the Action! monitor.
```

1047. Re: ReeveSoft (Diamond GOS).

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 17:26:09 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92060.122609JJMCWILL@MTUS5.BITNET>
Source record: 112147

Wow, bummer, I didn't know he left the 8 bit scene.

Jeff McWilliams

1048. Re: Parallel Bus (Was Hard Drives)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 17:30:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92060.123015JJMCWILL@MTUS5.BITNET>
Source record: 112146

In article <699352703.F00001@tdkt.kksys.com>,
Henry.Miller@f47.n282.z1.tdkt.kksys.com (Henry Miller) says:
>
>If I had the hardware knowlege, I'd hook an IBM style keyboard up. That
>done,
>I'd put a hard drive, and CD-ROM on the bus. I'd Also look at a network, so I
>can use that other atari that is sitting for lack of a disk drive. Lots of
>ideas. Just that I understand the theory, but can'T put it into practice.
>
> * Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

Yes, I just dug up the four-part article in Antic about the PBI, and
it is very technical and hard to follow, even though the guy says it's
all simple and straightforward, It looks pretty tough to build an
intelligent device for the Parallel Bus. Lots of bread-board toying
required for this one! The author of the article was on the design
team of the 1450XLD, no wonder it's complicated!

Jeff McWilliams

1049. Re: Count Duckula

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 20:28:49 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Feb29.152849.9823@miavx1.acs.muohio.edu>
Source record: 112143

```
>> > Has anyone seen this TV show? And would anyone be interested in a game?
>> > (I started one a while back.. when I wasn't as good a programmer as now..
>> > much stuff from the 70s is better!!!)
>>
>> Yeah...but I still think DangerMouse is better...that's why handle is Penfold
>> Actually, someone made a game Count Duckula for the Atari ST...I have it, but
>> it's kinda stupid.
>
> I agree - Danger Mouse was great! Especially the earlier episodes. I'd
> like to know if it's availbe on tape or if it's still on air anywhere.
>
> ------------------------------

Yeah...go to any blockbuster video store...childrens' section...they'll have a
couple DangerMouse tapes...of different episodes.

ob.8bit: I need an 850 interface.

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!
```

1050. Re: Atari 400 games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 21:19:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <H4cXgB1w164w@cyberden.uucp>
Source record: 112152

San Jose Computer, B&C ComputerVisions, BEST, probably, and TeleGames USA sells 400/800/xl/xe stuff...

There's probably many more places, but these are the only ones >I< know of at this time...

Their addresses/ph#s are:

B&C ComputerVisions
2730 Scott Blvd
Santa Clara, California 95050
1-408-986-9960
..they have TONS of stuff, including PD.. you'd better be sure what can run on the 400 (since you only have about 8k) and what is only for computers with more memory/or that are xl/xe

San Jose Computer
1278 Alma Court
San Jose California 95112
1-408-995-5080
..they were the first all Atari store I've ever seen (I never got around to looking until last year, though... before I got my modem). A user group newsletter I get has been saying that they're trying to get rid of all the 8-bit stuff to make room for all ST, so you'd better get it while it's there

BEST.. I have no idea, but I've heard that if they don't have it, Atari probably never made it. They also seem to have a huge collection of parts (chips, etc.) Somebody should know at least their #..

TeleGames USA
222 West First Street
Lancaster Texas 75146
1-214-227-0200
..they have a fairly well sized collection of stuff, but not much of it is for the 8-bits. They seem a little over priced compared to street value, and stores like above (some stuff goes for as little as $5 at San Jose.. even cheaper at a flea-market! (somebody I know got 2 1050 drives for $9!..total!)). They sell for almost every game system ever in exsistance, NES, SNES, 2600, 5200, 7800, XE, Intellivision, ColecoVision, ADAM, GameBoy, Lynx, NEO-GEO, TurboGrafx-16, Sega, Sega Genesis, Sega Game Gear... I think that's it. All I haven't seen in there (that I've never really heard of until weeks ago) is Vectrex (sp?), which is a vector-graphics game machine that came out just as 2600 and Intellivision and all that died..

Well... did that help!? Could somebody post BEST Electronic's phone number and address for us?
Thanks... Bill

_____
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1051. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 21:46:45 UTC
From: bmarcum@world.std.com
Message-ID: <BKEKHx.FMv@world.std.com>
Source record: 112144

In article <ws7RgB9w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>(Atarily... haha!.. good one!)
>
>As for P1: and P2:.. why didn't they just base the ENTIRE operating
>system on x#: device calls? What other devices can one do this with? (I
>wish I didn't have a 1200xl, and DID have my Okimate10 working.. then I
>could have both color & b/w printouts at ONCE! wow!)
>so far I know of: D#: and P#: and possibly R#:?

If you have an 850 interface, the serial ports are addressed as R1: to R4:.
With a P:R: Connection you have R1 and R2. Bobterm lets you use either the
R1 or the R2 port, so you can connect a modem to one port, and a null-modem
cable to the other.

> thanks.. Bill
>
>BTW: ...howabout an A#: (Atari.. that'd been a neat way of interfacing!)

DOS XE uses A: for its DOS2 disk handler.

Bill Marcum bmarcum@world.std.com Are we having fun yet?

1052. Re: 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 22:22:08 UTC
From: bmarcum@world.std.com
Message-ID: <BKEM4x.GKz@world.std.com>
Source record: 112145

In article <00956D9BC9FF54C0.20604138@edinboro.edu> a644690c@edinboro.edu ("Adam J. Conover") writes:
>> Subject: 4096 DIGIs!? (YES 4096!)
>
>I am currently trying to modify a Mandelbrot Set generation program I wrote
>To generate RG&B screens to be used with ColorView. I have a couple questions
>though:
>1) How are ColorView screens set up? (i.e. Is there a screen of red,
> screen of blue, and a screen of green OR do the colors alternate using DLIs
> or each line. I saw mention of it before, but was still unsure about it.
> BTW- What is the latest version of ColorView).

The Colrview program uses three files (filename.R, filename.G, and filename.B). Each one is a standard 62 sector file (can be either graphics 9 or graphics 15). The latest version I know of is 2.5, but I heard that Jeff Potter wrote a Colrview "slide show" program and demoed it at the Chicago show.

>2) Is there a Version of CV that will work in Gr. 8? This should allow
> 8 colors w/ 320x200 rez.

I suppose it could be done. Personally I like the Gr. 15 Colrview mode: 64 colors at 160x200. I would like to see a GIF decoder that could do Gr.8 mode with gif files other than 2-color files. A lot of scanned pictures are encoded as 16-color or even 256-color when they're really just black and white.

Bill Marcum bmarcum@world.std.com "Let's get dangerous!"

1053. Re: 4096 DIGIs!? (YES 4096!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-02-29 23:17:12 UTC
From: soania@ac.dal.ca
Message-ID: <1992Feb29.191712.3879@ac.dal.ca>
Source record: 112148

In article <HaaugB3w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> Wouldn't it be about the simplest thing to take a camera (and I'm pretty
> sure even b/w would work) and use it in conjunction with ComputerEyes
> with the GRAPHICS 9 capture software, and digitze 3 pictures, one of only
> the reds, another of only the greens, and the third of only blues. Then
> use (this'll have to be made) a program to mix them all together into a
> ColrView file, and then view it in 4096 colors. Anyone up to it!?
>
> PhBill: Bill Kendrick UseNet: moon!cyberden!phbill@well.sf.ca.us
> May the 4th be with you!
Yup! That's exactly how Digi-View for the Amiga does it. It comes
with 3 filters, red, green , and blue, and the Amiga puts the
files together. The results are quite good.
There is a little more than that to it though. You can't mix
the separate files equally. There are certain numbers you must
multiply the pixel values by in each file.
It's something like 11% blue and 29% red and the rest is green.
This has to do with how your eye works.. or maybe how monitors
work. I can't remember now, I would have to think about it.
If anyone wants to try it, mail me and I can explain how to
combine the files properly.
-George, aka arun
mail to: yurik@iris1.ucis.dal.ca

1054. 3d Glasses

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 00:52:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uymXgB6w164w@cyberden.uucp>
Source record: 112153

Has anybody made a 3-d game or something? I just got a cheap (from a magazin) pair of red/blue 3-d glasses. I think it'd be cool to at least make a 1-screen, 2-step animated red/blue picture. Put on the 3d glasses and then close one eye for one frame, and the other for the other frame.

Also, I was watching MTV's Buzz Clip show or something, and they had that new video by Seal (the British guy) called "Killer" and whoever it was hosting said that it looks even better wearing 3d glasses (she had a pait of red/green, I think) or polarized sunglasses. Why is this? I didn't see that much of a difference, except that sorta quick-strobe effect 3d glasses have on certain colors. Yesterday, I was staring at a bright pink sheet of paper (a poster, I beleive), and it would slowly change from purple to blue and back.. really cool. So, what 3d glasses software has been made? (I mean.. these computers have been around for about 15 years! SOMEthing must've been done!)
Thanks.. Bill Kendrick

_____
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1055. FAQ: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 04:28:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GH3VN3ERNK8ZDYC5@carleton.edu>
Source record: 112150

Frequently-Asked Questions

comp.sys.atari.8bit

Revised 27-Feb-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is this Usenet newsgroup, dedicated to the free
exchange of information pertaining to the 8-bit Atari computers:
the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest consists of postings to comp.sys.atari.8bit,
collected and e-mailed to subscribers on the Internet who do not have access to
Usenet. To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
Cross-posting from the Info-Atari8 Digest to comp.sys.atari.8bit is not
implemented at this time. Thus, one should NOT post to
Info-Atari8@naucse.cse.nau.edu. Rather, one should send his/her posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu to ensure that the message will appear
on comp.sys.atari.8bit.

What is the atari.archive?
atari.archive.umich.edu is the anonymous FTP site which contains many
files for the 8-bit Atari computers. Those with full Internet access can FTP
to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in
your e-mail address as your password. (If you don't have FTP access, see
below, "What is BART?") Now type "cd atari/8bit" to reach the
8-bit directories; there are four subdirectories within the 8-bit directory:
cc65, new, sio2pc, and zmag.
The file 8-bit.cat contains short descriptions of all the files available,
and the file 8-bit.text contains somewhat longer descriptions.
Users may upload new files to the atari/8bit/new directory. If it's not
obvious, please also upload a .text file describing your upload; alternatively,
send John Dunning a note naming and describing your new upload: his address is
jrd@stony-brook.scrc.symbolics.com.
When downloading or uploading to/from atari.archive, be sure to have
file-type set to BINARY when transferring binary files (.arc, .com,).

What is BART?
Some persons have Internet e-mail access but do not have FTP access.

They, too, can access the atari.archive library through the BART mailer. BART's address is atari@atari.archive.umich.edu. BART automatically UUEncodes binary files before e-mailing them to you. If you are a first-time BART user, send it message that says this:

help
send 8bit/-read-.-me-
send 8bit/Index

Even if you do not have FTP access, you can still upload new files to the atari.archive. Send new uploads (UUEncoded, if binary) to John Dunning at jrd@stony-brook.scrc.symbolics.com.
While in the past UUEncoded binaries have been posted directly on comp.sys.atari.8bit, the practice is discouraged because Info-Atari8 Digest subscribers find it frustrating to have to scroll through long UUEncoded messages to find the postings they can actually read. Please e-mail UUEncoded binaries to John Dunning instead; he'll upload them to the atari.archive where everyone can get at them.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the original Atari online magazine, with over 200 issues published so far. It covers the 8-bit Atari computers exclusively.
Z*Mag is NOT the same thing as Z*Net, though they are published by some of the same people.
Most issues of Z*Magazine since #157 are available in the /atari/8bit/zmag directory at the atari.archive.
Greg Lindahl, gl8f@fermi.clas.virginia.edu, has created a mail-list for distributing Z*Magazine to subscribers over the Internet. However, his mail-list is not in operation at this time because no one has offered to supply him with the new issues as they are released. Contact Greg if you can help.
To contribute to Z*Magazine, send your articles to Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board system. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can telnet (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG members-list are automatically members of the official Atari users' group CAIN - Central Atari Information Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers.

Are there any magazines still supporting the 8-bit Atari?
There are several:

Atari Explorer Atari Interface
Subscriptions Unicorn Publications

P.O. Box 6488 3487 Braeburn Circle
Duluth, MN 55806 Ann Arbor, MI 48108
$14.95/1 yr (6 issues) $18/1 yr (12 issues)
8-bit disk: add $50/1 yr (12 disks)

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) $27/1 yr (10 issues)

New Atari User 8:16
Page 6 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England [prices, frequency?]
&15.00/6 issues surface;
&21.00/6 issues air

Are there any product developers or vendors still supporting the 8-bit Atari?
Ben Poehland has created quite a long list of firms devoted to the 8-bit Atari market. This file is called vendlist.arc in the /atari/8bit directory of the atari.archive.
Ray Wilmott maintains a similar list. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
Yes! There are three files at atari.archive that claim to do this. They are: atario21.arc, pcxfer.arc, and util.arc. Each of these programs runs on an MS-DOS type of computer. For disks written on your PC to be read on your 8-bit Atari, you must have an Atari disk drive capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT or equivalents, but not an unmodified 1050 or 810. There is no way to write 128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the

Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is an extension of Atari DOS 2.0S/2.5 that provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is not being manufactured at this time. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1056. expansion port anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 07:40:35 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <29FEB92224035@acad3.alaska.edu>
Source record: 112151

I'd like to find out about the "expansion port" on the back of the 800XL...
anyone have any info???? Thanks...

1057. Re: VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 16:41:54 UTC
From: farren@cbmvax.commodore.com
Message-ID: <28823@cbmvax.commodore.com>
Source record: 112156

Rick_Michael_Cortese@cup.portal.com writes:
>IMHO: The only reason you'd need to use a VBI is to stabilize the screen
>display. Like if you are using PM Graphics with more then one player defining
>an object.

Not at all. You also need to use a VBI to properly scroll the screen,
to handle joystick/keyboard input the most efficiently, to keep track of
real time accurately, to control sound generation, and a LOT of other
things.

Mike Farren - no longer employed by Commodore. Still only my opinions,
and not those of any organization.

1058. Re: 3d Glasses

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 18:07:23 UTC
From: fontana@iguana.cis.ohio-state.edu
Message-ID: <1992Mar1.180723.5563@cis.ohio-state.edu>
Source record: 112155

In article <uymXgB6w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:

>Has anybody made a 3-d game or something? I just got a cheap (from a
>magazin) pair of red/blue 3-d glasses. I think it'd be cool to at least
>make a 1-screen, 2-step animated red/blue picture. Put on the 3d glasses
>and then close one eye for one frame, and the other for the other frame.

It's been done, but it doesn't look too hot. There's too much bleed through
because the colors aren't that pure on the TV set (or most composite monitors).
I saw a game on an ST once that used this kind of anaglyphic 3D graphics
with vector figures, and it looked pretty good.

I used to have an ST myself, and had a pair of Stereotek LC shutter glasses.
Those worked quite well, in my opinion. I still have them, and when I get
some time, I'll mess around with them on my PC. Seems these would be
easy to connect to the 8 bits, though. On the PC, the page flipping
in VGA is a pain, because there's really only one decent high-resolution
mode you can use and still get page flipping, something like 320x400.
With the 8 bits, the color and resolution aren't as good, but everything's
simpler. You could do everything quite easily with a VBI routine. And page
flipping is easy too. I guess for P/M graphics, you'd have to keep track
of two complete PMBASE's, and swap between them during the VB.

Has anyone done anything like this with the Stereotek glasses?

Mark

1059. IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 18:30:09 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Mar1.183009.24284@usenet.ins.cwru.edu>
Source record: 112154

Does anyone know where I can get a copy of the 8-bit emulator for the IBM?

Is it a FULL spreed version?
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

1060. The Huge (now deleted) .ZIP file on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 19:53:04 UTC
From: SOEF_16@leicester.ac.uk
Message-ID: <9203011958.AA29640@ucbvax.Berkeley.EDU>
Source record: 112157

This was wierd. Not only was it 1.6meg and too large to fit on
a PC high density disk, but also it was corrupted.

Even after running the PC pkzipfix program, it still failed to
extract. Did any of you guys out there get any files out of it?
Please post on how to do it if you did.

--
Steve
SOEF_16@le.ac.uk

1061. Re: The Huge (now deleted) .ZIP file on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-01 21:10:54 UTC
From: fontana@iguana.cis.ohio-state.edu
Message-ID: <1992Mar1.211054.10506@cis.ohio-state.edu>
Source record: 112158

In article <9203011958.AA29640@ucbvax.Berkeley.EDU> SOEF_16@leicester.ac.uk writes:

>This was wierd. Not only was it 1.6meg and too large to fit on
>a PC high density disk, but also it was corrupted.
>Even after running the PC pkzipfix program, it still failed to
>extract. Did any of you guys out there get any files out of it?
>Please post on how to do it if you did.

I had no problems with the file- everything extracted ok. But as
mentioned earlier, it was pretty stupid; there was a complete copy of the
800k .zip of games WITHIN the 1.6 Mb .zip, so it was twice as large as
it needed to be!

I grabbed a copy out of curiosity and tried some of the executables
on my 800 using SIO2PC. All of the ones I tried worked fine, but I only
tried about a third of the 90 or so games.

Mark

ps. What other games were in that Lucasfilm series, like Koronis Rift?
I have a vague memory of K.R., with an alien tapping on the side of
the spacecraft.

1062. Re: Problems with Das_Omen and Expo91 demos

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 00:10:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JNFZgB2w164w@cyberden.uucp>
Source record: 112161

LENNJM@PURCCVM.BITNET writes:

>
>
> The "A:DAS OMEN" means press A to load DAS OMEN.
>
> They just used a binary file loader type menu instead of having the
> demo completely boot and execute.
>
>
> Jody Lenn
> LENNJM@PURCCVM

Does it ever freeze, though? I'm using a stock 1200xl and 1050... I
also try [L]oading "OMEN.COM" thru MyDOS and it shows the screen, I hear
a "thump" drum type noise, and then it freezes too (START and SPACE and
ALL the keys do nothing...)
Thanks...

____
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|

1063. Re: Hardware Questions/Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 00:11:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <kqFZgB3w164w@cyberden.uucp>
Source record: 112162

(Re: 1010 chewing up tapes)

My 1010 never did ANYthing wrong.. except not load at times.. but I think
that was just the quality of the tape. (I took an old tape with programs
on it and gave it to a friend to copy some music, and the music SUCKS!
You can barely hear it. It sounds like the bass is turned all the way
up, and the volume all the way down...)

____
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|

1064. SDX

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 03:48:55 UTC
From: a644690c@edinboro.edu
Message-ID: <00956F431062F360.20605204@edinboro.edu>
Source record: 112159

Greetinx,
I was doing some reading in the SpartaDOS X manual today, and trying
to figure out the difference between the difference between a SDX extarnal
command and a held in memory application. With the LOAD command, you can
take an external command and make it 'held in memory'. When checking
memory with MEM, the second Main value increases acordingly and calls to
the command occur a bit faster. HOW does DOS know that the _file_
now resides in memory??? Also, .COM files on CAR: seem to all start with
FE FF 01 xx and most of the .SYS files start with FA FF xx xx instead of
the normal FF FF xx xx for binary files. Does anybody know what the
distinction between the headers are?

More Questions:
1) How does an _installed driver_ relate to _held in memory apps._?
2) What is the true meaning the the ext: values reported from
the MEM command? I know that ext: is banked RAM, but how
do you get an application to reside there?
3) What conditions have to be met in order to make an application
held in memory?
4) Is is possible to patch a program into banked RAM with the
rest of SpartaDOS?

The SDX manual mentions a LOT of pretty cool things that can be done, but
never really goes into detail as to how. I would like to write a
little program to allow me to scroll through a couple previous
CLI entries and I found the locations necessary to do this (I think).
I may be able to patch CKEY.COM (a great little program) but I really
would like to know more about the strange memory management in SDX.

If someone could explain briefly the diffrences and functions of
the above file types, I probably could figure out the rest. I would,
however, like to hear from anyone who has done any SDX programming.

(BTW- I am using and 800XL with RAMbo 256k & SDX w/ an R-TIME 8).

Peace, | May the next revision of
| COBOL simply be abbreviated
-Adam Conover. | to 'C'.
a644690c@edinboro.edu

1065. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 06:12:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZFwZgB2w164w@cyberden.uucp>
Source record: 112163

Hmm.. Sparta POKES to screen? That stinks. What about some sort of chip replacement to overcome this? I suppose that'd need some sort of driver as well, though. The E: stealer is a pretty interesting concept. I like having "x:" and "x#:" device specification, rather than "A:" and "B:" and that on IBMs. Atari's are really good in their own special way! ;) c-ya

_____
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1066. 3d glass demo.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 06:24:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <LZwZgB3w164w@cyberden.uucp>
Source record: 112165

For those of you with a pair of 3d glasses, try this demo:

```
10 GR.23:POKE 712,0:POKE 708,64:POKE 709,130:DIM C(21),S(21)
15 FOR I=0 TO 21:C(I)=COS(I*.3):S(I)=SIN(I*.3):NEXT I
20 R=0:F=1
22 TRAP 30:T=NOT T:COLOR T+1
25 FOR B=1 TO F:R=R+1:PLOT 79+R,47:F.I=0 TO 21:DR.R*C(I)+79,-R*S(I)+47
26 T=NOT T:COLOR T+1
27 NEXT I:NEXT B:F=F+1:GOTO 22
30 POKE 708,64:POKE 709,130:GOS.100
35 POKE 709,64:POKE 708,130:GOS.100:GOTO 30
100 FOR B=1 TO 228-PADDLE(1):NEXT B:RET.
```

This'll draw a dart-board like circle (sorta like a bent checker-board) made of the best blue/red combo I could come up with for red/blue 3d glasses. If you have a red/green, try adjusting the 130 to something around 194, perhaps (maybe post the best green).
To adjust the speed, use paddle 2. If you don't have paddles (how dare you!), just make the "228-PADDLE(1)" some number. Now put on the glasses and just stare! Really hypnotic! If I used drugs, it might be even BETTER!... but I'm not going to start for just a demo.!! ;)

Maybe one of you has had experience with bio-feedback. Now THAT'd be the best! I more mellow you get, the slower the colors cycle!

The next post will have a somewhat shorter program that does a different demo, but still for 3d glasses.
Just for fun, here's a quick run-down of this one:
line 10-set/screen and color and an array to capture some trig stuff (for speed)
line 15-capture the trig stuff
line 20-set a couple-a variables (radius and F (why?, who knows! probably has some strang meaning in the universe!).. F gets bigger to make the dartboard effect, rather than just bars of light coming from the center.
line 22-trap and do the dartboard color set-up (one more color toggle)
line 25-uses B to go F times..makes the Radius bigger, draws a circle
line 26-toggles color
line 27-closes FOR loops and loops circle
lines 30-35-changes colors and gosubs the pause loop
line 100-pauses depending on paddle turn
later! Enjoy this demo! (probably still looks good without the 3d glasses, so try it if you're really bored!)

```
---------------------------------------
| PhBill: Bill Kendrick Atari |
```

```
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1067. Another 3d glasses demo! (yipee!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 06:34:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HFXZgB4w164w@cyberden.uucp>
Source record: 112164

here's a "screen-burst" demo using the 3d glass colors and "bio-feedback"
pause routine: (you'll recognize the screen or screen draw routine used)

```
10 GR.23:TRAP 30
15 FOR A=0 TO 159 STEP 10:T=NOT T:COLOR T+1:F.B=0 TO 9:Z=A+B:PLOT Z,0
17 DR.159-Z,79:PL.0,Z/2:DR.159,79-Z/2
20 N.B:N.A
30 POKE 708,64:POKE 709,130:GOS.100
35 POKE 709,64:POKE 708,130:GOS.100:GOTO 30
100 B=228
101 B=B-1:IF PADDLE(1)>B THEN RETURN
102 GOTO 101
```

Note that this one uses a slightly different pause routine (which I
forgot to replace in the last demo, so you can just replace line 100 with
this ones 100-102) that responses much more quickly to paddle
adjustments. Here's another rundown:
line 10-graphics mode and trap (one line goes off the screen at the very
end of the draw routine)
lines 15-17-draw the starburst, using alternating (red/blue) colors
(again, adjust blue to green if you have the red/green 3d glasses rather
than the red/blue. I'm not sure why there's a difference, but I'm pretty
sure there is...)
line 20-loop!
lines 30-35-again, switch the colors registers and pause
lines 100-102-set pause variable to maximum length (228-paddle's highest
valuse), subtract 1, if the paddle has been turned beyond it, get outta
there (a for/next wouldn't do this)..otherwise check again (goto 101)

That's it! Again, enjoy these two demos. The circle one is a lot
better, but I decided to post this one because I'm one person, and it
seems that certain 3d glass effects look differently to different people.

Hmm.. I just saw the Fuji on my disk box.. maybe I'll load up Fuji spin
and try it out on my glasses! Wee! What fun! Maybe I'll see what
effect clear/blue glasses have on 3d stuff (get those in Rice Crispy's..
I got my red/blue in the Simpson's annual 3d issue (why we get the
Simpson's magazine, God only knows!))
Wellllllll.... adios... happy self-hypnotizing!!


```
_______________________________________
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1068. awesome?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 10:41:50 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92062.054150JJMCWILL@MTUS5.BITNET>
Source record: 112173

Does anybody know where I can get the AWESOME demo? I just got around
to un DSKCOMMing the DAS-OMEN and EXPO91 demos, and I thought they were
pretty cool, especially the EXPO91 Digitized Sound at the end. Now I want
to see the AWESOME demo, but don't know if it's on GEnie of COMPUSERVE.
I have a friend in ALPENA who is gonna drop when I load these on his
Atari 8 bit..

Jeff McWilliams

1069. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 14:53:22 UTC
From: mfrank@nmt.edu
Message-ID: <1992Mar2.145322.28507@nmt.edu>
Source record: 112168

In article <1992Mar1.183009.24284@usenet.ins.cwru.edu> al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:
>
>Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>
>Is it a FULL spreed version?
>--

If anyone has any information, I'd like it too, please.

Matthew Frank
(mfrank@nmt.edu)

1070. FOR SALE : 800 XL and 1050 drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 15:25:36 UTC
From: robertc@garfield.cs.mun.ca
Message-ID: <1992Mar2.152536.13596@garfield.cs.mun.ca>
Source record: 112174

Anyone interested in purchasing a 800XL or 1 or 2 1050 Drives for
the 8-bit system write me and make me an offer. I am no longer using
the units and will take any reasonable offer. All work fine except
one of the drive units requires a small piece of paper under the lever to
insure the head goes down far enough to read the disk. It works great and
I have no problems with it. Make offers to :


```
--------------------------robertc@garfield.cs.mun.ca---------------------------
| _______ |
| Robert Christian | D D D | Calling from |
| "Great spirits have |~~~~~~~| MEMORIAL UNIVERSITY of NEWFOUNDLAND |
| always met violent | + | Computer Science Department |
| opposition from \~~~~~/ ============================== |
| mediocre minds." \___/ Disclaimer : Anything I say is likely |
| -- Albert Einstein not the opinion of my brain. :-) |
-------------------------------------------------------------------------------
```

1071. 3D glasses

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 15:56:02 UTC
From: a644690c@edinboro.edu
Message-ID: <00956FA8A3A0C8E0.20604939@edinboro.edu>
Source record: 112167

> From: island!moon!cyberden!phbill@uunet.uu.net
> Subject: 3d Glasses
> To: Info-Atari8@naucse.cse.nau.edu
>
In article <uymXgB6w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
> Has anybody made a 3-d game or something? I just got a cheap (from a
> magazin) pair of red/blue 3-d glasses. I think it'd be cool to at least
> make a 1-screen, 2-step animated red/blue picture. Put on the 3d glasses
> and then close one eye for one frame, and the other for the other frame.
> [....deleleted....]
> Thanks.. Bill Kendrick
>

The ACORN user-group from Rochester NY had a program in there library
(that I belive was written by a member) that would display SOLID STATES
images in 3D w/ Red/Blue glasses. I can dig up there BBS no. if anyone
is interested.

I have been trying to acquire a pair of Sega 3D (or similar) glasses for
a while now. I think it would be easy to simply drive them during the
VBI which would sync. perfectly with the page flipping.

To the person asking about the PC interface: I have some simple schematics
lying around for connectiong the Sega glasses to an rs232 port and some
'C' source code to drive the VGA for page flipping. I will try to find
it if you are interested.

Peace,
-Adam Conover
a644690c@edinboro.edu

1072. Re: VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 16:09:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55247@cup.portal.com>
Source record: 112169

Not to be too picky, but by stabilize the sceen I meant it to be inclusive not exclusive of any other use. The joysticks are allready read during the VBI, & muzak doesn't have to use the VBI, it can just as easily use a simple timing loop, a DLI, or one of the other hardware timers.

1073. Re: 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 16:39:47 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Mar2.163947.28775@ge-dab.GE.COM>
Source record: 112166

Adam J. Conover writes:

|> 1) How are ColorView screens set up? (i.e. Is there a screen of red,
|> screen of blue, and a screen of green OR do the colors alternate using DLIs
|> or each line. I saw mention of it before, but was still unsure about it.
|> BTW- What is the latest version of ColorView).

They are three separate files, each being a 7680 byte GR.9 file. Use the extenders .R, .G, and .B, and ColrView will load them directly. I have a small sample of ComputerEyes pictures that someone created by just the technique that you and Bill Kendrick are talking about. Some look great, some don't. I can give you specific filter information if you are interested. You might get into trouble with the type of lighting to use (if you try to digitize another photograph), and with the camera's color response (I don't know if the ComputerEyes camera is true panchromatic, or equal response to all colors).

The latest version of ColrView is 2.6 (limited distribution), but 2.5 should be out there.

|> 2) Is there a Version of CV that will work in Gr. 8? This should allow
|> 8 colors w/ 320x200 rez.

Graphics 8 is not supported, but graphics 15 is in V2.5 and 2.6. Hmmmm.... GR.8 would mean eight colors, but they would only be primaries...although you could select the three color components at will....I'll think about it.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1074. antic eprom burner article

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 18:27:32 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.699560852@vincent1.iastate.edu>
Source record: 112170

I used to have an issue of antic with an article on
building your own eprom burner. Unfortunately, I lent
it out to a friend, who lost it. I'd really like to
get a copy of this article. If someone has it, I'd like
to know the page numbers, vol, title, author, etc, or
if possible, get a photocopy of it.

Thanks.

--
Todd Greenfield
tgreen@iastate.edu

1075. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 20:45:49 UTC
From: omf@jab.tucson.az.us
Message-ID: <3u11gB1w164w@jab.tucson.az.us>
Source record: 112171

mfrank@nmt.edu (Matthew Frank) writes:

> In article <1992Mar1.183009.24284@usenet.ins.cwru.edu> al885@cleveland.Freene
> >
> >Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
> >
> >Is it a FULL spreed version?

Branch Always Software made the ST Xformer and there were rumors of a versin
for the PC. I talked to Darek several months ago, and he didn't seem to
excited about it, but the flier I got from the would indicate that they have
created such a program. I suggest contacting them or maybe posting a
message on comp.sys.atari.st
;

&^%$#%^@#$&&)*$@@!$^!&*#!!!!#!^@&**)
@ Oscar omf@jab.tucson.az.us *
^ Fowler dt@coyote.datalog.com #
(+@#$%(&^!+_&(*+@#$%~@#$#$&(*_@#)*(_

1076. Re: 3D glasses

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-02 23:18:27 UTC
From: watters@darwin.genetics.washington.edu
Message-ID: <1992Mar2.231827.10704@u.washington.edu>
Source record: 112172

A brief note concerning the clear/tinted 3D glasses:
(aka Yo Yogi)
These glasses work only because the subject is in motion. Basically, if you have a static background and the subject is moving from left to right, and you put the tinted lens of the glasses on the right, the subject will pop out of the screen. (You all might like to try this on the opening segment of Star Trek: TNG where the Enterprise SLOWLY moves across the screen from left to right. GREAT 3D effect!

The gist of this is, all you need to do is find a game where the subject only moves in one direction relative to the background (left or right) and you can have a 3D game. Zaxxon is an obvious example that comes to mind. The ship is static and the background moves from right to left. So... with the tinted filter on the right, the ship should be at the level` of the screen with the moving background appearing behind the screen.

Any unidirectional horizontal scrolling game should give the same effect.

Sega glasses:
I have not used glasses like this for video games, but I have used them with a 3D Camcorder and the effect is quite good.

--
Mike
watters@genetics.washington.edu
Dept of Genetics, Univ of Washington Seattle
(d) 206-543-1934 (e) 206-361-1156

1077. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 00:27:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <i5a2gB3w164w@cyberden.uucp>
Source record: 112180

I'd like to see "S1:", "S2:", etc. Or perhaps "E1:"... that'd be neat!
hahah!

____
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|

1078. Re: T

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 00:30:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <09a2gB4w164w@cyberden.uucp>
Source record: 112181

Tim.Gearin@f47.n282.z1.tdkt.kksys.com (Tim Gearin) writes:

> Are you the one who wrote the
> game 'Bonk'? Its not a bad game for
> the size. Are there any other games
> you made? What language do you use?
>
>
>
>
> * Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

To whom are you reffering? Just wondering...
Also, what is Bonk, and what's it about??

```
_______________________________________
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1079. STILL looking!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 00:37:56 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XLB2gB6w164w@cyberden.uucp>
Source record: 112182

Anyone know Jeff Potter's UseNet address? (he made ColrView, APACView, ILBMRead, etc.)

How about Won Rhee? (I need to mail him REALLY badly!)
Thanks...Again!
Bill

```
_______________________________________
| PhBill: Bill Kendrick Atari |
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1080. IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 04:08:35 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <14915.629222111@kcbbs.gen.nz>
Source record: 112160

>From: al885@cleveland.Freenet.Edu (Gerard Pinzone)
>Does anyone know where I can get a copy of the 8-bit emulator for
>the IBM?

If anyone knows if there IS such an emulator then I would like to know
about it too please.

pandora@kcbbs.gen.nz
OR
pandora@status.gen.nz

1081. Re: 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 04:51:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mcN2gB4w164w@cyberden.uucp>
Source record: 112196

As for ColrView format.. I think it IS screwy (not RGB screens, rather RGB,GBR,BRG screens.. this stops flicker...I'm outta time! gotta go!)
c-ya!

____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|

1082. Re: Parallel Bus (Was Hard Drives)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 04:53:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JFN2gB5w164w@cyberden.uucp>
Source record: 112195

I think I have a textfile on IBM keyboard adaption (from DataQue)
somewhere. I can look. I also have the GUMBY stereo upgrade textfile
somewhere, as well.. adios!

```
_____________________________________
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1083. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 06:01:24 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Mar3.060124.21974@cbnewsc.cb.att.com>
Source record: 112175

From article <3u11gB1w164w@jab.tucson.az.us>, by (Oscar Fowler):
>
> Branch Always Software made the ST Xformer and there were rumors of a versin
> for the PC. I talked to Darek several months ago, and he didn't seem to
> excited about it, but the flier I got from the would indicate that they have
> created such a program. I suggest contacting them or maybe posting a
> message on comp.sys.atari.st

I also talked to Derek a couple of times about his MS-DOS emulator for
the 8-bit Atari. He told me that he had tried to get Atari's approval
to release it but their either refused or wouldn't give him a definite
yes or no. I don't remember which. Anyway, he said that he wouldn't
release even a beta version without approval. I don't know why Atari
would care since they have dropped ALL support for the 8bit. :-(

On a related note, does anyone know what the status of the 8bit hardware
emulator that DataQue had proposed? I don't remember their code for it
but it is (or will be) a plug in card for the MS-DOS machines that allow
the running of Atari 8bit software. It was to be essentially an Atari
8bit computer on a pc card. I mailed a message to them indicating that
I was definitely interested, but have heard no more. I didn't send a
deposit as was suggested.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1084. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 13:34:12 UTC
From: slammy@admiral.uucp
Message-ID: <PJB3gB1w164w@admiral.uucp>
Source record: 112194

omf@jab.tucson.az.us (Oscar Fowler) writes:

> Branch Always Software made the ST Xformer and there were rumors of a versin
> for the PC. I talked to Darek several months ago, and he didn't seem to
> excited about it, but the flier I got from the would indicate that they have
> created such a program. I suggest contacting them or maybe posting a
> message on comp.sys.atari.st

I know BRAsoft is developing an ST emulator for IBMs, called (currently)
GEMulator, but I don't know of any plans for a IBM 8-bit emulator...

Remember: Once you pull the pin, Mr. Grenade is no longer your friend.

1085. Re: 7800. 68881.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 13:48:19 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar3.084819.9883@miavx1.acs.muohio.edu>
Source record: 112176

In article <00956C86C7D17C20.20603403@edinboro.edu>, a644690c@edinboro.edu ("Adam J. Conover") writes:
>> Here's a couple more ideas. Someone mentioned the 7800 graphics chip.
>> Why not wire it into the parallel bus? How about wiring in a 68881
>> coprocessor, and rewrite the OS floating point routines to talk to
>> the 68881. Can you imagine the speed increase that could be realized?
>
> I doubt that the 7800 Graphics IC could be interfaced w/ the PBI because
> it would be like trying to do the same with the GTIA whose output is
> not just pure digital. A friend and I are thinking about ways to
> interface the 68881 w/ the XL/XE machines in any way possible. The PBI
> way may be ideal for this. The PBI handlers may even save the trouble of
> trying to address the 68881 internally. (I wonder if It could be mounted
> internally, yet still be accessed through the PBI ??) I think the OS
> could be easilly modified to handle the co-processor, but there is
> software out there that uses the FP registers for its own purposes.
> I wonder if this would produce some kind of conflict???

Well, there has been talk in the Apple][groups of a DSP56001 card
for the Apple][s. How about hooking one of those up through the PBI. (a
DSP56001 chip that is.) Then you could do all sorts of neat tricks.
(Too bad this stuff is way over my head, does anyone know of a good
eletronics book to get started with? How a bout a good assembly language
programmers primer?)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1086. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 13:59:24 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar3.085924.9884@miavx1.acs.muohio.edu>
Source record: 112178

In article <1992Mar1.183009.24284@usenet.ins.cwru.edu>, al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:
> Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>
> Is it a FULL spreed version?

Darek explicitly stated (at Chicago) that his 8-bit emulator for MS-DOS would NOT be distributed due to legal difficulties with Atari and the XL/XE operating system. It did run at close to full speed if not at full speed on his 386sx laptop he had at the show.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1087. MAIL CAMPAIGN (Revised Notice)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 15:26:20 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9203031526.AA27478@smithkline.com>
Source record: 112179

Heads Up, Atari 8-Bitters!!

This Is for YOU!

Beginning 1992, the Atari 8-bit computer- and the community
of dedicated users who still cherish these machines that spawned
a revolution in home computing- has been officially discarded by
Atari Corporation.

BUT WE REFUSE TO ROLL OVER AND DIE AT ATARI'S COMMAND!!

We believe there are enough of us left to pursue our 8-bit
interests independently of Atari Corporation.

Would you like to see a single common forum in which users,
developers, and vendors can communicate? A print medium wherein
advertisers can reach their intended customers with assurance, and
where users can look with confidence for information about their
favorite products and answers to their burning questions? A user
oriented publication to fill the void left by the collapse of
ANTIC and ANALOG?

My name is Jeff McWilliams, and I'm a dedicated 8-bit user.
I want to present the Atari 8-bit community the chance to gather
under one publication, one that's exclusively for the Atari 8-bit
computers. A magazine that will unite our community and give it the
strength it needs to survive. A forum where users can ask tough
questions and find unvarnished product reviews. A magazine that
will contain advertisements exclusively from 8-bit vendors.

I propose a write-in campaign to Atari Interface Magazine,
asking for a separate exclusively 8-bit magazine called "Atari
Classics". Atari Interface Magazine already has a strong
presence in the Atari community. For several years A.I.M. has
been a combined ST/8-bit magazine whose publishers have indicated
their willingness to support the Atari 8-bit community as long as
interest warrants it. NOW is the time to ask them for our own
magazine!

As Campaign Manager, I will act as the focus for this effort.
Now, you might be wondering, "WHAT CAN I DO TO HELP?". That part
is EASY!

Just SEND me your NAME and POSTAL MAILING ADDRESS. I will
mail you a FREE Information Kit describing our goals in greater
detail. Included with the Kit is a stamped postcard on which you
can express your interests and willingness to subscribe to an

exclusively 8-bit publication. (Or, if you disagree with our approach, you can just toss it away and that will be the end of it- BUT WE DON'T THINK YOU WILL!) You'll also be able to indicate your willingness to participate in the magazine DIRECTLY by being a regular columnist, editor, or just writing about a special project you've done or a review of a product you've used.

Ben Poehland, the former 8-bit Editor of Current Notes Magazine, is fully supporting this campaign and has offered to donate his services to "Atari Classics" when repairs to his fire-damaged home are completed later this year.

The cutoff date for receiving the postcard responses is:

APRIL 15, 1992.

If by that time I have received 500 positive commitments by postcard, they will all be sent to A.I.M. along with a petition requesting the formation of our proposed exclusive 8-bit publication "Atari Classics". If I receive less than 500 replies, then we will know that the 8-bit community has indeed become a lost and hopeless society. TIME IS RUNNING OUT. THIS MAY BE THE LAST OPPORTUNITY YOU WILL HAVE TO KEEP YOUR MACHINE ALIVE AND SHARE YOUR EXPERIENCES WITH YOUR FELLOW USERS.

IMPORTANT!! Only the OFFICIAL Campaign postcards will be accepted! Those responding by other means will be mailed an Information Kit with which they can register their official response.

PLEASE DO NOT SEND MONEY! If anyone wishes to assist the Campaign, they can do so by posting this release in its unmodified entirety to other on-line services, Bulletin Board Systems, usergroups, friends, and vendors. Additional assistance can be rendered by gathering names and addresses of Atari 8-bit owners and furnishing them to me so I can mail them an Information Kit.

If you're REALLY SERIOUS about keeping your Atari 8-bit classic computer alive, be sure to obtain the Information Kit and return the included postcard appropriately filled in. Every day more 8-bits get stashed in attics or closets, or simply thrown away. Atari's Classic 8-bit computers- the 800/XL/XE machines- are every bit as useful and productive today as they were in the heyday of 8-bit technology. They deserve a better fate than the local landfill!

CONTACT ME:

Jeff McWilliams
2001 G Woodmar Drive
Houghton, MI 49931-1017
GEnie: J.MCWILLIAM3
INTERNET: jjmcwill@mtus5.mtu.edu

1088. What's the deal with KLIX?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 15:29:58 UTC
From: bufort@remus.rutgers.edu
Message-ID: <Mar.3.10.29.58.1992.13825@remus.rutgers.edu>
Source record: 112177

I am a BIG fan of the Atari arcade game KLAX, and I heard from
this newsgroup that someone was working on a game called KLIX.
Is KLIX supposed to be anything like KLAX?

-Tony

1089. Re: 7800. 68881.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 17:03:26 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92063.120326JJMCWILL@MTUS5.BITNET>
Source record: 112189

In article <1992Mar3.084819.9883@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
> Well, there has been talk in the Apple][groups of a DSP56001 card
>for the Apple][s. How about hooking one of those up through the PBI. (a
>DSP56001 chip that is.) Then you could do all sorts of neat tricks.
>(Too bad this stuff is way over my head, does anyone know of a good
>eletronics book to get started with? How a bout a good assembly language
>programmers primer?)
>
>Later.......

I don't know a thing about this chip, what is it? A graphics chip?
What kind of display, how do you talk to it? Etc. Or, could go to
a TI 34010 or something like that. Heh heh. I don't see the problem
with the 7800 chip, the analog signals are probably the video, which
would be separate ports on the card, like the XEP80. OBVIOUSLY
you can't expect the 7800 video coming out of the Atari Video port
just "like that". A great book to get into Machine Language , if
it is to be had, is the _Atari_Roots_. It is my first 6502 book,
and it is extremely easy to follow. Compute's two books they did on
programming the 6502 were also fair as I recall. Don't know of many
others folks. Most of my other reference manuals that I have for
assembly, which I rarely program in, are De Re Atari, and the
"Programming the 65816, Including the 6502, 65C02, and 65802"
by David Eyes and Ron Lichty. Oh, and I am also FINALLY ordering
the Technical Ref. Notes and 1200XL addendum, a must have in my opinion.

Jeff McWilliams

>
>------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
>Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
>Power Without The Price R.COLLINS1 on GEnie
>------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1090. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 17:11:05 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92063.121105JJMCWILL@MTUS5.BITNET>
Source record: 112187

In article <1992Mar3.085924.9884@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
>In article <1992Mar1.183009.24284@usenet.ins.cwru.edu>,
>al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:
>> Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>>
>> Is it a FULL spreed version?
>
> Darek explicitly stated (at Chicago) that his 8-bit emulator for
>MS-DOS would NOT be distributed due to legal difficulties with Atari and
>the XL/XE operating system. It did run at close to full speed if not at
>full speed on his 386sx laptop he had at the show.
>

Gee, funny how it takes a processor with "the Trememdous horsepower"
like the 386SX chip to even come close to running at full speed an
emulation of the Atari 8 bit. What does that tell you, folks?

Jeff McWilliams

>Later.......
>
>-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
>Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
>Power Without The Price R.COLLINS1 on GEnie
>-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

1091. atari 5200 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 18:03:03 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1992Mar3.130303.17299@newstand.syr.edu>
Source record: 112183
Cross-posted to: comp.sys.atari.8bit,rec.games.video,su.general

hello, I'm posting this for a friend who is trying to rebuild
his atari 5200 controllers.

what he wants/needs is:
a) a source for new controllers or,
b) a source for the flexible circuit board that appears to be
the heart of said controller. or,
c) a kludge that allows some sort of proportional joystick to be
used in the standard controllers place (y'know like a joystick
from an apple II+). or,
d) schematics for the standard controller so that I will build said
kludge for him...

Please email responses since I am posting this to some groups that I
normally do not read... thank you.

-dean

Dean Arpajian /* dean_arpajian@isr.syr.edu */
/* arpajian@rodan.acs.syr.edu */
--
Dean Arpajian /* aka ---> dean_arpajian@isr.syr.edu */
/* arpajian@rodan.acs.syr.edu */
std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

1092. Re: Digi-Studio PD demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 18:43:00 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GH7I3BT0OW8Y5LU9@carleton.edu>
Source record: 112184

```
Excerpt from

Frequently-Asked Questions

comp.sys.atari.8bit

Revised 27-Feb-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)
[...]
Even if you do not have FTP access, you can still upload new files to the
atari.archive. Send new uploads (UUEncoded, if binary) to John Dunning at
jrd@stony-brook.scrc.symbolics.com.
While in the past UUEncoded binaries have been posted directly on
comp.sys.atari.8bit, the practice is discouraged because Info-Atari8 Digest
subscribers find it frustrating to have to scroll through long UUEncoded
messages to find the postings they can actually read. Please e-mail UUEncoded
binaries to John Dunning instead; he'll upload them to the atari.archive where
everyone can get at them.
[...]
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700
```

1093. For Sale: Atari Computer!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 19:25:15 UTC
From: mjansen@athena.mit.edu
Message-ID: <1992Mar3.192515.15918@athena.mit.edu>
Source record: 112185

FOR SALE:

ATARI 400

Yes, I am finally selling this Mecca of computer power. For those of
you that have been waiting for this moment:

1 Atari 400 with 64k RAM, and a nicer keyboard.
1 A disk drive (I don't remember which one)
1 tape drive
1 dot matrix printer with lots of paper
Tons of games and some other software.

All this can be yours for the low, low price of $300(negotiable).

Take advantage of this great offer now. Remember you can't buy it in
stores (not anymore...)

Contact Mark Jansen (617)437-7795 or mjansen@athena.mit.edu

1094. Reading an Infrared remote by an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 19:53:39 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar3.145340.9891@miavx1.acs.muohio.edu>
Source record: 112186

Does anyone know if it would be possible to recieve the infrared
signals from a remote control to an Atari? (I was thinking what neat things
oyu could do by controlling the Atari, and having it do things like
switch on/off lights and such.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1095. MYDOS CLI betatest

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 20:00:26 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92063.150026JJMCWILL@MTUS5.BITNET>
Source record: 112193

Stan Lackey has just finished a beta version of a command line interpreter for MyDOS. He is currently looking for beta testers (sp.) to test the program for him. If anyone is interested, email Stan at SLACKEY@BBN.COM and express your interest. I think this is great, finally perhaps Mydos will be as easy to use for us Command Line folks as SpartaDOS is!

Jeff McWilliams

1096. Re: 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 21:52:11 UTC
From: atario@cats.ucsc.edu
Message-ID: <29917@darkstar.ucsc.edu>
Source record: 112188

In article <1992Mar2.163947.28775@ge-dab.GE.COM> potter@sundae6.DAB.GE.COM (Jeff Potter) writes:
>The latest version of ColrView is 2.6 (limited distribution), but 2.5 should
>be out there.

2.6? Where? Where??? :)

__
(_
__)teve

1097. KWEST Atari User Group Meeting - Wed Mar 11/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 21:59:20 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Mar3.215920.21093@watmath.waterloo.edu>
Source record: 112190
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In March, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
New User Help. We will also discuss the upcoming ACE '92 in Toronto
on Apr 4th and 5th and sell advance tickets.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the March issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, Mar 11, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for more information.

Hope to see you there,
Dani Roloson

1098. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 22:38:15 UTC
From: omf@jab.tucson.az.us
Message-ID: <gq13gB2w164w@jab.tucson.az.us>
Source record: 112191

kimes@cbnewsc.cb.att.com (Kit Kimes) writes:

> On a related note, does anyone know what the status of the 8bit hardware
> emulator that DataQue had proposed? I don't remember their code for it
> but it is (or will be) a plug in card for the MS-DOS machines that allow
> the running of Atari 8bit software. It was to be essentially an Atari
> 8bit computer on a pc card. I mailed a message to them indicating that
> I was definitely interested, but have heard no more. I didn't send a
> deposit as was suggested.
>

Yes, I was really looking forward to this little puppy, but Chuck at DataQue appears uninterested in his old projects lately. There has been no word on any of the wonderful things he mentioned he was going to work on. When I asked him about it on GEnie, he simply said he didn't think it was going to be released and gave no explanations. Maybe if we all bugged him about itt, he'd at least tell us what happened to the project. He had mentioned having working boards made up at one point, maybe he'd be willing to sell the plans... (I doubt it...)

I was also really looking forward to his 'C' compiler on a cartridge, but this too has been postponed indefinitely.

&^%$#%^@#$&&)*$@@!$^!&*#!!!!#!^@&**)
@ Oscar omf@jab.tucson.az.us *
^ Fowler dt@coyote.datalog.com #
(+@#$%(&^!+_&(*+@#$%~@#$#$&(*_@#)*(_

1099. Re: 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 23:41:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <No43gB3w164w@cyberden.uucp>
Source record: 112203

How about some sort of hardware device.. Is there any out there that can steal only R G or B out of an image? As for keeping the picture aligned, if it were a photo or poster or something, and you used a tripod, it should be relatively lined up. Especially because of the 16 shade modes low horizontal res. As for the vertical res, I don't think that'll matter, because the colors'll be blending only slightly. It SHOULD work.. can't wait to try. I might be able to get my brother to borrow some R G & B filters, as he is a video producer... l8r! Bill

_____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1100. Re: 1027 Printer Nap

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 23:45:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Ju43gB4w164w@cyberden.uucp>
Source record: 112058

Yeah.. I noticed BobTerms R1: and R2:.. how is one to use this? HAS anyone had a reason to use this?


```
_______________________________________
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1101. Re: 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 23:54:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <w943gB5w164w@cyberden.uucp>
Source record: 112056

It uses 3 files? Really? Well then THAT'S SIMPLE! I could start making some demo pictures! All I need is the software!! What would I write to the archive to have it send? send 8bit/colrview.arc ?? right? Has anyone tried to make a paint program that uses RBG? I'm also wondering how the actual memory is managed. It isn't just 3 screen (1r, 1g, 1b), but the lines are alternated, each screen (if it were alone) looking much like an APAC non-interlaced 80 x 96 x 256 screen, but in 80 x 64? x 4096. Then the DLI's are flipped (rolled, actually), and the next page is shown. I also wonder how much system time this takes to keep the screen from flipping out? If it uses 3 blocks of memory (1 for each .R .G and .G file screen), then the DLI not only has to switch colors, but also jump to the other screen. Doesn't this take a ton of time?

If it DID use 3 blocks of screen memory, 1 for each color, if you wanted to draw a colored line, all you'd do is POKE 88 & 89 to the screen, then draw with that screen color's appropriate luminence (0, say, if none of that color was included), then POKE 88 & 89 to the next screen, etc. I suppose for a white line, you'd do something like:

```
POKE 88 & 89 to "RED" screen
COLOR 15
PLOT x1,y1
DRAWTO x2,y2
```

and do it three times, the next two going to "BLUE" and "GREEN" screens. Sure, it'd be slow, but this'll be the MOST colors on ANY 8-bit at once, and not using some other system's files! Wow! I'm impressed!

And, finally....!! What formats does the latest version of ColrView load? GIF (probably, right?) ILMB (again, pretty probable).. what else is there that handles so many colors?? Or does it need a converter, or does some other system actually use "*.R", "*.G", and "*.B" files??? HELP ME OUT! I'VE NEVER SEEN THIS!!! Thanks... I hope I get at least >1< question answered!! :)


```
_______________________________________
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1102. Re: 4096 DIGIs!? (YES 4096!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-03 23:56:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6B53gB6w164w@cyberden.uucp>
Source record: 112202

How much ARE filters? Are they red, green, and blue? Or are they weird
colors that >block out< RG&B??

```
_______________________________________
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1103. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 00:03:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2o53gB7w164w@cyberden.uucp>
Source record: 112055

al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:

>
> Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>
> Is it a FULL spreed version?
> --

IS THERE ONE?! I know of the 130xec, which is a card (in development las
I recall). With 130xec, you can have 4 8-bit cards running at once on a
VGA monitor, since it has a res of 640x400, and the 8-bit has 320x192.
IT sounds pretty cool, but seems so early in development that it
shouldn't be out any time soon. Am I wrong? What else is up on this??
thnx

```
_____________________________________
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1104. Genesis controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 00:14:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8653gB8w164w@cyberden.uucp>
Source record: 112057

Who out there has a spare Genesis or Sega Master System controller (if they work the same.) I hooked up (quite scared at the time!) a pair of Genesis controller and to my amazement, the pad works exactly as standard 2600 9-pin joysticks, and the B button worked as FIRE. Also, C would turn paddle(0 (I believe)) from 0 to 228, or vice versa (I think it WAS FROM 0 TO 228, not the other way). I couldn't get the A or START buttons to work, but I think all THEY need is some sort of re-wiring or something... Now, not to get TOO Nintendoish, I'd LOVE to have a pair, and really want to start work on games that use it. There are already some games out there (Xevious and Zybex to name 2) that COULD use one, but don't. With Zybex, you'd probably have it down all the time, anyways, but on Xevious (the 5200 port, not the lame one with the airplane and "over and over again" landscape and no flying enemies), since the fire is auto, and it's so slow, a manual'd be nice. Anyone up to it? (shouldn't be TOO dificult, could it?)

Has anyone worked on multi-fire controllers for the 8-bits? Or software that uses them? I suppose it'd only be polite to add the feature of 1-fire button use (such as auto-fire for the 'C' button, or a keyboard control or something.)
Remember Spy Hunter? I remember my brother had that for his c64 and always borrowed my joystick for the other fire. Why didn't Atari think of this type of controller?? Also, why do so many computers USE these controllers!? Amiga should've went for something better than 9-pin... (oh, wait! hah...no, they used to MAKE 9-pins! NO WONDER! ... opps!)
Well.. enough babble... Anyone have a spare? (I'd hate to waste $20 on a joystick!) Thanks... Bill

_____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1105. UnCLOSErs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 00:30:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qw63gB10w164w@cyberden.uucp>
Source record: 112204

Ever notice that AtariWriter+ and BobTerm don't fully close? Just now, I printed something, and when it was done, I hit OnLine on my printer (xmm801, if it matters (ie that's the problem)) and it printed another line. (this was using BobTerm.. I saved capture to P:)

Also, with AW+, when I go to directory ([1] or [2] on the main menu) or some other disk activity (load, etc.. or spellcheck), after I've printed something, it will print one more line (usually just the last of the bottom margin, but I suppose it could even be something ON the bottom margin, if I happened to have formated the page that way.. and wrote EXACTLY that much...)

Well? Has anyone else noticed this? Just in case, here's what I got:

xmm801
1200xl (no upgrades)
BobTerm 1.21
AtariWriter +

.. I feel that any of these could be the problem, but as I said, it is probably BT, and AW+ seems to do it alot... Well? Thanks...

_____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1106. 3-D glasses for a blind man

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 02:34:54 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Mar3.213454.9905@miavx1.acs.muohio.edu>
Source record: 112192

All this 3-D stuff is real nifty, but I got a question...

I'm virtually blind my right eye...I can see things okay...images aren't blurry or anything...but I can't focus on objects...it's almost like having just peripheral vision in that eye. I can see colors, shapes, etc...but I can't for example read a billboard...or even a book.

Those 3-D glasses you get from Arby's to watch cheap horror movies on the local tv station...those don't work for me.

Does anyone know if these stereotek glasses would? I'm assuming only people with similar problems will attempt to answer this.....

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

1107. Re: Digi-Studio Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 13:47:33 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar4.134733.21961@aber.ac.uk>
Source record: 112197

Wrong! Not everyone can get the archive. In the UK we have a nightmare of a time getting to the archive. Just 1 relay capable of doing this, and only at strange times of the day. Then the link is often a bit dodgy, and files get corrupted. The net is easier for some people, but perhaps not for others. I thought I was doing people a favour by posting my PD free to the net, but quite obviously I wasn't. You can always buy it from me at 2pounds a disk like other people have to. Then you'd be moaning!

Dean Garraghty. djg0@uk.ac.aber

1108. Re: 3-D glasses for a blind man

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 14:14:09 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar4.091409.9909@miavx1.acs.muohio.edu>
Source record: 112198

In article <1992Mar3.213454.9905@miavx1.acs.muohio.edu>, cpbuehrer@miavx1.acs.muohio.edu writes:
> All this 3-D stuff is real nifty, but I got a question...
>
> I'm virtually blind my right eye...I can see things okay...images aren't
> blurry or anything...but I can't focus on objects...it's almost like having
> just peripheral vision in that eye. I can see colors, shapes, etc...but I
> can't for example read a billboard...or even a book.
>
> Those 3-D glasses you get from Arby's to watch cheap horror movies on the local
> tv station...those don't work for me.
>
> Does anyone know if these stereotek glasses would? I'm assuming only people
> with similar problems will attempt to answer this.....

I really doubt it since you need to be able to use two eyes for the
brain to figure out distance from an object. A good way to find out for
you is to try one of those View Master viewers. This is the best example
of 3-D in a 2-D format that I've seen. (It's really quite eeary)

My sister just had eye problems where she couldn't see out of one.
(Well, she could just tell different levels of light) Anyway, if
somebody would hand her something, sometimes she would miss the object
completely, because with only one eye, you really can't tell where
something is.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1109. MIO and ATARI DISKS

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 15:55:18 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92064.105518AKH104@psuvm.psu.edu>
Source record: 112199

Ok, I just got a 1meg mio. Why is it that 192K sparta disks fit 192KRamdisk
but 92k atari disks require 192k as well? Is this because the sectors are
always double density? and I am waisting half of the 92k? Also...why
is it that atari dos 2.x cant format the mio when I boot up from a floppy
but if a sector copy it to the ramdrive and boot off it dos can recognize it?
Andrew

1110. Re: Reading an Infrared remote by an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 16:48:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55362@cup.portal.com>
Source record: 112060

Small world! I was doing a rather esoteric hack; using a 1020 as a digitizer. I used an end of tape sensor that contained an IR emitter/detector & while I was fooling around I pointed a tv remote control & got a good response. The program I was using just read the pots & gave some audio feed back to let me know the levels for setting the IR LED current. I think Radio Shack has a detector/amp, but I REALLY dislike those Bozos. ANY IR photo transistor by itself should be able to get wired across the +5V & pot line.

1111. UPDATE: MAIL SURVEY CAMPAIGN

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 17:05:59 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9203041705.AA03481@smithkline.com>
Source record: 112200

********** ATARI CLASSICS **********
********** MAIL SURVEY CAMPAIGN UPDATE **********

Hard on the heels of his exams Jeff McWilliams just completed a massive mailing effort & brought the Campaign Database up to date. He just took off for a few days' well-deserved R&R. Before leaving he sent me some figures & asked me to post this Campaign Update to the Digest.

About 450 Campaign Information Kits have been mailed out to individuals so far. (All but about 30 of these are domestic USA addresses.) Returned postcards number 170.

Quite a few kits are presently in transit. These are mostly bulk shipments to various usergroups. I don't have precise figures on the quantities involved, but I reckon it's 200-300. 50 kits are in transit to Mike Jewison, our Canadian representative, & an additional 125 are on the way to Jeff to replenish his depleted stocks.

In addition, within the past week I've sent out over 150 kits to various international addresses plus a large domestic bulk request.

A trickle of international responses is coming in, mostly from Canada & the British Isles.

The Campaign Staff officially welcomed Colin Hunt last week to represent Campaign interests in the U.K. We got any Australians on this Net? The Campaign is seeking a representative for Australia. Gives us a "G'day!" if you're out there!

A total of about 1000 info-kits have been printed, with roughly 900 already distributed or in transit. We are about as on-schedule as a project like this can be. Production of kits is ahead of schedule, distribution & returns are a little behind. By the end of the Campaign kit production might run as high as 2000, well above original plans.

We'd like to remind everyone the Campaign is now global, & the termination date has been extended to April 15. Still plenty of time for everyone to participate!

If you're just now finding out about this effort, send your POSTAL mailing address to:
Jeff McWilliams
INTERNET: jjmcwill@mtus5.mtu.edu
GEnie: J.MCWILLIAM3
CIS: 70714, 523

to receive an Information Kit in the mail.

- BEN POEHLAND
The Alchemist

****

1112. Re: expansion port anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 17:13:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55364@cup.portal.com>
Source record: 112061

Well, I was hoping someone else would respond: Nothing personal, I'm just getting WAY behind in stuff I've promised. If you can, get a Microport. If you can't find one let me know & I'll see if I can get some docs to you. It was made by the Supra people so they may still have one laying around. It was a cute little bread board that connected to the bus. It had a PIA and decoding to addess it in the $D300 to $D700 range. I only used my to make a LED real time clock (Big deal!), but it has docs for making an EPROM burner etc. Supra had hoped that 1,000's of Atari users would take advantage of their bus device to make after market products, but dead beats that we it never happened. We have met the enemy & he is us, to coin a phrase<grin>.

1113. Re: Digi-Studio Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 17:57:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar4.175704.3143@usenet.ins.cwru.edu>
Source record: 112201

In a previous article, djg0@aber.ac.uk (Dean John Garraghty) says:

>Wrong! Not everyone can get the archive. In the UK we have a nightmare of a
>time getting to the archive. Just 1 relay capable of doing this, and only at
>strange times of the day. Then the link is often a bit dodgy, and files get
>corrupted. The net is easier for some people, but perhaps not for others. I
>thought I was doing people a favour by posting my PD free to the net, but
>quite obviously I wasn't. You can always buy it from me at 2pounds a disk like
>other people have to. Then you'd be moaning!
>
>Dean Garraghty. djg0@uk.ac.aber
>

Dean, have you tried accessing the archive with the BART mailer? All you need is email to use BART. You just mail it a command, and it mails you a file. This is how we can say that everone can get at files on the archive. If I had excerpted a little more from the FAQ, perhaps it would be clearer.

On the other hand, if somehow you can't use BART I want to know about it, because as far as I know anybody with Internet e-mail can use it.

If you haven't caught the FAQ on here yet, let me know and I'll send you a copy.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1114. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 18:08:49 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Mar4.180849.6432@ge-dab.GE.COM>
Source record: 112059

While I was in Chicago for the Atari Computerfest I did see Darek Mihochka.
On Bob Puff's insistence he did show us an 8-bit emulator executing on a
386SX laptop. It was apparently running Atari BASIC. Darek may still be
reachable at darekm@microsoft.UUCP.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1115. Atari 400 games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 22:24:38 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <83.29b5ab07@ivgate>
Source record: 112064

INTERNET: clf@qrent.omahug.org
To: Rob!

In a msg of <27 Feb 92>, Rob Gaudet writes to All:

RG> (From: robg@bnr.ca (Rob Gaudet))
RG> (Organization: Bell-Northern Research Ltd.)

RG> Anybody know if you can still buy cartridges for the Atari 400/800
RG> series? If so where? Please post if you have any ideas.

Last I tried 'ya could get a pretty good selection from 1-800-551-9995.

Post to me if you got this msg. I'm wondering if I'm getting thru.

Take it easy. CLF

1116. Disassemblers

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 22:27:48 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <85.29b5ab09@ivgate>
Source record: 112063

INTERNET: clf@qrent.omahug.org
To: Tim!

In a msg of <27 Feb 92>, Tim Gearin writes to All:

TG> particular) What exactly is a
TG> 'vertual' address? I have some idea
TG> of what it is but not anuf really.

I think you mean a 'virtual' address. Basically it is an address that in reality is not what it is according to the system (OS). As opposed to a 'real' address (an explicit location in a memory chip). In some cases an OS might allocate a block of memory say $1000 to $8000. Then a sub-level system might use these areas, but in that realm they would be addressed as $0000 to $7000. The sub-level system would indicate $1005 (for example), but in reality, that address refers to $2005 location on a memory chip.

Large scale mainframes use this terminology. Both swapping and virtual machines are additional terms relevant to the 'virtual' memory idea.

To simplify, you don't really care what 'real' address is being used as pertains to your program. Unless you are having electronic difficulties with your memory chip(s), then it would be necessary to isolate the real address.

Many layers of the virtual concept can exist complicating the matter further.

Post me, I'm wondering if my mail is getting thru.

TG> the time? I know why actualy but
TG> how am I supposed know the run & init
TG> address? Programs are usualy loaded

Depending on the DOS the run/init address changes.

Take it easy. CLF

1117. antic eprom burner article

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-04 22:42:58 UTC
From: Chris.Fleshner@qrent.omahug.org
Message-ID: <87.29b5ab0b@ivgate>
Source record: 112065

INTERNET: clf@qrent.omahug.org
To: Todd!

In a msg of <02 Mar 92>, Todd Greenfield writes to All:

TG> (From: tgreen@iastate.edu (Todd Greenfield))
TG> (Organization: Iowa State University, Ames IA)

Can't help on the eprom article. But have a sister up there in Ames.
Does this echo go on to a campus system?? She just got a MAC
and doesn't know much about it yet.

TG> Thanks.

TG> --
TG> Todd Greenfield
TG> tgreen@iastate.edu

TG> -!-
TG> ! ORIGIN: Interuniverse Gateway (ivgate), Omaha (11:30102/2.0)

Take it easy. CLF

1118. Re: 3D glasses

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 00:09:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cmZ5gB8w164w@cyberden.uucp>
Source record: 112067

Hmm?? 3D cam-corder? Also, what color is the 3d (yo yogi) glasses?
(maybe I'll just steal them outta the cereal box!) Very interesting..
I'll try out this stuff!

```
_____________________________________
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1119. Re: awesome?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 00:15:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cXZ5gB9w164w@cyberden.uucp>
Source record: 112066

I think AWESOME is on the Archive, but I have a copy I could uu-send you, if you could send me YAU (someone else did, but I ***ked it up..) Also, could you (while you're at it!) send me Das_Omen. My copy NEVER works no matter WHAT I do to any version of it (uu/dcm/disk)!!!

AWESOME isn't that good.. except the 256color apac kalidescope with the cool song (forget what it's called.. one of my friends said that the guy was at a wine festival in my town one time and played the same song!).. The music is so/so, and the graphics are really good on some bits, and pretty lame (the band.. Major Tom, I beleive????... only good this is the # of colors... must use some phunky dli, because the vertical positions of the players are overlapping...) on other bits.. Have you seen "KAL"? It's a compiled action! demo, I beleive... and it's a hexagonal, vertically overscanned, VERY FAST updating kalidescope... Awesome has one just like it to a Pee-Wee's Big-Adventure-ish song... you'll be fairly impressed. Not as good as expo91 in most aspects (tech.wise), but much better in the demo-ish-ness, not the "greetinx" text-scroller type show off thing..

BTW: I "stole" (borrowed) "P.10" file from expo91 into my new game (klax demo).. this is the music to the 1st demo ("POKEY") and 1 in the middle ("COMTECH CREW")... really cool music.. I'd like to see if I can extract the 2nd song for an adventure game... also, does "beat-it" demo (the other "POKEY" one) flicker like crazy on your system? Do you know if it's just NTSC, or my 1200xl? Thanks! adios! Bill

_____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1120. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 04:11:47 UTC
From: farren@cbmvax.commodore.com
Message-ID: <28979@cbmvax.commodore.com>
Source record: 112062

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>
>Gee, funny how it takes a processor with "the Trememdous horsepower"
>like the 386SX chip to even come close to running at full speed an
>emulation of the Atari 8 bit. What does that tell you, folks?

It tells you only that to implement custom graphics chips entirely
in software is no easy task. Figure out a way to interface the Atari
800 chipset to the IBM bus, and you'd have one hell of a screaming
system, eh? Without that, it'd take something like a 386 to get
the necessary stuff done in time...

1121. Re: awesome?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 04:20:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B0a6gB8w164w@cyberden.uucp>
Source record: 112068

Ohh... sorry for that last post, folks! I could've SWORN I "mail"ed, not "follow"ed!... Oopps! I'd better be more careful! Please don't get upset!! Well... I suppose I might get some answers about the flicker and such.. so it isn't THAT bad.. it was just such a long message!!

```
_______________________________________
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|
```

1122. Need missing Digests

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 09:08:36 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920305090835_71450.1050_EHB22-1@CompuServe.COM>
Source record: 112082

Repeating a previous request, does anyone have a copy of Info-Atari8 Digest issue #27 or a complete copy of issue #36?

Thanks,
Lawrence Estep
71450.1050@COMPUSERVE.COM

1123. BART mailer etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 10:16:40 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar5.101640.23423@aber.ac.uk>
Source record: 112069

Yes, I do have a copy of the FAQ, and do know about the BART mailer. I tried using BART and it just didn't work properly. Also, we are restricted here at Aberystwyth when sending mail. Mail to the States costs the university a lot of money, which it can ill afford. If you send too many emails to foreign countries you get a bill for the amount, which comes as a shock! We've only been allowed to post to the net since last September. Before that, we could read but not post. British Universities have to work on very tight budgets, especially here because we are so small. Posting onto the net is the only way I can ensure things get to people, without too much cost. It's also a lot easier for me.

Dean Garraghty. djg0@uk.ac.aber

1124. MYDOS and the fast sector format

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 12:15:35 UTC
From: SOEF_16@leicester.ac.uk
Message-ID: <9203060052.AA10594@ucbvax.Berkeley.EDU>
Source record: 112079

I have just downloaded MYDOS 4.50 from the archive. Seems a good
DOS, although I personally prefer a command line interpreter to
a menu system. You can run TURBO BASIC XL from it unlike
SPARTADOS or OS/A+. It supports true double density but it doesn't
seem to offer a US DOUBLER-like fast sector format :(

Is there is any way of using the fast format on MYDOS?

BTW is the Dutch BIGDEMO disk available in the USA? It has the
standard scrolling text and some excellent music/samples. I will upload
the file to the archive in the next few days.

--
Steve
SOEF_16@le.ac.uk

1125. ACE '92 Update: Prizes and Banquet

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 16:20:28 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Mar5.162028.5518@watmath.waterloo.edu>
Source record: 112070
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

The Atari Event of the Year:

On April 4th and 5th Atari (Canada) and the Toronto Atari Federation will host ACE, the ATARI Canadian EXPOSITION. This is likely the largest Atari event in North America for 1992.

To be held at the Skyline Hotel, the 1992 ACE show will feature the leading developers with the latest in leading edge software and program updates. Local Ontario dealers will exhibit the newest hardware and peripherals. User Groups from across Canada and the USA will be on hand to share Public Domain and Shareware applications.

April 4 - Saturday 10-6
April 5 - Sunday 11-6

Admission $6, $5 in advance from Atari clubs.
If clubs want advance tickets, contact TAF. Even if you can't come, buy a ticket, fill out the address portion and mail it in. It will be included in the drum for the Grand Prize Draw - think of it as a raffle ticket on a great Grand Prize!

PRIZES, PRIZES EVERYWHERE

ACE '92, the Atari Canadian Exposition to be held in Toronto on April 4th and 5th, will not only feature the latest in software and hardware, demonstrations and training sessions, but those who attend will walk away with thousands of dollars in prizes and awards.

All who purchase an admission ticket to either day of the Exposition and submit a filled out stub will be eligible for Door Prizes throughout the day they are attending. Although a complete list of door prizes is not available at this time, prizes will include software, hardware and a wide range of accessories. A sample of the kinds of prizes available includes four copies of the Essentials Set, a 5-disk collection of accessories and programs that all ST Users should have, from the TAF library. And once each day, a full year's membership in TAF will be awarded. A hard disk has been donated by ABCO Computer Consultants in Florida. Dorothy Brumleve has donated a copy of KidPublisher Professional, and Sudden Inc. is offering four copies of the student version of SuddenView. A Lynx II game and cartridge is the gift of Click Here, and Mission Software is

providing copies of Flash II, Printer Initializer, and lottODDS, a lottery selection program. Fair Dinkum's Crossword Creator II, Word Search Creator, and Cryptographer will be given away, as will EdHak 2.3 and Metapsychology Primer. The list goes on.

Besides making the entrant eligible for Door Prizes, each filled out stub will also be part of the Grand Prize Draw, the last event of ACE '92. The Grand Prize package is a complete computer set-up, including:

1) a Mega2 STe with a 50 meg hard drive and mono monitor, contributed by Atari Canada.

2) a Stow-A-Way computer table, a 30"x42" computer desk with a height adjustable base that fold for storage and an adjustable stool. Donated by Pi Precision Importing Inc.

3) The new Calamus SL, the outstanding Desk Top Publishing Program for the Atari. Donated by ISD

The ACE Talent Show is a featured event that will let Atari users display their creative skills in Graphics and the field of music and MIDI. From those demonstrating and performing on Saturday, April 4th, 3 finalists will be chosen in each division. They will be invited to attend the Gala Banquet on Saturday evening as guests of Atari Canada, and will again present their creations to the assembled banquet guests. A special panel of judges will then award the three prizes in each division:

1st Place - $700 Gift certificate and one year membership in the Toronto Atari Federation (TAF). 2nd Place - $200 Gift certificate and 10 disks from the TAF Library. 3rd Place - $100 Gift Certificate and 5 disks from TAF Library.

One of the Games Areas that promises to be busy throughout both days of ACE '92 is the LYNX CHALLENGE, where dedicated games players will compete against the computer, and where each day's high score will win a complete LYNX system, including AC Adapter and a selection of cartridges. All proceeds from the LYNX CHALLENGE as well as the GAMES TESTING AREA go to support Sick Children's Hospital, so in this area, truly everybody wins!

ACE '92 is co-hosted by the Toronto Atari Federation, a volunteer computer club. Over 100 volunteers will donate their time and energy to make this exposition and all its many activities take place, and Atari Canada has established a special prize for which only volunteers are eligible. All who work at least one shift for ACE '92 will be entered in a special draw for a A 1040 ST with a colour monitor that will be awarded just prior to the Grand Prize Draw on Sunday evening.

For an up to date list of those attending, exhibitor kits, display advertising rates, Talent Show entry forms or any other

ACE information, see contact information below.

GALA BANQUET WILL HIGHLIGHT ATARI EXPOSITION

One of the highlights of any convention is the chance to meet and talk with people who share interests. At a major international gathering like ACE '92, the leading creators of Atari software and hardware will be present and available. ACE '92, the Atari Canadian Exposition, to be held on April 4th and 5th, will bring together the outstanding dealers and developers in the Atari field for two days of seminars, sales and showing off.

Many times, however, the press of crowds and business makes it difficult to have the kind of in-depth talk one might wish. Developers are busy, crowds make conversation impossible, and the schedule of seminars and special events puts pressure on everyone. To help people spend more time together, a Gala Banquet will be held at the Skyline Hotel on Saturday night, April 4th.

A cash bar will open at 7PM, where participants can gather for drinks and conversation. Dinner will begin at 8PM, and will feature Filet of Beef Wellington with Madeira sauce, accompanied by Almond Beans, Carrots and Cauliflower. The Appetizer will be a Seafood Cocktail, followed by Tomato and Fennel Bisque. Dessert will be Fresh Berries Romanoff.

Following dinner, the finalists in the ACE Talent Contest will present or perform their entries. Selected from presentations made during the day, the top 3 in the areas of MIDI and Graphics will show off their creations on the Atari computer. Master of Ceremonies for the evening will be Geoff Earle, General Manager of Atari Canada, who promises that the evening will also contain surprises "not advertised in advance". However, he also promises that the program will not be long, so that people will have the chance to meet and talk and share their experiences. Following the formal proceedings, a special room has been set aside for ACE participants, so that conversation and celebration can continue as long as people wish.

Cost for the Banquet is $40 (Cdn) per person, which includes all taxes and gratuities. Tickets may be obtained from Atari Canada or from the Toronto Atari Federation.

DEADLINE FOR RESERVING BANQUET TICKETS IS APRIL 1ST. Because of the commitments to the caterer, tickets must be obtained in advance, and no banquet tickets will be available at ACE '92. It promises to be one of the highlights of the week-end, but it will require advance commitment.

ACE 92 will be held at the Skyline Hotel on Dixon Road, at Pearson International Airport. Further information, exhibitor's kits, advertising rates and advance ticket sales may be obtained by contacting:

ACE '92,
c/o Toronto Atari Federation (TAF),
5334 Yonge Street, Suite 1527,

Willowdale, Ontario
M2N 6M2.

Contact:

Paul Collard,
Exhibit and Volunteer Coordinator
(416) 477-2085

John R. Sheehan, SJ
TAF President
(416) 926-1518.
GEnie J.Sheehan14.

TAF BBS:
(416) 235-0318,

TAF InfoLine and Voice Message:
(416) 425-3537.

1126. News-Disks and PD list

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 16:22:27 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar5.162227.23993@aber.ac.uk>
Source record: 112071

As promised a while back, copies of all 4 issues of my News-Disk are available at the atari archive. They are in a directory called "djg", and are called issue1.arc ... issue4.arc.

I will try and post (or get somebody to post for me) some of my PD disks to the archive. I have a lot of disks which don't seem to be in the archive. I could post all 116 of them if somebody wanted them! Lots of them came from PD suppliers in the States, some were written by users in the UK, and quite a few are by me. I have included the full catalogue at the end of this message. Let me know which disks you'd like to see uploaded to the archive.

Dean Garraghty. djg0@uk.ac.aber

Public Domain Software 1992

The Public Domain software listed here has been collected from around the world, and quite a bit of it has been written by me and other users in the UK. The prices shown include the cost of the disk, 1st class postage, protective packaging, and any duplicating costs involved.

All disks are for the Atari XL/XE. Please check disk density. Single density will work on any drive, but double density will require a 1050 or equivalent. On double sided disks, the reverse side can be used by turning the disk over, and inserting it "upside down". This does in fact work with the XF551 drive (despite what I've said on earlier issues of this list!!).

NOTE: any disks using sampled music/sounds/speech, do not need any special hardware to run. They run under software control.

ALL DISKS ARE 2pounds EACH. DISKS MARKED WITH A "*" INDICATE THAT A PRINT-OUT OF THE MANUAL IS AVAILABLE AT 1pound EXTRA.

PD1 - long digital music demos. This disk contains 4 edited sampled music demos. The music was sampled from the actual recording, and has been re-mixed to play up to 1 1/2 mins. This disk is double sided, and single density, and contains: Star Trekin' and Equinox, as well as two mixed demos. Also included is the 'phone demo. Here a telephone rings 5 times, and then a droopy voice says:"It's for you-oo!".

PD2 - the Programmer's Speech Tool (P.S.T). This disk contains 14 speech samples that can be used in your own BASIC programs. The disk contains extensive documentation, all the samples (E.g. "great score!", "hello"), runner software, and a demo of its use. This is a single sided, single density disk.

PD3 - the music machine. This is a very early digitized sounds manipulator by me. It is very simple, but allows you to use the 19 digitized sounds supplied to be played using the keyboard or joystick, and also has a very simple editor for creating runable BASIC code. The disk may be a good introduction to digitized sounds, but Digi-Studio is recommended for more serious work. This disk is single sided, and double density.

PD4 - the "this and that" disk. This disk contains something for everyone. It contains some graphics demos, an adventure, a maze game, 2 new versions of DOS (compatable with 2.x), a share buying simulation, a sound fx program in Turbo-BASIC (Turbo required to run this program), some music, and a demo created with D.M.S (not required to run this program). This disk is single sided and single density.

PD5 - Dean's Desktop System (DDS). This is a simple (very!) operating environment. It is based around a main section, and has a calculator, real-time clock, a diary, a simple database, and its own DOS. This disk is single sided, and single density. This disk was shareware, but is now P.D. Written in Turbo-Basic which is supplied on the disk.

PD6 - long digital music demos #2. Another disk similar to PD1, but with new music. This is a single density, double sided disk, and contains: Relax, The Bill, Don't look back, and 720.

PD7 (*) - D.S.I.L. Another program for using digitized sounds to create music. It is more advanced than PD3, and is a language based version. It contains the language(only a few commands!), a compiler to turn tunes into BASIC, and a keyboard player. It also contains samples, and demo tunes, as well as an on-disk user guide. This was originally a commercial program, but now is in the P.D. It comes on a DS/DD disk.

PD8 (*) - Education disk 1 (counting and maths). This disk contains 6 educational programs designed for children just starting maths. Most have digitized speech. They introduce methods of counting and maths by using storylines to get the child involved. This is a SS/SD disk.

PD9 - "this and that" 2. Another disk full of all sorts of programs. Included are more graphics and sound fx demos. Also included is "framewords" - a game based on the T.V. quiz "the frame game", Mathquiz - a maths tester with software speech, Tables - to test the times table, Test card - to help adjust your T.V., XR40 - a new text reader, Numbers - a strategy game against the computer (a contribution from another user), ATAFLEET - a great demo from a BBS, and Appliance calculator to work out how much things cost to run. All this comes on a SS/SD disk.

PD10 - BBK art. A great PD arts package. Loads koala and other format pictures. Has many features found in expensive commercial packages. Loads of koala format pictures are included, including many from commercial games, and also a few fonts. SS/DD disk.

PD11 - APAC (Any Point Any Colour) demo disk. Loads full colour, full shade pictures (up to 256 colours on screen at any time). Includes loads of pictures. Note: some pictures not suitable for viewing by children. DS/SD disk.

PD12 - Music&graphics demo disk. Contains a few great graphics and music demos in machine code. Loader included. Note: some demos not suitable for viewing by children. DS/SD disk.

PD13 - Graphics demos written in both Basic and M/C. Also a few with music. Menu loader included. DS/SD disk.

PD14 - Voice Master demo disk. A demo disk of the Voice Master digitizer system. Contains a talking calculator and keyboard, as well as a couple of other demos. SS/SD disk.

PD15 - Parrot demo disk. This is the demo disk for the Parrot II sampling system. It contains some demo music, which is superb! On the other side is a Max Headroom demo. DS/SD disk.

PD16 - DOS XE. The latest official Atari DOS, which supports the XF551 (in double sided!!), and all other drives. On the other side is a mod. for SpartaDos 3.2d, which will allow high speed using the XF551 when used with SpartaDos. NOTE: this disk has no docs. for DOS XE. DS/SD disk.

PD17 - Games 1. At last a games disk in my library!! This one contains a Karate game on side 1, and Cave pac-man, Fortress, Scramble, Hoppo, Pogo, and Wordfind on side 2. DS/SD disk.

PD18 - DOS 4. This DOS was developed by Atari for use with DS drives. It is now PD. It has all the docs. on the disk. DOS 2 disks will need converting to DOS 4 format (convertor on disk) before use. This is quite a nice DOS, and well worth a try. SS/SD disk.

PD19 - Digitized graphics #1. Contains loads of mode 9 graphics pictures, with a viewer and printer for Epson printers. This disk contains loads of pics. from Moonlighting and ALF. It also has a few others. Note: some pictures on this disk are not suitable for viewing by children. DS/SD disk.

PD20 - Games 2. Another disk full of games. Contains Crazy Egon, Jack the digger, Smurfs, Big quest, Kung Fu, and loads more. DS/SD disk.

PD21 - Utilities 1. A disk full of utilities. Has GOS (like a small desktop system), Koala dumps, a couple of utils. for the 1020 plotter, ramdisk utils., graphics convertor, disk RPM measure, and loads more (too many to list!). DS/SD disk.

PD22 - Dong/Crockford demos. Demos from these two famous Lucasfilm programmers. Contains some great demos. DS/SD disk.

PD23 - Basic music&Hanover show. Side A contains a few music demos written in Basic. Side B contains a graphics and music demo from the Hanover show (good stuff!). DS/SD disk.

PD24 (*) - Pryzm. This is a new 256 colours arts package. This version is only a taster. The full version sells for $15.00. Contains all doc. files. Note: The screen flickers during use because of the interrupts. It will probably be the same on the full version. DS/SD disk.

PD25 - Digitized graphics #2. Another collection of mode 9 graphics files. Contains all sorts, including: teenwolf,Whitney,Farrah, Pee Wees play house and lots more! SD/DS disk.

PD26 - Utilities 2. Side a has lots more docs. for Turbo-basic. Side b has MEC-DOS, a command DOS based on MS-DOS. DS/SD disk.

PD27 - More music/graphics demos. Some in Basic, some in M/C. A good collection! SD/DS disk.

PD28 - Games 3. More games including: Awari,Biker Dave, Boxin, Dark star, risky rescue, and lots more. Note: some of the games on this disk require a translator to run on XL/XE machines. DS/SD disk.

PD29 - The journey into sound demo. At last, another PD disk by me! This is a DS/DD disk crammed with digitized music and sounds. Contains: Ghostbusters, more 720 degrees, Eve of the war, and lots more!

PD30 - Side A of this disk contains Video Jukebox. This plays Pokey Player tunes (loads on the disk), while it displays pictures from many different formats, and converts them to other formats. Side B contains picture bender, which loads picture files (some on disk), and allows you to do strange things with them (good stuff!!). This is a DS/SD disk.

PD31 - Side A of this disk contains TETRIX, which is a great version of Tetris (the make-the-lines-out-of-shapes game). It is, in fact, a shareware program, and invites you to make a donation to your local group/club. Side B contains the "bouncing ball demo", by Bob Armour. This is a superb demo, and really shows what an Atari can do! This is a DS/SD disk.

PD32 - DAISY DOT III. This is a new updated version of II, and is SUPERB. This version can be customized at the press of a key to work with: Epson, Star SG/10X, C. Itoh, Mannesmann-Tally 9-pin graphics printers, and even the trusty old Atari XMM801! This disk contains the print program, a font editor and customizer, all docs. and 9 fonts. Quite simply, if you have one of the printers listed, then you NEED this disk. This version is the shareware version. A full version with even more features is offered from the author for $25. This is a DS/SD disk.

PD33 - Antic AMP demo. This is a demo disk for Antic magazine by Price/ Gilbertson. BRILLIANT!! On side 2 is a German version of DOS 2.5 (I'm sure you'll find a use for this!!). This is a SD/DS disk.

PD34 - Digitized graphics #3. Another collection of mode 9 pictures. This disk includes miss piggy, Monroe, and loads more. This is a SD/DS disk.

PD35 (*) - GIF v2.0. This is the Atari version of the Graphic Interchange Format. It allows you to download pictures for other computers, and convert them for use on the Atari. The disk contains quite a few pictures, and loads of docs. DS/SD disk.

PD36 (*) - Textpro 4+. This is the latest version of this great PD Wordprocessor. All docs. are included on the disk. SS/SD disk. The manual for this disk is very long, and so a print-out will have to be 1.50.

PD37 - Utilities 3. This is a disk full of utils. for the 1020 plotter. I don't own one of these, so I can't say what they all do, but there are lots of them! DS/DD disk.

PD38 - Digitized graphics #4. Another disk full of digitized graphics. This disk takes a slightly different format to the others, because this one was written by a user here in the UK. They could be printed out using the loader on the other 3 disks. Pictures include lots of film pictures, Mrs.Thatcher, and lots more! DS/SD disk.

PD39 - Pictures/HTT demos. Side 1 of this disk contains lots of pictures by the same author as PD38. These are not digitized, but are great to look at! Side 2 contains some new demos from the high-tech-team and tron. Good stuff! DS/SD disk.

PD40 (*) - ANALOG programs. This disk contains various programs from ANALOG magazine, which we believe are now PD. The disk contains something for everyone. A few M/C games, a spelling checker, and other utilities. A doc. file is on the disk. A fine collection. A MUST! DS/SD disk.

PD41 - SEEPIC/Picture Pirate. Another disk full of pictures. Side 1 contains various pics. Side B has pictures taken from games. DS/SD disk.

PD42 (*) - Snapshot. This disk allows 130XE (or upgraded 800XL) owners to use their extra 64K as a 2nd computer. You can then run applications in one "computer", and switch to the "other". A doc. file is included, but note this disk is by no means intended for novices, and you will need a fair knowledge to be able to use this disk. SS/SD disk.

THERE NOW FOLLOWS A LARGE SELECTION OF GAMES DISKS, WHICH ALL TAKE THE SAME FORMAT. THEY ALL HAVE A MENU ON THE DISK, BUT HAVE NO INSTRUCTIONS, EXCEPT WHERE SUPPLIED IN THE PROGRAM. MOST OF THE GAMES ARE WRITTEN IN BASIC, BUT SOME ARE IN M/C. NOT ALL ARE ARCADE. SOME ARE ADVENTURES, AND SOME ARE MIND GAMES. ALL ARE DOUBLE SIDED, AND SINGLE DENSITY. THERE MAY BE SOME GAMES WHICH APPEAR ON MORE THAN ONE DISK, AND SOME GAMES MAY BE ON PAGE 6 DISKS. I APOLOGISE FOR THIS, BUT IT IS VERY TIME-CONSUMING TO TRY AND TAKE THESE OFF. SOME GAMES MAY REQUIRE A TRANSLATOR TO RUN. SOME DISKS APPEAR TO HAVE FAR MORE GAMES ON THAN OTHERS. THIS IS BECAUSE SOME GAMES TAKE UP MORE SPACE THAN OTHERS.

PD43 - Games 4. Contains: submarine, devils, convoy, goldrush, missle1, invader, landern, missle2, gun fight, surround, orbits, robot war, black jack, frog, adventure, word square, maze 3D, paddle ball, pro bowl, tank trap, leprechin, snakes, wild west.

PD44 - Games 5. Contains: chicken, battle field, word, maze, yahtzee, mug wump, quest, big boggle, catacomb, saucer, clewso, speedello, change, simon, eight ball, baseball, guess, polock, dragon maze, golf 1, slots 3, golf 3, defend.

PD45 - Games 6. Contains: sterwarp, game pack 1, munchin, moonland, myriapede, what is it, crash dive, close out, galactica, target shoot, slalom, ant wars, buzz zap, castle, thunder bird, dragon adv., juggler, baricade 3.

PD46 - Games 7. Contains: harvey, racer time, balloons, bank shoot, filler-up, slots 1, star blaster, tag game, midnight race, word search, wizard, star trek, death star, battle ring.

PD47 - Games 8. Contains: leyte, dungeon, sabotage, slot 2, solitaire, outspace, gold mine, K-byter, maniac, backgammon, adventure in 5D, cat n mouse, kismet 2, darts, bee trap, tune in, tron, numbers.

PD48 - Games 9. Contains: space rescue, pharaoh, sherlock, flip-it, I.B.C., hex-a-pawn, speed demon, star gazer, knight battle, super chase, titanic, stunt clown, laser barage, doggies.

PD49 - Games 10. Contains: hangman, arrow one, birthday, poker, doctor, stunt man, survive, cannon, othello, piazza, volley, hello, wumpus, treasure, maze man, challenge.

PD50 - Games 11. Contains: blue berrys, bounce ball, chutes, code master, gambler, boggler, bumper pool, circus, eggs, simon, horse race, gotcha, knights, laser, jumper, master mind, golf, K-bytes, hanoi, live wire, jumping, lumber jack.

PD51 - Games 12. Contains: riskey, siege, monopoly 1, norad, maze race, midway, motie, olympiad, pentomin, quatrain, retofire, take 5, one, space miner, star sector, superman.

PD52 - Games 13. Contains: tanks, titan, roulette, tiger hunt, rebound, rock slide, bellvue, prison breakout, bomb squad, pop, poker squares, laser strike.

PD53 - Games 14. Contains: air hockey, biker dave, bonk, high rise, hangman 2, elevator, zip, balloon, suprise, bowling, black friday, electroids, last war, stud poker, snake, sky scape, yahtzee 2, trivia time.

PD54 - Games 15. Contains: video poker, space ace, lunar patrol, nuclear waste, lunar lander, trivia master, tag, tic-tac-toe 3D, clash of kings, crickets, terry, treasure, cliff hanger.

PD55 - Games 16. Contains: cosmic glob, death zone, five card stud, moonbeam arcade, crazy 8s, dinner, astro war, warrior 3000, M.C.V.Q., megalegs, wumpus 2, word jumble, mister m, desert chase.

PD56 - Games 17. Contains: frantic pinball, fortune wheel, F.wheel.gen., worm-be-me, animal guess, pegasus pinball, lost, ionpower pinball.

PD57 - Games 18. Contains: bomb, empire, flyer, montie, stingray, terminant, volcano, wari, chomper, creation, dungeon, galactic trader, super vision, vectron.

PD58 - Games 19. Contains: camel, civil war, one on one, risk, bumble bee, tic-tac-toe 3D, space dodger, bowling 2, nevada 21, ace ducey, dungeon arcade, battle field, miami ice, martesoro, dodge racer.

PD59 - Games 20. Contains: kidnapped, euchre, chess, warships, canfield, blackjack 3, switch box, tight rope, tugawar, blackjack 4, chess, monopoly 2, sea war, tyrants, bombrun.

PD60 - Games 21. Contains: air defense 2, quest, sea wars, battle ship, avoid 2, air raid, star dodger, money hungrey, bombers, planet, rain storm, space race, blondel, two gun, cosmic war, snowflak, air defense, blaster, caves of ice, hawkmen, hookey, loneaglerev, bingo, jackpot, cylons, wormsquirm, avalanche.

PD61 - Games 22. Contains: space thief, xword puz, firebug, bacterion, olympic dash, star crystal, blast, blue thunder, galactic, insects, gauntlet, race in space, snowball.

PD62 - Games 23. Contains: quest 2, titan32K, titan40K, numrace, jalopy, angle cannon, animal, arena, assault, astron, epsilon, horsplay, creepy, dragon, astrostm, blackjack 2, bunny hop.

PD63 - Games 24. Contains: grubs, gunfight 2, maze maker, quatro, rambhi, rambug 2, rebound kit, slither, starlane, tax man, vultures 3, backgammon, devils door, final orbit, laser, midas, poker 2, remember.

PD64 - CPR tutor. This was once a commercial program released by Atari, but is now PD. It shows, with EXCELLENT graphics and animation, how to perform CPR. A MUST for all those interested in learning this life-saving technique. DS/SD disk.

PD65 - More music and graphics. Side 1 contains and auto-running demo, with amazing music and graphics, all in Basic! Side 2 contains some more various pictures from films. DS/SD disk.

PD66 - Movie Maker disk 1. Side 1 contains some movies created with MM. Viewer included. Side 2 contains a simple PD version of MM, using character graphics. DS/SD disk.

PD67 - DRAW 7.1. This is a powerful graphics program for the 130XE and upgraded 800XLs only. DS/SD disk.

PD68 - Utilities 4. This disk contains diagnostic programs for various pieces of Atari hardware. Also included is DOS-WIZ. DS/SD disk.

PD69 - Utilities 5. Side A contains Title Screen Creator, for creating title screens for disks. Side B contains the A65 macro assembler. Note: This side has no DOS, so that all the files could fit. DS/SD disk.

PD70 - Education 2. A mixed bag of educational programs. This disk has: wordsearch, lazertype, typing, states, americas, world, algegrap, polargr, math, math2, power2, metrics, astronom, plotfunc, typing.trn, music.dmp, chemquiz, contractors, hamurabi, sinplot, question.fmt, number catch, nature, kilowatt, geometry, guessmy, loomweaver. DS/SD disk.

PD71 - Education 3. Another mixed bag, containing: mathman, reading, mathatak, word scram, spanish, number game, speed read, alphtrn, fun with words, math3, marathon, spell blast, typeing.les, scramble, counting, airattk. DS/SD disk.

PD72 - Education 4. Another mixed bag, containing: engineer, civil war, power, copycat, wordsqr, typtch, visionex, mathsub11, shapese24, uwordse25,

lwordse26, uletter23, lletter21, numbers22, mathadd12, recall. SS/SD disk.

....STOP PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS

NEW OFFER: ANY 10 PD DISKS FOR 15pounds.

PD73 - Pictures. Side A contains some great mode 8 pictures which have been ported over from an ST. Side B contains some 256 colour pictures. DS/SD disk.

PD74 - Colour pics./game design disk. Side A contains full 256 colour digitized pictures, but please not that these are in no way suitable for viewing by children. Side B contains a great on disk tutorial on how to write games. Many examples of techniques are included, as well as a couple of games! DS/SD disk.

PD75 - Don't Ask demo/more pictures. Side 1 of this disk contains the Don't Ask Software demo disk from 1983 (the company famous for S.A.M.) It contains demos of all the products (all now long gone) they used to sell, including SAM. The best demo is of SAM trying to sing the US National Anthem (you've got to hear it!!) Side 2 contains some more pictures files with a viewer. DS/DD disk.

PD76 - Utilities 6. Side 1 contains Sector Surgeon, a utility for modifying sectors of a disk. Easy to use. Side 2 contains Howfen menu. This contains an XL/XE translator, and a few disk-disk, tape-disk transfer programs. DS/SD disk.

PD77 - Hobby Tronic '89 demo. DS/SD disk full of good graphics and music. Note: this is NOT the same HT disk as in the Page 6 library.

PD78 - WITHDRAWN

PD79 - WITHDRAWN

PD80 - Steve Dong/Movie-Movie. Side 1 contains more Dong 256 colour pictures. Side 2 contains some pictures from films. Note: Some pictures not suitable for viewing by children. DS/SD disk.

PD81 - DETERM 1.55b. Very good comms. package for use with modems. DS/DD disk.

PD82 - Script80/DVC C. Side 1 contains a good word processor which works in 80 cols. on normal TV/Monitor. Needs translator for use with XL/XE. Docs. included. Side 2 contains the shareware version of DVC C. This is a very good implementation of the C programming language. DS/SD disk.

PD83 (*) - BASH-A-DRUM/RAIN COMES DOWN. Another contribution from me. Side 1 contains BASH-A-DRUM, which is a drum sequencer with pattern and song editors, and keyboard and joystick drum players. With demo files and full docs. (Will need W/P to print this out). Side 2 contains a digitized music demo, similar to those on PD1,6, and 29. DS/SD disk.

PD84 - Printer utils./Misc. Side A contains a load of printer utils. Some don't require any special printer, and some are for Epson, and even one for

the 1020. It contains biorhythm, calendar makers, lots of different label creators, various screen dumpers, an loads more. Side B contains various bits and pieces, a few pictures, a couple of demos, and M-Windows, a great M/C windows system for the Atari. Note: side B hs no DOS on so that I could fit it all on! DS/SD disk.

PD85 - Char Editor/ Synfile tutor. Side A contains a fantastic character editor written in Action! You can edit up to 8 fonts at once, and even animate them! This is the best editor I have seen. Has an on-disk tutor. Side B contains a running tutorial for Synfile+. DS/SD disk.

DON'T FORGET : ANY 10 PD DISKS FOR 15pounds.

PD86 - ITeC demo/Music Menu. Side 1 of this disk contains the ITeC graphics/ sound demo, which is a great collection. Side 2 contains a utility for creating musical machine code loader menus. Lots of music is supplied on the disk (mainly taken from games), which can also be listened to without having to use the utility. Also on this side is the Rob.C menu maker and DISKY II. DS/SD disk.

PD87 - Fortress/Atartis. Two new versions of Tetris. One with background music. Very good versions. DS/SD disk.

PD88 - Digitized #5. This disk contains more digitized pictures, but are X-rated. Note: Not suitable for children. DS/SD disk.

PD89 - Videoblitz/Virtuoso demos. This disk is for the 130XE only. Videoblitz is an amazing graphics demo that has to be seen! Side 2 contains some animations done with Virtuoso. DS/SD disk.

PD90 - VT100 terminal emulator. Needs translator for XL/XE. DS/SD disk.

PD91 - AMS music disk#1. Two sides of music done with the Advanced Music System. Various music. Loader supplied. DS/SD disk.

PD92 - AMS music disk#2. More music, but this disk has no player on. Will need PD91 or 93 for the player. DS/SD disk.

PD93 - AMS music disk#3. More music, with player. DS/SD disk.

PD94 - Pixel artist. Nice graphics drawing program. SS/SD disk.

PD95 - Autocare. Disk for managing your car. Contains details of cars, and lets you keep a database of models. Also help with running your car. This is an American disk so may be of little benifit to you. DS/SD disk.

PD96 - Wizards cottage/crossword puzzles. Side a contains a text adventure, while side b contains lots of crossword puzzles. DS/SD disk.

PD97 - Top-DOS/sector copier. Top-DOS is a new DOS which also works in Happy warp-speed, and has lots of other features. On disk help is available, but note that this DOS is in no way intended for beginners. Side 2 contains an easy to use sector copier. DS/SD disk.

PD98 - Games 25. Contains: blackjack,yahtzee, 3D tic-tac-toe, carny, and bowling. DS/SD disk.

PD99 - Utilities 7. Track Stack allows you to maintain any 2 M/C programs on the track stack disk. Docs included. Also: Keyboard macros, graphics drawing program, a good graphics file format converter, disk editor, char. display utility, a new DOS, and ultra-transfer. DS/SD disk.

PD100 - The Digital Editor. A great simple DTP-type package. Has fonts, pictures, printer dumps, and instructions. DS/SD disk.

PD101 - Music. Two sides of music with a player which lets you alter the sound. DS/SD disk.

PD102 - Utilities 8. Has sector surgery, joytest, keymaster, colortest, text file formatter, super Arcmate, calculator. DS/SD disk.

PD103 - Traverse/force of 4. Traverse is a great chinese chequers type game with instructions. Force of 4 looks good but I can't work out what to do! DS/SD disk.

PD104 - PC Pursuit 2.0. Terminal Emulator for MIO/850/PR. DS/SD disk.

PD105 - Wedge 2.1. Adds 20+ new commands to SpartaDOS 3.2d. Needs 128K and sparta 3.2d. DS/SD disk.

PD106 - Games 26. Another good collection of games. One side contains the following Basic games: Burgers, Spy Plane, Epsilon, Jackpot, Lunar Patrol, Rafferty. Side 2 contains the following MC games: Avalanche, Bacterion, Bonk, Canyon, Charlie, Demon Birds, Froggie, Insects, Livewire, Lunar Defender, Nordic Ski, Olympic Dash, Rainstorm. This disk is from France, so the docs. are in French. They are quite easy to play though. Most are taken from Analog, Antic and Atari User (old). DS/SD disk.

PD107 - Games 27. Side A contains the excellent Atomit. You've got to make up molecules out of bits in limited time. On side B are a good collection of M/C games: Shooter, Capital, Mazerun, Secret, Clown, Krazy, Froggy, Canyon, Climber, Starride, Trial. DS/SD disk.

PD108 - GOS demo/Shiny Bubbles. Two treats for 130XE (or expanded 800XL) owners. Side A contains a demo of Diamond GOS. Side B contains a superb graphics demo which would rival any computer! DS/SD disk.

PD109 - Ultra Tetris/Draw Apac. Side A contains a new version of Tetris, where you have to match colours. It is written in Turbo-Basic (copy on disk). Side B contains Drawapac. This lets you draw your own 256 colour APAC pictures, and also lets you load and modify APAC pictures. Side A is a shareware disk, with a reccommended fee of $10. DS/SD disk.

PD110 - Extended Basic/Glyph font editor. Side A contains an extension for Atari Basic, adding loads of new commands and features, with on-screen clock, cursor controllers, DOS commands, and loads more. Has big doc. file on the disk. Side B has a font editor and convertor, with some fonts. This side is shareware, with a reccommended fee of $10. DS/SD disk.

PD111 - Movie Maker movies. A disk full of moviemaker movies. Comes with movie player for viewing. DS/SD disk.

PD112 - Jeopardy!/Card Games. Side 1 of this disk has Jeopardy!, a game based on the US TV series. Side 2 has various card games, mainly versions of poker. DS/SD disk.

PD113 - Binary Games/Ramblin Gamblin. Side 1 has: Battle, Tron, Smasher, Insects, Fillerup, Roundup, Hoppper, Canyon, Cosmos. Side 2 has Ramblin Gamblin which contains: roulette, 5 card stud, slot machines, blackjack, and horse race. DS/SD disk.

PD114 - SOS Mangam. This is a double sided graphic/text adventure, which takes up a huge amount of disk space so has lots of screens. DS/DD disk.

PD115 - Fig Forth 1.0D. This is an implementation of the Forth programming language. It comes on 2 DS/SD disks, which includes the M/C source listings for it, lots of docs. and tutorial files, and lots of Forth programs. This will be sold as a dual disk pack at 4pounds (usual bulk purchase discounts apply - just treat this pack as 2 normal PD disks).

PD116 - Megablast 128K. Another contribution from me. This is my first 128K digitized music demo, and so requires a 130XE or upgraded 800XL etc. The music is Megablast by Bomb the Bass. SS/DD disk.

Don't forget:

Any 10 disks for 15pounds
Any 20 disks for 25pounds

1127. Please put DOS 2.0S on the archive so I can cc65

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 18:37:12 UTC
From: mmmei@norton.waterloo.edu
Message-ID: <1992Mar5.183712.19505@watserv1.waterloo.edu>
Source record: 112072

Hello loyal 8 bitters,

I have just re-entered the 8 bit world and have been trying
to get back to speed.

I am working on an interfacing project which requires a language
that will let me do bitwise AND, OR and basically get low level.

I have tried getting Frost Basic but it seems a bit mangled. I am
using util.exe from the atari.archive which is bugged so I will try
to bring it from the IBM one or two more times before I give up...I
definitely have all the telecommunications straight now.

I also tried getting CC65. It won't run under Mydos or DOS XL.
I have a 48K Atari 800 only. Apparently cc65 loads at $2800. It
is 149 DD sectors long. Assuming 254 bytes per sector (2 byte links)
and assuming a contiguous load, that puts the end address at $bb00 or
so. Memory ends at $bfff on my homely 48K machine. When I load
from DOS XL, I get the CC65 prompt but it complains of memory
problems when I try to compile hello.c. When I try to load from Mydos,
it just loads in dup.sys immediately after. I have dos 2.6f (hacked
2.0s) and it won't load with it either. It wants a mem.sav with 2.6f
which doesn't help matters anyhow. I tried renaming cc65.com to
autorun.sys for both mydos and 2.6f to no avail. I also deleted
dup.sys on both doses to no avail.

I sent a message to infoatari8bit (or whatever) and got in touch with
the person who wrote cc65 (apparently). He says it will run on a 48K
Atari running plain vanilla dos 2.0s.

I have diskcomm, dskcom32 and shrink. I was hoping somebody could
compress dos2.0s (unmodified) along with any patch programs for
double density, etc, if possible. If you could put it on atari.
archive.umich.edu under atari/8bit as dos20s.arc or something I would
be much obliged. If somebody could similarly post dos2.5, that may
also help in the future.

Thanks in advance.
Sorry about the length of the post

Michael Mei
mmmei@sunee.uwaterloo.ca
--
Michael Mei
GeoAcoustics Inc., 32 Maple Street, Aurora, Ontario
Home: 31 Springburn Cr., Aurora, Ontario L4G 3P4 (416) 727-5739

1128. Re: 3D glasses

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 19:32:02 UTC
From: watters@byron.u.washington.edu
Message-ID: <1992Mar5.193202.23758@u.washington.edu>
Source record: 112073

The "Yo Yogi" glasses are clear on the left and have a neutral density filter on the right (just kinda grey)

The 3D camcorder works on an entirely different system. It has two lenses on the front and alternates images on the screen. The Left and Right halves of the pair are seperated using LCD visors (Like for the NES)

I don't suppose anybody has tried using the Yo Yogi glasses on a video game yet? It should be good for anything where the motion is primarily from left to right(for the foreground). I would try it myself, but my Atari is sitting in the closet gathering dust right now.

--
mike
watters@genetics.washington.edu
206-543-1934(D) 206-361-1156(E)
U of Washington, Seattle

1129. Re: DSP560001

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 19:51:34 UTC
From: soania@ac.dal.ca
Message-ID: <1992Mar5.155135.4002@ac.dal.ca>
Source record: 112075

In article <92063.120326JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> In article <1992Mar3.084819.9883@miavx1.acs.muohio.edu>,
> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>>
>> Well, there has been talk in the Apple][groups of a DSP56001 card
>>for the Apple][s. How about hooking one of those up through the PBI. (a
>>DSP56001 chip that is.) Then you could do all sorts of neat tricks.
>>(Too bad this stuff is way over my head, does anyone know of a good
>>eletronics book to get started with? How a bout a good assembly language
>>programmers primer?)
>>
>>Later.......
>
>
> I don't know a thing about this chip, what is it? A graphics chip?
> What kind of display, how do you talk to it? Etc. Or, could go to
> a TI 34010 or something like that. Heh heh. I don't see the problem
> with the 7800 chip, the analog signals are probably the video, which
> would be separate ports on the card, like the XEP80. OBVIOUSLY
> you can't expect the 7800 video coming out of the Atari Video port
> just "like that". A great book to get into Machine Language , if
> it is to be had, is the _Atari_Roots_. It is my first 6502 book,
> and it is extremely easy to follow. Compute's two books they did on
> programming the 6502 were also fair as I recall. Don't know of many
> others folks. Most of my other reference manuals that I have for
> assembly, which I rarely program in, are De Re Atari, and the
> "Programming the 65816, Including the 6502, 65C02, and 65802"
> by David Eyes and Ron Lichty. Oh, and I am also FINALLY ordering
> the Technical Ref. Notes and 1200XL addendum, a must have in my opinion.
>
> Jeff McWilliams
>
>
>
>>
>>------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
>>Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
>>Power Without The Price R.COLLINS1 on GEnie
>>------=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------
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What is a DSP56001? Well I am sitting in front of one now and
in fact it is generating realtime additive synthesis in CD quality
stereo sound.

It is a really cool little CPU. It has nothing to do with video, it is just
a CPU. It is a 24 bit CPU in fact, has multiply add and divide operations,
very flexible addressing modes, a built in sine function table in ROM,
also a u-law table.. this is a logarithmic scale table used for the
CODEC standard of storing sounds.. CODEC is the standard used for digital
telephone voice transmission. It uses an 8012Hz sampling rate, has 5 bits
mantissa and 3 bits exponent, for noisy 12bit sound.
It has separate X and Y memory architechture so that data from two sources
can be read simulataneosly and operated upon. It has lots of regissters.
It's very fast and can do real time FFT and all sorts of things.
I don't know what else to say, if you're interested in any particular aspect
of the chip I can let you know. I also have a text file explaining all the
instructions briefly.
This is a chip used in modems for signal processing, in synthesizer keyboards,
in add on boards for many computers, in CD players for digital filtering
and so on.
-George

1130. Re: 4096 Digi's I got some nice files

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 19:58:51 UTC
From: soania@ac.dal.ca
Message-ID: <1992Mar5.155851.4004@ac.dal.ca>
Source record: 112101

Re: 4096 digi's

Well, accessing files is not a problem.. I have a video digitizer here (from
VCR or laser disk), but besides that I have many beautiful raytraced pictures.
In fact I have already made a few 320x200x4 greyshade GIFs so I could see
what they looked like on my 64. I could create a nice 256 color GIF, or,
better yet.. give someone a nice pic in a simple file format they can easily
decode. I can use PBM format, portable bitmap format.. this is used by a
pd file conversion program that is available on the net. It is in C code
and I have ported it to an Iris workstation.
I can scale the file to any size and dither it in color even.
So if someone is interested in writing a display program I can give you some
files.
-George

1131. Re: Introduction. MFM -> SCSI Question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 21:49:00 UTC
From: dam1@ra.msstate.edu
Message-ID: <1992Mar5.214900.7346@ra.msstate.edu>
Source record: 111965

The diskette that came with the MIO had a low-level format utility...
you would use the MIO to partition and format each partition...do not
allocate sector 0 to a partition because the MIO uses this sector to
store its configuration...
--

|Danny Martin |
|dam1@Ra.MsState.Edu|

1132. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 22:42:56 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <00P7gB4w164w@cyberden.uucp>
Source record: 112100

I could ask Atari about it on Atari Base (once I figure out their damned new software!). I asked if they'd sell the rights to it to a company or something, because they've ended their support, but they said that "they still sell pretty well in European countries".. I said "yeah, but how many years does someone over there have to work to afford one!?".. (saw some note of that sort in AE or ANTIC or something...)

As for the 130xec (the card), it seems to be in a very developmental state. I recall that I heard about it on the ICNet on the carina II place around here (WCS), but they died, so I can't reach that net. I think ABase is on Z*net now, so anyone on it can possibly reach Atari. Try for Bob Brodie.. he's been "taking the helm" there since they decided to get the new software.
Bill Kendrick

_____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1133. Re: Digi-Studio PD demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 22:46:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <egq7gB5w164w@cyberden.uucp>
Source record: 112074

As for posting Atari uuencoded stuff.. why don't we add a group called "alt.binaries.atari.8bit", sorta like the apple, amiga, ibm, etc. "news"feeds?? And then have a "a.b.a.8.discussion" newsfeed, so people who aren't on usenet (those on CI$ or wherever) won't be confused about statements like "get this demo", etc.etc.

How's it sound??

____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|

1134. Having cart.port problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 22:50:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9mq7gB6w164w@cyberden.uucp>
Source record: 112104

I usually have my cart.port on my 1200xl empty, as I only use Binary stuff, and never use ataribasic, just Turbobasic now. The thing is, that whenever the cart.port's empty, almost every time I try to boot up, I get this brown colored screen and have to press [RESET]. Is this just another one of the "many" 1200xl quirks??

Also, yesterday I was bored and tried to stick Joust in my port, and it stuck. It felt as though either the cart wasn't opening up for the computer's "pins" (the plastic things that push old 400/800/xl carts. open). Or maybe it IS my cartridge port. Because of the tiny amount of space on my desk (2" from wall of desk -> computer, 2" from computer to 1050 and 2" from 1050 to other wall), I usually "jossle" the carts. left and right to remove them. Is this damaging it? I've never had much problems with my port until lately....

Thanks alot!

____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|

1135. xmm801 parts!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-05 22:56:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <awq7gB7w164w@cyberden.uucp>
Source record: 112078

I really need a new paper roller knob and new cover (mine looks like patchwork!) for my xmm801 printer. Does anyone know where I can get parts? (should I try Atari!? as if they'll care or something!)

Also, speaking of dead hardware... why did Atari ever come up with the 9-pin SI/O ports? Was RS232 not around back when this was designed? (Atari's ARE older than IBMs!..hehe...)

And... what do you think would've happened if Atari computers didn't have the name Atari? (hence people thinking "Atari? Atari COMPUTER? They made one?.. What, does it play Pong!?" when I say what computer I have...) My friend used to say that it probably (or was it the ST) would've done a lot better if it wasn't associated with the 2600 and Pong.. (even though they ARE AWESOME..(not HIS opinion..mine! :->))

Well?

Thanks in advance! Bill

____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_______Marin!_____________________|

1136. need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 00:55:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wFw7gB2w164w@cyberden.uucp>
Source record: 112102

Ok.. you've all played games that are probably compressed. You know, the games with huge background maps (Zybex, Mirax Force, Boulder Dash). Somehow they fit all of this, plus game code and sounds (music or voice) into my little 48k on my 1200xl. How!? I'm guessing it's compressed. Well.. I'm wondering what type of software is needed for good compression of this type of data. I had an idea for an english language compresser (change all the letters/letter combos (-ing, ed, etc.) to 1 byte or less sized values.. sorta the opposite of uuencoding...)

I'm just interested for a good compression program that can be added to basic (ie basic code or a USR-able routine). I think it's great to be able to only load a game once and never need data disks! thanks..
Bill

_____
| PhBill: Bill Kendrick Atari /|\|
| moon!cyberden!phbill@well.sf.ca.us |
| 20 so miles North of 8-bits |
| San Francisco, in beautiful ROCK! |
|_____Marin!_____|

1137. Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 03:51:30 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Mar6.035130.4965@magnus.acs.ohio-state.edu>
Source record: 112080

```
Z-Magazine Issue #204 is now available
on the atari archive (which can be
reached by ftp atari.archive.umich.edu)
as zmag204 in the /atari/8bit/new
directory.
--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps
```

1138. 410 Tape Drive and some Game Carts

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 05:25:21 UTC
From: hong@cs.umd.edu
Message-ID: <50571@mimsy.umd.edu>
Source record: 112092

I have a 410 Taoe Drive for sale, it is pretty beat up, but still works,
I am asking for $7 + shipping, I will throw in about 30-40 tapes, but I
don't know how many will works.

Also, A couple of carts for sale:

Speedway Blast by IDSI
Kick Back by Thorn EMI
Mountain King by CBS
Squish 'EM by Sirius

no manual, just the cart, asking $3 each, I pay shipping.

All carts should work on 400/800.

Please email hong@tove.umd.edu if interested.

Thanks,
Sze Hong

1139. DeTerm

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 07:43:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FBF8gB2w164w@cyberden.uucp>
Source record: 112091

I'm using DeTerm right now. It is a most excellent program. Almost better than BobTerm. I'd like to see a mix of it and BobTerm! That'd be really cool! I just got Bob Puff's UnLZHer today, as well! I didn't know there WAS one! It's verion "0.1", though, too. I forget what the date said, and I don't think that it can actually LZH a file. Does anyone have UnLZHer? How about LZHer!? Has one been made yet??

Also, does anyone have a good PD font editor? Somebody on a BBS near here is looking for one, and I said I'd upload my Basic one ("Font3.1"), as I have no others (other than my earlier, far weaker versions.)

I'm hopefully soon going to re-start work on Font 4 again. This time it'll be in TurboBasic XL, and can handle far more than 1 or 2 fonts at a time (it's only 1k per font! What was I thinking!!) I'll also hopefully have designed a WORKING <90 degree rotation routine! Hehe... Perhaps I'll wait until I can get my hands on Action! before I start getting into such hefty things!

Oh... BTW: my version of DeTerm is DeTerm SX version 1.59. I'm wondering why it cannot [TAB]. Instead of [TAB]bing, it [DELETE]s.. Is this DeTerm? My version? The fact that it's DeTermSX? Or is it DeTerms SX R:handler?

One last thing before I go.. Where is there a free 1k of RAM on BobTerm (1.21 on a 48k 1200 with MyDOS.. to be exact!) I'd like to make a ch-set switcher for it (just a module, actually.) Also, how can one keep MyDOS from reloading itself after it runs a program that does such a thing. If I have a program called COLORS.OBJ or something like that on a disk without DUP.SYS (or at least not a MyDOS DUP.SYS) and all COLORS.OBJ does is say "change the screen colors" (ie. it has the bytes:
255
255 (header)
708
712 (start/end)
xx
xx
xx
xx
xx (replacements to go to locations 708-712)
and that's it), when I run it, it successfully changes the colors, but then starts doing the annoying "beepbeepbeep" on drive 1, and then tries drives 2 thru 8 and does this over and over, because it can't find a drive with MyDOS on it! How does one keep this from happening!?!?

Thanks in advance for any info on any of this stuff! (determ/fonts/mydos binaries)

(darn it! I can't TAB!!)
Bill Kendrick

_____
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|

1140. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 14:02:08 UTC
From: psteffn@gnu.ai.mit.edu
Message-ID: <9203062102.AA07215@geech.gnu.ai.mit.edu>
Source record: 112087

Hmmmm? Depackers on the 8bit? Well, they are quite commonplace on the ST and Amiga these days and I see the PC world has stolen the idea with PKlite and [I think this is the right name] LZ.. A generalized packer routine would be great for the Atari 8bit.. Particularly since I remember coming across LOTS of large files that contained lots of wasteful redundant data...

The idea is that you pack your code, tack on a small depack routine at the beginning, and whenever you load your program, this little depack routine depacks the rest of the code somewhere in memory, relocates it back to the original load address [sticking the return address is probably the best way on the 6502...] and executes as normal.. This would work great on expanded > 128k 8-bit machines only.. On a 64k machine, you might be able to write a smart algorithm to handle even 40k files but the 8-bit memory management [what memory management?] would make it awkward.

Although, for games, the best way is to just write a custom packer that may work best on maps.. I doubt you'd be storing the complete bitmap for a large scrolling map in your game [using a font and just a simple ascii table, as in most of the classic Antic games is the most efficient way]. Concerning how many possible ascii values you use in your table, you could probably do quite well with a simple binary tree algorithm. You could probably shrink a 40x40 map of 1600bytes to under 200bytes. The algorithm would be easier in assembly or Action! since I do not recall many bit operations in Atari Basic.

Anyway, the main reason I posted is that I want to get in touch with Null Cypher but my mail bounces. If you read this, mail me!

Paul Steffen
STratoHACKster [ex. Stratocaster]
of Tibetan Peach Pie Inc.
Amiga/ST coders

1141. Re: DeTerm

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 17:20:05 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55452@cup.portal.com>
Source record: 112086

In a recent article, Bill Kendrick (Moon!Cyberden!PhBill@Well.SF.CA.US)
writes:

>I just got Bob Puff's UnLZHer today, as well! I didn't
>know there WAS one! It's verion "0.1", though, too. I forget what the
>date said, and I don't think that it can actually LZH a file. Does
>anyone have UnLZHer? How about LZHer!? Has one been made yet??

Jeez, I live in Rochester NY and have MET Bob Puff and log onto his
BBS regularly, and I'VE never heard of "UnLZHer!" Where/when'd you
find that?? I guess I'll have to check out Bob's board today...!

>Also, does anyone have a good PD font editor? Somebody on a BBS near
>here is looking for one, and I said I'd upload my Basic one ("Font3.1"),
>as I have no others (other than my earlier, far weaker versions.)

I believe Antic published one, which I played with (it was written
to work with keyboard input, and I modified it for joystick input, or
the other way around, I forget -- 'twas years ago) and have on disk
here somewhere... Dunno whether there's a "standard" font FILE format
though, or whether this beast uses same...

>I'm hopefully soon going to re-start work on Font 4 again. This time
>it'll be in TurboBasic XL, and can handle far more than 1 or 2 fonts at a
>time (it's only 1k per font! What was I thinking!!) I'll also hopefully
>have designed a WORKING <90 degree rotation routine! Hehe... Perhaps
>I'll wait until I can get my hands on Action! before I start getting into
>such hefty things!

What's "Font 4?" Some of your projects sound REALLY GREAT, by the way,
Bill! Picking apart Expo91, writing Klix (hurry, hurry, I LOVE that
game Klax...), etc. etc... Bravo! :-)

>Oh... BTW: my version of DeTerm is DeTerm SX version 1.59. I'm wondering
>why it cannot [TAB]. Instead of [TAB]bing, it [DELETE]s.. Is this
>DeTerm? My version? The fact that it's DeTermSX? Or is it DeTerms SX
>R:handler?

None of the above! :-) Apparently DeTerm is transmitting raw ATASCII
code when you press keys, or at least when you press the TAB key. I
discovered many years ago that the Atari TAB character is ATASCII 127
decimal, NOT the "standard" ASCII 9 decimal. In ASCII, the value 127 is
the "DEL" character. So if you hit TAB on your Atari with DeTerm, it
transmits ATASCII 127; the ASCII host system receives this, says "aha!
127, that's DELETE," and acts accordingly, probably deleting the most
recent character input and moving the cursor one space to the left.
If you want to transmit a standard ASCII "TAB" (9 decimal) you should

be able to do it by typing control-I (hold down CTRL, press I). Now, if the ASCII host echoes that, and DeTerm displays the literal "ATASCII 9," you're going to SEE a "graphics character" which is really the ASCII host system's TAB character. Beware. Offhand I'd have to say that based on what you've said, I wouldn't use DeTerm to talk to an ASCII-based host system at all! :-)

>One last thing before I go.. Where is there a free 1k of RAM on BobTerm

Tech specs on BobTerm are pretty well nonexistent, unless someone reverse-engineers them; people have been pestering Bob Puff for internals info for YEARS in the interest of writing modules, but Bob has been very close-mouthed on the subject. I can well understand this, though -- he's got an AWFUL LOT of "irons in the fire," only ONE of which is the maintenance-and-documentation of BobTerm. I'd rather have him do what he can, than drop all other projects just to document BobTerm...

>Also, how can one keep MyDOS
>from reloading itself after it runs a program that does such a thing.

Can't help you there, although yeah, I've noticed this annoying behavior too...

BTW, you ARE all aware that you can load binary data from the E: device (screen/keyboard Editor) in DOS 2.0 (and maybe MyDOS, too, for all the good it will do you)? This is a happy consequence of the fact that you can generate all 256 (0 through 255) eight-bit data values directly from the Atari keyboard. As an example, here's how I do the equivalent of BASIC's "POKE 580,1" from the DOS 2.0 menu:

L <return> - select BINARY LOAD from DOS 2.0 menu
E: <return> - select Editor (E:) device as "file to load"
<DOS opens the "file" "E:", causing the screen to clear>
<type the keystrokes exactly as listed in the left column:>
ESC - prefix the following keystroke...
ctrl-INSERT - hex FF (255 decimal)
ESC - prefix the following keystroke...
ctrl-INSERT - hex FF (255 decimal)
D - capital D, ASCII 68 decimal, low byte of address 580 decimal
ctrl-B - control B, ASCII 2, high byte of address 580 decimal
D - capital D again (previous D, ctrl-B was START-load address,
ctrl-B - control B again this one is END-load address)
ctrl-A - control A, ASCII 1, data to be loaded into address 580
ctrl-3 - end-of-file

<control returns to DOS and the menu reappears. Youe POKEd the value 1 into address 580>

The same idea can be extended to load ANY data, program code, etc. etc. into ANY address(es) in memory...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1142. Re: MYDOS and the fast sector format

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 19:15:55 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92066.141555LENNJM@PURCCVM.BITNET>
Source record: 111955

The BIGDEMO is on GEnie but I haven't downloaded yet because it is
in two 125K files, I believe. If you could post it, that would be great!!

Jody Lenn

1143. Re: awesome?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 19:23:07 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92066.142307LENNJM@PURCCVM.BITNET>
Source record: 112094

The song playing during the Kaleidoscope portion of Awesome Demo is
House of the Rising Sun by the Animals, circa 1966(?).

Jody Lenn
LENNJM@PURCCVM

1144. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 19:28:47 UTC
From: swoodwar@zeus.calpoly.edu
Message-ID: <1992Mar06.192847.142151@zeus.calpoly.edu>
Source record: 112096

moon!cyberden!phbill@well.sf.ca.us had the unmitigated audacity to say:
>
> [Asking about compression]
>
>Bill

I don't know how all those ARC things go (Crunch, Pack, Squeeze, Stomp, etc),
but here are a couple ideas.

If you have data with a lot of repeated bytes (like zero) you can do something
like this:

Text string " Boooo!"

Data:
6 spaces .byte 6,32
1 B .byte 0,1,"B" (0 = no packing, 1 = length, "B" = data)
4 o .byte 4,'o
1 ! .byte 0,1,"!" (see "B" above)

I believe one of the ARC compaction formats works something like that,
but it's probably structured differently.

Also if you have something like ASCII text, it will only use 7 of 8 bits,
so if you squash the bits together and have a 12.5% reduction.

If I were you I'd set up some test files with lots of repeated sequences,
ARC them, and see what the ARCs look like. Or maybe check out a library
book on compaction. Or wait for a post from someone who knows what s/he
is talking about...
--
------------------ fjbbqjne ng qrzrgre qbg pnycbyl qbg rqh ------------------
Gur bayl checbfr bs guvf fvtangher vf gb trg crbcyr gb ebg-guvegrra vg...
Qvq V rire fnl vg jnf tbvat gb or jbegujuvyr?

1145. Re: For Sale: Atari Computer!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 19:30:00 UTC
From: chris@atl.scscom.com
Message-ID: <1992Mar06.193000.22163@atl.scscom.com>
Source record: 111961

In <1992Mar3.192515.15918@athena.mit.edu> mjansen@athena.mit.edu (Mark Jansen) writes:

>FOR SALE:
>Yes, I am finally selling this Mecca of computer power. For those of
>you that have been waiting for this moment:
>1 Atari 400 with 64k RAM, and a nicer keyboard.
>1 A disk drive (I don't remember which one)
>1 tape drive
>1 dot matrix printer with lots of paper
>Tons of games and some other software.
>All this can be yours for the low, low price of $300(negotiable).
^^^^

Hahahahahahahahahahahahaha.. Are you sure you didn't add an extra '0' or
maybe 2? hahaha... TOO funny!!!

Couldn't resist...

Chris

1146. <none>

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 21:08:55 UTC
From: omf@smaug.hacks.arizona.edu
Message-ID: <6MAR92210855@smaug.hacks.arizona.edu>
Source record: 111966

```
Just testing...
```

1147. Eliminating MyDos's DUP.SYS from re-loading after running programs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 21:49:44 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Mar6.214944.14384@magnus.acs.ohio-state.edu>
Source record: 112085

```
>>>Also, how can one keep MyDOS
>>from reloading itself after it runs a program that does such a thing.
>>
>>Can't help you there, although yeah, I've noticed this annoying behavior
>>too...

The way to solve this problem is to find the address of the prompting
or menu display routines within MyDos. Then it is a simple matter to
create a binary file to jump to the prompt/menu. This binary file is
then appended to the binary file you wish to jump back to the menu after
loading. This is dangerous, though, if the binary load file overwrites
DUP.SYS; in this case, the prompting routine may no longer exist! This is
the reason DUP.SYS is reloaded, so that exiting from programs which use
the same RAM as DUP.SYS doesn't lock up the computer or corrupt DUP.SYS.
I found a quick way to find the routine to display the menu was to write
a program to search for CMP #128 (checks if break key is pressed).
10 FOR I=10000 TO 20000:IF PEEK(I)=201 AND PEEK(I+1)=128 THEN ?I
20 NEXT I
A sure-fire way to find the address is to start disassembling around
this address; but you can probably just add 5 to the number this program
comes up with, and then convert it to hex (I'm assuming DUP.SYS hasn't
changed radically from version to version). For v4.53, the proper address,
hereafter X, is 29A5.
Next create a dummy binary file to run MyDos:
K
DUMMY.OBJ,0,0,,X

Now append DUMMY.OBJ to the file of your choice:
C
DUMMY.OBJ,FILE.OBJ/A

Further binary loads of FILE.OBJ will *RUN* MyDos after loading/executing,
assuming it hasn't been overwritten. DUMMY.OBJ may be deleted.

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps
```

1148. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 22:36:47 UTC
From: rts@polari.com
Message-ID: <1992Mar6.223647.22570@polari.com>
Source record: 111958

Now, tell us all something. Do these emulators actually do graphics?
Like the SFX for the st, can I load PACMAN from my 130xe disk and SEE it?

What I want to know is "Do these emulations actually do everything?"
Im mainly interested in the SFX (8bit atari > St)

THanks

rts@polari
--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

1149. Re: 4096 DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 22:38:25 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Mar6.223825.26970@ge-dab.GE.COM>
Source record: 112088

(in answer to a lot of messages from "phbill" and others):

COLRVIEW, the program, only loads graphics 9 or 15 files (7680 bytes). It doesn't load GIF's; your need APACVIEW to read GIF's and convert them to COLRVIEW formats. All COLRVIEW format really is, is three files, all with the same (up to 8 character) filename, with extensions of .R, .G, and .B. COLRVIEW loads all three files into memory, swaps the bytes all around as needed, sets up the display list with DLIs, and displays them. If you want to play with this, create your own files with ComputerEyes or a graphics 9 or 15 drawing program, save them as standard 7680 byte (62 SD sector) files and name them TEST.R, TEST.G, and TEST.B. Then load COLRVIEW and load up TEST to view your picture. Artist James Pittman has done just this, and create about a dozen files on CompuServe. He has also written a COLRVIEW drawing program that only works on 130XE's expanded to 256K (I have not tested this). It is available on CompuServe.

As for other formats for ColrView: my DEGASRD displays Atari ST Degas and Degas Elite picture files in ColrView. It doesn't save them to disk as .R/G/B files (these usually take up more disk space than the original Degas file), but you may view them. The latest version (1.1) allows you to "slideshow" the contents of a disk. Also, Craig S. Thom (GEnie sysop and ICD staffer) apparently wrote an Amiga ILBM(IFF) to ColrView program which he never released. Some of his results were uploaded to GEnie.

By the way, ColrView Gr.9 resolution is 80 x 192 x 4096 colors, Gr.15 resolution is 160 x 192 x 64 colors. The 6502 spends an *awful* lot of time servicing the DLIs, so much so that serial bus (disk I/O) is not possible when the ColrView screen is displayed.

Sounds like I better write an article for "Atari Classics" describing this ColrView stuff, huh? :^)

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com <--write here for availability info.

1150. Joystick/mouse control of cursors

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-06 23:50:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <T3N9gB5w164w@cyberden.uucp>
Source record: 112084

I was going to get a file that supposedly controls cursor control via the joystick on TextPro, and it claimed (but not named) a few other word processors. I'm wondering exactly how hard this would be, and do you think this is something that can be (I'm becoming a Mac/IBMer it sounds like!) running in the "background". (God.. I want accessories! 'd better get an ST! hehe)

I was just (well..am still) using DeTerm (I was fooling with the menus), and thought how neat it'd be to use a mouse or joystick with it. This program rivals IBM programs I've seen for windows! I want to try it with SpartaDOS (once I GET SD!) and try out the CLI to run the scroll and key-repeat things that came with DeTerm. I love having all these little tidbits I've never had before running on all this software. My only complaint is that so much of it is run without taking into mind the OTHER programs of it's size and use that they start clashing together. I understand that some of it is system stuff (when to call things, and all that), but has anyone actually made a bunch of files that are like accessories on the other "bigger" systems? (mac,st) Joystick controlled cursor sounds neat (if it controls it how I think it does). I'd like to see an IBM keyboard thingy (the upgrade) that'd work sorta like IIGSs(well, not really, but look like it I guess). The keyboard would be connected via a plug on one side, and a joystick or digital mouse would be connected on the other. Then the joystick could be configured to emulated "up", "down", "left", and "right", and [RET].. and possibly [ESC] (if it had two buttons, like Genesis controllers... or was a two-buttoned mouse). I hope my ideas are getting to someone who actually cares and would create such a peice of hardware. I'd definetly buy it (if the price was within my slim "budget".. if you could CALL it a "budget!")

Well... thanks for reading this far!
E-mail me if you have any spiffy ideas or comments!
Bill Kendrick
(still not used to not having
TAB!)

_____
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|

1151. Re: Please put DOS 2.0S on the archive so I can cc65

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 00:45:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55465@cup.portal.com>
Source record: 112098

Well, on line so a few whoops! may happen. If you want to debug from basic for now, just assemble this, BTW: have some logical operators that can be called from basic that'll do logical operators on blocks of memory. This'll work (or should) on byte or word sized operators via "ANSWER=USR(ADR,X,Y)"

```
PLA
PLA
STA $D5
PLA
STA $D4
PLA
AND $D5
STA $D5
PLA
AND $D4
STA $D4
RTS
```

It's relocatatable, just change the 'AND to whatever function you need & it can be stored in a string.

1152. Re: UnCLOSErs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 02:18:44 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92066.211844JJMCWILL@MTUS5.BITNET>
Source record: 112090

Bill,

Although my 1200XL is running 800XL ROMS, it too acts funny with my P:R:
connection and my EPSOn printer. Turning it on and off sends a line of
garbage to the printer. I am mystified by it. It doesn't happen if I
plug the exact same peripheral chain into my 800XL. Weird.

Jeff McWilliams

1153. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 02:26:02 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Mar6.211744.2563@wvnvms.wvnet.edu>
Source record: 112076

In article <1992Mar2.145322.28507@nmt.edu>, mfrank@nmt.edu (Matthew Frank) writes:
> In article <1992Mar1.183009.24284@usenet.ins.cwru.edu> al885@cleveland.Freenet.Edu
(Gerard Pinzone) writes:
>>
>>Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>>
>>Is it a FULL spreed version?
>>--
>
> If anyone has any information, I'd like it too, please.
>
> Matthew Frank
> (mfrank@nmt.edu)

The last I heard was the author (I'm sorry, I don't know his name) was
prohibited by Atari from distributing the software because it contained
"Official" 8-bit code. Atari will only allow emulators to be distributed for
other machines by them (I.E. ST/TT).
Mephistopheles

1154. Re: awesome?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 02:28:56 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92066.212856JJMCWILL@MTUS5.BITNET>
Source record: 111960

No, "Beat-It" flickers, I think a couple other parts also do, or maybe I
am confused with the Das_omen demo, which has bad flickering on my 800XL.

Jeff McWilliams

1155. Re: Having cart.port problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 02:34:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92066.213401JJMCWILL@MTUS5.BITNET>
Source record: 112081

Bill,

Regarding your 1200XL cart. port, I have no problems running my machine without a cartridge installed, and even my Rtime8 and SpartaDOSX have been shoved into the 1200XL cart port and worked correctly, so JOUST should be no problem.

Jeff McWilliams

1156. "Multi-tasking" software

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 03:46:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4Zy9gB3w164w@cyberden.uucp>
Source record: 112089

I wonder why there's no good multitasking software (oops. should've been in quotes!) for the 8-bits except BobTerm.. and that doesn't do much compared to what I can imagine. At school, we're using Word Perfect on Apple//s, and it can sorta multitask (do a print job and edit at the same time). The reason I know for sure that it isn't the buffer is the fact that you can't "exit" the program while it's in a print job. Why can't we have a program like BobTerm unArc as we're online? This'd be esp. cool with a major upgraded system (1meg, perhaps!?)... have a buffer full, do a down/upload, and unarc something at once! (a little slow, of COURSE, but I'd live with it!) Atari 8-bits have amazing speed compared to any other 8-bits (ever see PFS:Write on the Apple//s? Ouch... is that slow!) The only thing I'm almost impressed with on an Apple for speed is it's ability to draw hi-res lines very quickly.. but we have an excuse.. we have to handle MULTIPLE mode sizes and memory set ups/colors and yet have only 1 routine. I think it's very impressive. I wouldn't mind a hi-res line routine. It'd be much faster than the all-purpose one. That's sorta my view on my entire system. You have the "all-purpose" stuff which is really awesome, but general-purpose, faster routines'd be cool. I see no need for a ton of code (menu/fanciness) on an unarcer. Hell.. why not have it unarc as it downloads!?

Oh well ... I can live with my system as-is, but right now I'm using DeTerm, and am very impressed. It looks VERY MUCH like an IBM program (for some reason I feel I must be impressed with that.. it's been subconsciously imbeded into my mind, I suppose). I love the windows and stuff. I just wish it were faster like BobTerm, and could handle BobTerm's psuedo multi-tasking.. I LOVE THAT!.. But I also love windows and pull-downs as well! Never satisfied, am I? hehe! ;)
Well.. I can't wait to here any comments on
my ideas! Thanks alot! (hmm.. for now, howabout a nice safely stored module for BobTerm... I have no modules for BobTerm!!!.. Is there a CLI module for SptaDoS for BobTerm? (I have no SD, and really want it! I'm missing out!!)
thanks in advance!

_____
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|

1157. Re: BART mailer etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 04:16:33 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar7.041633.19930@usenet.ins.cwru.edu>
Source record: 112099

In a previous article, djg0@aber.ac.uk (Dean John Garraghty) says:

>Yes, I do have a copy of the FAQ, and do know about the BART mailer. I tried
>using BART and it just didn't work properly. Also, we are restricted here at
>Aberystwyth when sending mail. Mail to the States costs the university a lot of
>money, which it can ill afford. If you send too many emails to foreign countries
>you get a bill for the amount, which comes as a shock! We've only been allowed
>to post to the net since last September. Before that, we could read but not
>post. British Universities have to work on very tight budgets, especially here
>because we are so small. Posting onto the net is the only way I can ensure
>things get to people, without too much cost. It's also a lot easier for me.
>
>Dean Garraghty. djg0@uk.ac.aber
>

I propose rewriting the FAQ to say something like this:

How do I upload to the atari.archive?

1. If you can FTP to atari.archive, you can upload directly to the 8bit/new
directory. Please also upload a short description of your upload.

2. If you cannot FTP to atari.archive, you can uuencode your upload and
email it to the 8-bit archive moderator, jrd@stony-brook.scrc.symbolics.com.

3. If you can neither FTP to the archive nor send email, you are welcome
to post your uuencoded upload directly to comp.sys.atari.8bit.

Fair enough?

I'm still curious, though, what exactly you mean when you say "BART
just doesn't work properly" for you.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1158. MyDos: Halting DUP.SYS reload, removing GRAPHICS 0 call

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 04:38:17 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Mar7.043817.17261@magnus.acs.ohio-state.edu>
Source record: 112093

The following short program may be
ENTERed from ATARI BASIC. It modifies
the DUP.SYS file of MyDos v4.53 but
should work with older versions as
well. The program eliminates the
GRAPHICS 0 call which DUP.SYS normally
makes prior to displaying its menu.
This allows you to set your screen
colors before calling DOS. Also you can
type DOS while in a graphics mode and
use DOS in the text window.
The program also creates a 1-sector
binary load file called RUNDUP.OBJ.
RUNDUP.OBJ does what its name implies
-- it jumps to the routine which
displays the MyDos menu. When a
binary file is loaded, MyDos's DUP.SYS
is normally reloaded before returning
control to the user. If you append
this file to the binary file, DUP.SYS
will not be reloaded; instead, the
menu will be run, without loading
DUP.SYS back into RAM. To add
RUNDUP.OBJ to your favorite binary
load file, ANYFILE.OBJ, type from DOS:
C
RUNDUP.OBJ,ANYFILE.OBJ/A

where ANYFILE.OBJ is any file which
previously loaded DUP.SYS upon
exiting. NOTE: Since many binary
files overwrite DUP.SYS in RAM, this
method will produce unpredictable
results. In other words, it assumes
an uncorrupted copy of DUP.SYS still
exists in RAM after running or loading
ANYFILE.OBJ.

```
-------------------------------------
100 DIM DUP$(10000),FST$(39)
110 DUP$(10000)=" "
120 OPEN #1,4,0,"D:DUP.SYS"
140 FOR I=1 TO 39:READ D:FST$(I,I)=
CHR$(D):NEXT I
150 X=USR(ADR(FST$),1,ADR(DUP$),10000)
```

```
160 L=PEEK(832+16+8)+PEEK(832+16+9)*256
170 DUP$(L+1)=""
180 FOR I=1 TO L
190 IF ASC(DUP$(I))=110 THEN IF
ASC(DUP$(I+1))=228 THEN GOTO 210
200 NEXT I
210 FOR J=I-1 TO I+1
220 DUP$(J,J)=CHR$(234):NEXT J
230 CLOSE #1:OPEN #1,8,0,"D:DUP.SYS"
240 ? #1;DUP$;:CLOSE #1
250 FOR I=PEEK(10)+PEEK(11)*256 TO 65535
260 IF PEEK(I)=76 THEN GOTO 280
270 NEXT I:END
280 OPEN #1,8,0,"D:RUNDUP.OBJ"
290 PUT #1,255:PUT #1,255
300 PUT #1,224:PUT #1,2
310 PUT #1,225:PUT #1,2
320 PUT #1,PEEK(I+1)
330 PUT #1,PEEK(I+2):CLOSE #1
340 DATA 104,104,104,10,10,10,10,170,
169,7,157,66,3,104,157,69,3,104,
157,68,3,104,157
350 DATA 73,3,104,157,72,3,32,86,228,
132,212,160,0,132,213,96
```

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

1159. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 05:18:12 UTC
From: jonc@status.gen.nz
Message-ID: <2k10gB1w164w@status.gen.nz>
Source record: 111964

fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:

>
>
> Z-Magazine Issue #204 is now available
> on the atari archive (which can be
> reached by ftp atari.archive.umich.edu)
> as zmag204 in the /atari/8bit/new
> directory.

Thanks for the note Frank..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1160. MyDOS problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 10:11:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aTg0gB2w164w@cyberden.uucp>
Source record: 111963

I'm having problems with a ghost 120 sectors free on MyDOS disks. Here's
the "scoop:"

I download 2 files... 1 about 17k, the other about 15k. Niether work.
I delete the 17k one (BTW: the k was freed by the deletion of a 300
sector file) and then upload another 17k file. (I had 49 sectors free,
then the extra 17k from the deleted file.. plenty of room!)
In the middle of the download, it get's aborted because the disk is
"full". I check the files and it has 120 sectors free. This has happend
many times with MyDOS. What's up? My drive is a 1050 stock, and the disk was
formatted with MyDOS's [A]-enhanced 1050 density to give 1027 sectors
free right after format.

Is this just a bug in MyDOS or what? I don't exactly like to think I hav
120 sectors free when I don't. Especially when I >should!<

Oh... my copy of MyDOS is 4.53 I believe (4.5x, at least)
Thanks for any help! Bill

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|
```

1161. Puffware

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 10:53:27 UTC
From: 76704.41@CompuServe.COM
Message-ID: <920307105327_76704.41_EHB14-1@CompuServe.COM>
Source record: 111991

Folks...

Recent postings on the net indicate that an alpha copy of Bob Puff's LZH extractor (v0.1) is in circulation.

Please note:

This is a VERY PRELIMINARY version of one of Bob's myriad projects (i.e. it has some bugs and doesn't handle all LZH variants.) Most importantly, it was never intended to be made public.

No telling where the copies circulating came from, but please. As a courtesy to the author, don't distribute this file! If you find it on a BBS, please politely notify the SYSOP that it is NOT a legitimate file.

Thanks for the bandwidth...

don [SYSOP*CompuServe Atari8]
76704.41@compuserve.com

1162. Re: MYDOS and the fast sector format

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 16:12:13 UTC
From: bmarcum@world.std.com
Message-ID: <BKr3oE.D8t@world.std.com>
Source record: 111962

In article <92066.141555LENNJM@PURCCVM.BITNET> LENNJM@PURCCVM.BITNET writes:
>
> The BIGDEMO is on GEnie but I haven't downloaded yet because it is
> in two 125K files, I believe. If you could post it, that would be great!!
>
>
> Jody Lenn
If you're talking about the "Expo 1991" demo, that WAS posted just a few weeks
ago, and some people have complained about posting large uuencoded files on
this group. Besides, it doesn't cost that much to download from GEnie,
and you wouldn't have to uudecode it!

Bill Marcum bmarcum@world.std.com "Let's get dangerous!"

1163. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 16:23:54 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55504@cup.portal.com>
Source record: 112077

There's probably some info around on RLE if you just need a simple routine. RLE was set up to do non-binary data, but something similar was used on the MicroIllustrator compression format, 'cept they added vertical compression & used 16 bit values for length of data. Anyway, you code the type of data in the 1st byte something like: IF BYTE<127 => non repeating data & you transfer it straight to destination. If BYTE>127 => repeat next byte BYTE-127 times. You then bump your counters the appropriate value in the 1st case or 2 in the 2nd. The latest one of this type i saw in Dr. Dobbs Journal ignores repeats of less then 3 & was written in 'C.

1164. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 16:57:19 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9203072357.AA18349@geech.gnu.ai.mit.edu>
Source record: 111957

>I can't address the exact techniques used, but this was my interpretation
>of Bill's original question, for the sake of getting the answers to this
>particular track AS WELL AS the general prepended-unpacker thread which
>is interesting in its own right.

Well, I admit, I read the original post quickly. Wasn't it something along the lines of 'how do you pack this amount of levels in RAM at once?' Well, I remember BoulderDash and wasn't it somewhere around a couple dozen levels? It is rather common practice for game programmers to just redefine the font and use graphics 1 or 2 mode [if my memory is correct... multi-color low-res text mode]. This allows you to pack a whole map into an EXTREMELY SMALL amount of space. I met Philip Price once when he moved up to Lompoc, CA. He is the author of Alternate Reality and Trail of Beta Lyrae [remember Price's Priceless Picture Painter???]. I asked him how he generates the graphics for Beta Lyrae and he mentioned something about using character graphics. This was about 5 years ago so I am not sure..

>
>And lastly; Bill, you're impressed by BoulderDash et al; have
>you ever seen a British (?) game called SpinDizzy? Now THAT's a game with
>a HUGE number of different rooms...

Hahaha! SpinDizzy is -HUGE-! That's the one game that most [and still does] astonish me on size.. Something like 200 or 300 screen 3-dimensional map! Kind of like Marble Madness in a strategy game. I played that game for about a year until I could finish all the parts without the clock running out. Didn't they put it out on the ST?

>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Paul Steffen
psteffn@gnu.ai.mit.edu
Amiga/ST demo coders!

1165. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 17:31:03 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55507@cup.portal.com>
Source record: 111956

Bill Kendrick (phbil...) asked a general question about data compression, which has led to a lot of speculation here as to how it might be done, standard algorithms used, etc. etc. However, I think most of the respondents so far have missed the point of Bill's original question.

First, sure, the techniques described so far, e.g. "compress the program to reduce its size, and prepend a little uncompresser at the beginning that loads in FIRST and decompresses the rest at load time," will work and are the idea behind such things as "self-unpacking archives" in the PC arena. However, when used for on-the-fly unpacking of load-and-run code, the end result, the total number of bytes that can be used to represent game screens, etc., is STILL limited to the amount of memory present on the system. Bill's original question/comment was, to paraphrase it rather badly, "I'm impressed that the BoulderDash game(s), e.g., can contain so many large levels without ever having to access the disk after the game first loads: how do they do that?" I.e., given a particular limit on memory, and ignoring how the contents of memory GET there, how the heck do some games cram so many different levels into, say, 48K or 64K?

I can't address the exact techniques used, but this was my interpretation of Bill's original question, for the sake of getting the answers to this particular track AS WELL AS the general prepended-unpacker thread which is interesting in its own right.

And lastly; Bill, you're impressed by BoulderDash et al; have you ever seen a British (?) game called SpinDizzy? Now THAT's a game with a HUGE number of different rooms...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1166. Re: What's the deal with KLIX?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 21:29:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <q8BaHB5w164w@cyberden.uucp>
Source record: 111959

bufort@remus.rutgers.edu (Anthony Bufort) writes:

> I am a BIG fan of the Atari arcade game KLAX, and I heard from
> this newsgroup that someone was working on a game called KLIX.
> Is KLIX supposed to be anything like KLAX?
>
> -Tony

Yep! What's cool, is I'm soon getting a Parrot and ComputerEyes, and will add "oh!" and "ah!" sounds to the game!! So far, it's barely started, but I have a stunning (well..stunning for BASIC...nice to look at, mainly) title screen, and the game screen's got almost all set up (no forest or outer-space backgrounds.. the entire backgrounds are made of graphics 0 characters (with a DLI to make them fade away into the background), and the blocks'll be sprites..) The game will have no music except on the title screen (unless I can find some more easy-to-use music.. right now the title uses the expo91 "POKEY" demo music.. very cool.. the title is quite impressive for TurboBASIC) I game will ONLY run on xl/xe machines (including 1200xl, otherwise >I< couldn't use it!), so the 400/800s will just need to upgrade!! (sorry, guys!) It'll probably be an ARC, but I might DiskComm it (for boot purposes mainly..), but I'll definetly ARC that, to make it smaller. I'll uuencode it and upload it to the archive when it's done (you'll all have to wait a few months!!!). If it doesn't show up there, I've done something wrong (I'll post when I upload it), and might just mail it to anyone willing to upload it for me. It'll also be uploaded to BBSs here in the SF area (BAAUG, AtariBase, ABACUS, SCCAUG) for anyone who calls these places who're on the net (at least 3 of you I've heard of). I'm rather excited, and will attempt to make it as much like the arcade (well.. Lynx) version. I'm going to borrow the instructions for the Lynx version from a friend who first showed me this game (I was VERY impressed.. esp. with the sound... WHY IS GAMEBOY STILL AROUND!?)

Well.... I suppose I'll work on it a little today, as it's the weekend. I hope to actually FINISH this project (unlike Plaxtriss... I loaded that up the other day and couldn't beleive I made such a pathetic program... DLI's RULE!! I only had 1, and it wasn't even mulitple!)

Thanks for being interested! cyal8r! Bill

____
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|

1167. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 21:31:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <macaHB6w164w@cyberden.uucp>
Source record: 112103

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> In article <1992Mar1.183009.24284@usenet.ins.cwru.edu>, al885@cleveland.Freen
> > Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>
> Darek explicitly stated (at Chicago) that his 8-bit emulator for
> MS-DOS would NOT be distributed due to legal difficulties with Atari and

So, he actually talked with Atari? They've been talking about the 1600xl
with them. Is this emulator card or software or what?? Is it the
130xec?

____
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|

1168. AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-07 21:37:15 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <skcaHB8w164w@cyberden.uucp>
Source record: 112083

YES! I payed 50 bux for this program, and then find that it's been UPLOADED (minus spell checker, but you can get that for cheap (pd?) at B&C I think) at ATARI'S BBS, NO LESS! Now this really PISSES ME OFF! I spend $50!! $50!!!! on this program, and I really enjoy it.. It's worth $50!! (well... maybe $30, but I didn't know where else to get it at the time.. I bought my modem along with it back in Sept/Oct last year).... Is this not PIRACY!? Why the hell is Atari letting this happen, when they won't even let us PURCHASE the rights to their 8-bits!? This really sucks... I'm VERY mad!!
Comments?

____
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|

1169. 8bit system for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 00:10:07 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1992Mar7.191007.1@wharton.upenn.edu>
Source record: 112095

Hello 8bit users,

I would like to sell my 8bit system.
The following items are for sale as a
whole system only!

ATARI 130XE, orig. price: $160.
excellent condition, used for about 6 months, then I bought
my ST. Comes with manual.

NEC Color Monitor, orig. price: $250.
It's an NEC, the best made monitors, if you use a TV with your
computer, your missing out! Comes with cable to connect to
computer. Has Internal speaker AND VIDEO & AUDIO OUTPUT!!!

INDUS GT, orig. price: $320.
comes with manuals and disks. Sometimes has trouble reading
disks. Flaky.

ICD P:R: Connection, orig. price: $90.
comes with manual, disk and special printer cable.
NOT sure if this works.

Synapse SYNFILE+ and other original games and demos!
And ATARI graphics & game design book!

Here is your chance to purchase a computer you can't find anywhere else.
I am asking $450 obo. I think its a fair price but I'm flexible.
I am accepting offers until Friday the 13th. I will sell the system to
the person who offers the best price. I will pay shipping.
Please don't let this sit in my closet anymore. Get up and make an offer!

Greg Zeibari.
email: zeibari@wharton.upenn.edu

1170. Re: "Multi-tasking" software

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 02:57:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92067.215713JJMCWILL@MTUS5.BITNET>
Source record: 112097

In response to BIll's questions regarding Multitasking, There was once such a program, called MTOS. I purchased a version of this ages ago, I think 1986 or so. You could Multitask BASIC programs and some ML, but it was very limited as to how large your programs could be, and other stuff as well. It didn't work very well, even BASIC multitasking was so-so, which I guess is why it didn't really take off as an 8 bit product. I really don't see too much need for multitasking on the 8 bit atari. It was never meant to do that, and you need memory management and relocatable code to really do it properly. These are two things the 6502 can't do extremely well. With the expanded instruction set of the 65816, relocatability at least becomes highly feasible, and Dataque's Turbo-OS which comes with his Turbo816 card has some rudimentary memory management routines built-in. Still, I would much rather prefer some task switching as opposed to multitasking. I don't need to dearc while downloading. If you want to dearc a file while online, you can quit Bobterm, run UNARC, and then return to Bobterm and you will still be online. DeARCING is meant to be an offline process in my opinion. There is a task switching program as well, but only the most behaved programs seem to work with it. I don't currently use it, as I am Sparta X user, where the words "well behaved" just don't seem to apply to most of it's internals. With a RAMDISK, task switching is almost achieved. When I was running my system with a 9 pin printer, jumping back and forth between Daisy Dot III and Textpro was almost instantaneous, especially when the document was kept in Bank 1 or 2, as they were always there, even when you left the word processing program. The only thing that could have topped it was a program to just tell DDIII to look into Textpro's buffer space for the code, instead of loading it off of the RAMDISK.

Just my ramblings.
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

1171. Reading an Infrared remote by an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 06:15:02 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <700065243.F00001@tdkt.kksys.com>
Source record: 111968

It is possibal, you need an interface, and you would have to figgure out the codes. Basicly the controller would be a joystick port, configured to recive, in the same fassin as a light pen, but instead of a lightpen you would have the remote. You would hae to provide your own software. As for controlling things via IR you need to simple hook a transmiter up. Ask a local hardware grue to cook things up. And always timeing is critacal. Eiter turn ANTIC off, or make sure i will not try a read while you are tryig to time the IR signals.
/s

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1172. Parallel Bus (Was Hard Drives)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 06:20:03 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <700065243.F00002@tdkt.kksys.com>
Source record: 111969

If you find that be sure to let us know, Many people would benifit.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1173. Working on an unzipper!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 10:17:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ksBBHB1w164w@cyberden.uucp>
Source record: 111971

```
Yep... got a massive printout on how IBMs PKZip/UnZip works.. hopefully
I'll get it working soon...

called "BUnZip"!

_____________________________________
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|
```

1174. Atari Base BBS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 14:06:00 UTC
From: jbunch@world.std.com
Message-ID: <BKssI1.DD1@world.std.com>
Source record: 111967
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I would like to know the numbers for the AtariBase BBS. That is the
one run by atari right?

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

1175. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 15:52:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar8.155232.6581@usenet.ins.cwru.edu>
Source record: 111970

In a previous article, jonc@status.gen.nz (Jon Clarke) says:

>fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
>
>>
>>
>> Z-Magazine Issue #204 is now available
>> on the atari archive (which can be
>> reached by ftp atari.archive.umich.edu)
>> as zmag204 in the /atari/8bit/new
>> directory.
>
> Thanks for the note Frank..
>
> _
> Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
> Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105
>

I tried e-mail, but my site doesn't know where status.gen.nz is.

Jon, instead of bopping in here occasionally to remind us that you're in New Zealand and you work for Z*Net, why don't you help us get Z*Magazine in regular distribution here on the Internet? Frank Seipel has been spending his own money to download the mag from CIS or GEnie and then upload it to the archive since this past fall. Do you not have access to your own publication? Can't you upload the mag to the archive for us?

Also, as has been stated in the FAQ for a while now, there used to be a mail-list for distributing Z*Mag on the Internet run by Greg Lindahl. I happen to think it's important to get a mail-list going again. This would be more convenient for most people than getting it from the archive. But no mail-list can be run by anybody without the mag to distribute in the first place. I don't know what Greg's deal is lately, but he hasn't been answering people's email on the subject, despite at first saying he would be happy to distribute Z*Mag again if only someone would supply him with it. He's at gl8f@fermi.clas.virginia.edu, or zmagazine-request@virginia.edu. Is there anyone else out there that knows how to create a mail-list?

Basically, I'm frustrated that we still don't have a "permanent" source for the mag on the Internet, we still don't have a mail-list, and Jon Clarke, who's listed on the Z*Mag flagstaff, has yet to show any interest in any of this.

So you know that my goal is not just to gain access to Z*Mag, I'm very interested in doing a "Persuing the Internet" type of column for Z*Mag.

But I'm not going to do such a thing until I know I can GET the mag in the
first place.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1176. AND OR NOT in Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 17:55:19 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1992Mar8.175519.440@umesve.maine.edu>
Source record: 111983

Anyone willing to send me some small assmebler routines that I can
access from Basic to do bitwise AND, OR, and NOT routines??
Something in a Basic string that I can USR...
thanks....
--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

1177. AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 18:10:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <700100532.F00001@tdkt.kksys.com>
Source record: 111975

The best answer I can give to your question is that Atari and all of the other commercial software companies really don't care about the Atari 8-bit anymore. However, this brings up a question as to what will happen to the few companies (3rd party) that continue to sell software for the 8-bit. Obviously they won't be around long if users pirate software that these few companies are trying to sell.

Then there's the flip side: If you can't find it anywhere, what should you do? Go without? Get a cracked copy?

My opinion: If you REALLY want to but it, exhaust ALL options in trying to find it! If you can't find it to buy it and you really need or want the program,get it however you can, moreso if you have a few thousand invested in you 8-bit setup. Why should your investment suffer just because you cannot find a program that you KNOW that your MORE than willing to buy?

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1178. Re: Working on an unzipper!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 21:05:52 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92068.160552JJMCWILL@MTUS5.BITNET>
Source record: 111978

Bill,

Hey, is there a distinct advantage to going to ZIP files , rather than staying with ARC? I am just curious about the two different formats, and if you get better compression from one as compared to the other. I think It is great you are doing this!!

Jeff McWilliams

1179. Hidden stuff

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 21:45:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XL8BHB1w164w@cyberden.uucp>
Source record: 111981

I found 2 things today. 1 was in TurboBASIC. When you LIST, you can slow the listing down by holding any of the 3 console keys. I don't remember this ever being talked about in the instructions. The other was a funny thing about DeTerm. When you're in "SELECT" mode, with the pulldown menu bar at the top, you can press the letter that each selections starts with (R for "R:Dev" for example) and get that menu. From there, you can press the letter of one of the menu selections (B for "Baud" in the "R:Dev" menu). I don't remember ever reading THIS either. I may have over looked it, as I've only just started using this program a lot, but I'm sure I would've remembered. I think I may just go back and check the instructions, tho. Also, have you ever noticed that when you pull down a menu, then select a menu selection, the menu dissapears and THEN the window or whatever pops up in the center of the screen. I found that this isn't true in only >1< case. When you're in the "Disk" section, if you press a number between 1 and 9, it will pop up a window with "Dx:*.*" (x being whatever # you pushed) and "please enter directory mask". THis is partially covering the "Disk" menu, and when it dissapears, the menu STILL stays on the screen behind the file-listing window (directory scroller). I was wondering why it wasn't done like this in ALL window cases. If the program has the spare 1k for this buffer, why not for anything else. Was >THIS< documented!??

Also, does anyone have a VERY detailed instruction manual for TurboBASICXL? I started work on one, but I don't think I ever finished.

Bill Kendrick

remember: the more buttons you push, the more chances you have of getting something done!

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\|
| Moon!Cyberden!PhBill@Well.SF.CA.US |
| 20 so miles North of 8-bits|
|_San_Francisco,_in_Marin._____ROCK!|
```

1180. Re: AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 21:48:50 UTC
From: emarkp@ocf.berkeley.edu
Message-ID: <pe242INN96s@agate.berkeley.edu>
Source record: 111972

In article <skcaHB8w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>YES! I payed 50 bux for this program, and then find that it's been
>UPLOADED (minus spell checker, but you can get that for cheap (pd?) at
>B&C I think) at ATARI'S BBS, NO LESS! Now this really PISSES ME OFF! I
>spend $50!! $50!!!! on this program, and I really enjoy it.. It's
>worth $50!! (well... maybe $30, but I didn't know where else to get it
>at the time.. I bought my modem along with it back in Sept/Oct last
>year).... Is this not PIRACY!? Why the hell is Atari letting this
>happen, when they won't even let us PURCHASE the rights to their 8-bits!?
> This really sucks... I'm VERY mad!!
>Comments?

I can understand. I saw it in the stores for $50 for a *long* time. I
never bought it until I saw a new copy in a clearance bin (when a Sacramento
distributor was eliminating their Atari 8-bit stock) for $5. Believe me
I grabbed it quick!

We should all be getting used to this crap by now though. Since support
fell out from under me and my 800XL (vintage, early 80's -- about 10 years
old now!), I have sworn never to purchase Atari equipment again. Why? I
can see the same thing happening to the ST line if the TT's ever become the
happpenin' thing. Atari simply doesn't know how to advertise their machines.

A friend of mine is a die-hard Atarian and lauds his 1040STe. Well, maybe
that's because he owned a C64 (ouch :-), and didn't have to put up with the
Atari 8-bit fiasco.

Maybe that bit about Atariwriter+ means that the rumors about making 8-bit
software public domain have some foundation.

--
E. Mark Ping
emarkp@ocf.Berkeley.EDU

"Stand aside, I take large steps." --Michael Dorn
"Say, that's a nice bike." --Cyberdyne Systems T-1000
"Pituita es." --Unknown Latin Scholar

1181. Re: 8bit system for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-08 23:11:42 UTC
From: n8846069@henson.cc.wwu.edu
Message-ID: <1992Mar8.231142.15338@henson.cc.wwu.edu>
Source record: 111973

zeibari@wharton.upenn.edu writes:

>NEC Color Monitor, orig. price: $250.
> It's an NEC, the best made monitors, [...]
^^^ ^^^^^^^^^^^^^^^^^^^^

Hahahah. Don't make me laugh! Maybe one of the most popular brands,
but hardily the best. The new Sony and Seiko models produce a better
picture and are known to be more reliable. (Allthough, the older
NECs are a lot better than their newer counter parts.)

-BarryB

1182. Re: Working on an unzipper!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 00:02:22 UTC
From: OMF@hacks.arizona.edu
Message-ID: <1992Mar8.170514.2681@arizona.edu>
Source record: 111974

In <ksBBHB1w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:

> Yep... got a massive printout on how IBMs PKZip/UnZip works.. hopefully
> I'll get it working soon...
>
> called "BUnZip"!
>
> _____________________________________
> | PhBill: Bill Kendrick Atari/|\|
> | Moon!Cyberden!PhBill@Well.SF.CA.US |
> | 20 so miles North of 8-bits|
> |_San_Francisco,_in_Marin._____ROCK!|

Good luck - you'll have some interesting challenges in building the data tables.

Hope you do come up with something! Let us know!

1183. Re: AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 03:05:24 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.700110324@vincent1.iastate.edu>
Source record: 111976

In <700100532.F00001@tdkt.kksys.com> Amos.Jackson@f47.n282.z1.tdkt.kksys.com (Amos Jackson) writes:

>The best answer I can give to your question is that Atari and all of the other
>commercial software companies really don't care about the Atari 8-bit anymore.
>However, this brings up a question as to what will happen to the few companies
>(3rd party) that continue to sell software for the 8-bit. Obviously they won't
>be around long if users pirate software that these few companies are trying to
>sell.

The issue seems a little different when atari allows its
own software on its own BBS. seems to me that if I were
trying to sell said program, I'd be upset with atari for
allowing it to be on the BBS. Since atari is allowing
it, I don't think it would be considered piracy.
--
Todd Greenfield
tgreen@iastate.edu

1184. Re: Disassemblers

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 03:48:52 UTC
From: asgardia@unixland.natick.ma.us
Message-ID: <6FocHB1w163w@unixland.natick.ma.us>
Source record: 111977

> just wish things were simpler)
> If anyone can help I'd really
> appreciate it.
> BTW: does this message show up
> in 40 columns?

Yep! your in 40 columns on my monitor!
If your in 40, theres not much problem though. 80 column users can always
figure out what your typing anyway.

1185. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 04:23:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55568@cup.portal.com>
Source record: 111979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Michtron base numbers are:
(408) 745-2191
3
4
5
The numbers will be gone as soon as the new net board is fully implemented. (although a lot of people are pleading otherwise!) The net seems to be 90% there, the only thing is all the files from the Michtron BBS haven't been transfered yet. The 'HOME' number will be (408)745-2196, but you will be able to call ANY Forem ST BBS (about 50 scattered accross the US & I think it's international too) & the message will get to Atari. Bob Brodie has (director of corp communications or something to that effect) been answering all queries passed his way.

1186. UnZIPper?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 05:13:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <kcscHB1w164w@cyberden.uucp>
Source record: 112007

Has there been an unzipper made for 8-bits? I've got most of the small routines finished for BUnZIP1.0, but I'm still confused about the ZIP format somewhat. Does anyone have any information on ZIPFile formats??

Thanks alot! Bill Kendrick

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1187. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 07:42:20 UTC
From: farren@cbmvax.commodore.com
Message-ID: <29110@cbmvax.commodore.com>
Source record: 111980

Chris_F_Chiesa@cup.portal.com writes:
>Bill's original question/comment was, to paraphrase it
>rather badly, "I'm impressed that the BoulderDash game(s), e.g., can
>contain so many large levels without ever having to access the disk after
>the game first loads: how do they do that?" I.e., given a particular limit
>on memory, and ignoring how the contents of memory GET there, how the heck
>do some games cram so many different levels into, say, 48K or 64K?

Well, it's actually pretty easy. Boulderdash, for example, saves a map
as an array of numbers, one for each "block" on the screen. Each number
represents the type of thing thats in a block. A zero, for example, means
dirt. 2 means grass. 3 means a wall. And so on. When the program draws
the map onto the screen, it simply inserts the proper graphics for each
"square". This allows you to fit a 32 by 32 map (which is a bit larger
than Boulderdash's, actually) into only 1K of memory, so it's easy to
include all of the levels into the executable, and not have to load any
more from the disk.

Or, you can compute the level dynamically. When I did GATEWAY TO APSHAI,
I built each level using a random number generator which was "preset" to
a different "seed" number for each level. Since a random number generator
will *always* produce the same output if you start it from the same "seed",
you can get a repeatable series, but by changing the "seed", you can get
entirely different series. I then used the output of the generator to
construct the maze, drawing it onto the screen with character graphics.
GATEWAY only had 128 different levels in it's 16K cartridge, although there
was the possibility of 65,536 different levels. We decided that'd be
a bit much, though :-)

Mike Farren - no longer employed by Commodore. Still only my opinions,
and not those of any organization.

1188. Re: xmm801 parts!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 11:00:49 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar9.110049.3278@aber.ac.uk>
Source record: 111982

Try and get old of a SHINWA CP80. They are exactly the same as an XMM801.
The parts are easily transferable.

Dean Garraghty. djg0@uk.ac.aber

1189. Bill Kendrick

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 16:12:13 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar9.161213.8686@aber.ac.uk>
Source record: 112005

Sorry folks, this is just for Bill Kendrick. I can't get mail to you. I got your email but can't reply. I'll keep trying.

Dean Garraghty.

1190. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 16:59:33 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar9.165933.633@umbc3.umbc.edu>
Source record: 111984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Just a quick note about the FoReM BBS's... there are 100s, not 50 scattered around the US. Just call any local Forem board and list the nodes it connects to.

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

1191. Re: MYDOS and the fast sector format

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 17:26:22 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar9.122622.10040@miavx1.acs.muohio.edu>
Source record: 111985

In article <9203060052.AA10594@ucbvax.Berkeley.EDU>, SOEF_16@leicester.ac.uk writes:
> I have just downloaded MYDOS 4.50 from the archive. Seems a good
> DOS, although I personally prefer a command line interpreter to
> a menu system. You can run TURBO BASIC XL from it unlike
> SPARTADOS or OS/A+. It supports true double density but it doesn't
> seem to offer a US DOUBLER-like fast sector format :(
>
> Is there is any way of using the fast format on MYDOS?

Well, I have a basic program that will allow MYDOS to run in
US-Doubler format. (Well, it was originally for DOS 2.0, but it didn't
have a problem with my MyDOS double density disk.)

I'll try to get it on the archive tomorrow (March 10). If those
people that sent me mail asking for it can't get it from the archive,
I'll uuencode it and send it to whoever asks.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

1192. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 17:31:18 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar9.123118.10042@miavx1.acs.muohio.edu>
Source record: 111986

In article <1992Mar8.155232.6581@usenet.ins.cwru.edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:
> In a previous article, jonc@status.gen.nz (Jon Clarke) says:
>>fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
>>> Z-Magazine Issue #204 is now available
>>> on the atari archive (which can be
>>> reached by ftp atari.archive.umich.edu)
>>> as zmag204 in the /atari/8bit/new
>>> directory.
>>
>> Thanks for the note Frank..
>
> I tried e-mail, but my site doesn't know where status.gen.nz is.
>
> Jon, instead of bopping in here occasionally to remind us that you're in
> New Zealand and you work for Z*Net, why don't you help us get Z*Magazine
> in regular distribution here on the Internet? Frank Seipel has been
> spending his own money to download the mag from CIS or GEnie and then upload
> it to the archive since this past fall. Do you not have access to your own
> publication? Can't you upload the mag to the archive for us?
>
> Also, as has been stated in the FAQ for a while now, there used to be a
> mail-list for distributing Z*Mag on the Internet run by Greg Lindahl. I
> happen to think it's important to get a mail-list going again. This would
> be more convenient for most people than getting it from the archive. But
> no mail-list can be run by anybody without the mag to distribute in the
> first place. I don't know what Greg's deal is lately, but he hasn't been
> answering people's email on the subject, despite at first saying he would
> be happy to distribute Z*Mag again if only someone would supply him with
> it. He's at gl8f@fermi.clas.virginia.edu, or zmagazine-request@virginia.edu.
> Is there anyone else out there that knows how to create a mail-list?
>
> Basically, I'm frustrated that we still don't have a "permanent" source for
> the mag on the Internet, we still don't have a mail-list, and Jon Clarke,
> who's listed on the Z*Mag flagstaff, has yet to show any interest in any of
> this.

If I could get the magazine, I would be willing to distribute it.
(A distribution list on a VAX is really easy to do!!) I guess I could
start getting it from atari.archive and then distribute it. WHat do you
all think?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{{=======--------

1193. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 17:33:56 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar9.123356.10043@miavx1.acs.muohio.edu>
Source record: 111987

In article <macaHB6w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>> In article <1992Mar1.183009.24284@usenet.ins.cwru.edu>, al885@cleveland.Freen
>> > Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>>
>> Darek explicitly stated (at Chicago) that his 8-bit emulator for
>> MS-DOS would NOT be distributed due to legal difficulties with Atari and
>
> So, he actually talked with Atari? They've been talking about the 1600xl
> with them. Is this emulator card or software or what?? Is it the
> 130xec?

Darek wrote a software version. The 1600xl and 130xec are being
produced by an entirely different company/person. (Dataque)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

1194. Re: Working on an unzipper!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 21:49:59 UTC
From: gt7803b@prism.gatech.EDU
Message-ID: <51543@hydra.gatech.EDU>
Source record: 111988

In article <92068.160552JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>Hey, is there a distinct advantage to going to ZIP files , rather than
>staying with ARC? I am just curious about the two different formats, and

PKZip is faster and give MUCH better compression. ARJ gives even better compression and the next version is rumored to be even faster than PKZip. LHArc is painfully slow and the LZH files it generates are relatively large, but on the other hand, the source code is free to anyone who wants it and is quite portable.
--
Krang
RoundTable and other fine restaurants...
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!yes!no!maybe
Internet: me@here.there.everywhere

1195. AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-09 23:08:05 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <700209274.F00001@tdkt.kksys.com>
Source record: 111995

To go along with Atari, there are MANY others that consider the Atari 8-bit line of software PD at this point. The trouble is that it seems impossible to get a complete list of what is or isn't. One program I know of for a fact is Ballblazer. I tried to get a copy from Epyx after my suffered burnout from a power surge into my 1050 back in '89. I called them on the phone to find out what kind of arrangements I would need to make to get another copy, and they told me that all I would have to do is call around to some l/d Atari boards and would most likely file it online. I told them that I PREFERED to buy it. Their response was that they didn't carry anymoreAtari 8-bit products except for about 35 copies of Boulderdash Construction set, and they gave me that for $5.00 ^(shipping was 3.50 so I paid $1.50 for the disk in the ORIGINAL UNOPENED package!)^. In inquiring about their other products, the response was the same.
I still say, if it can be bought and you know it's on the market, BUY IT!! It's the ONLY way left to show the few companies that remain that we as Atari 8-bit users are willing to support them. If it can't be purchased, look around for it, including inquiring through user groups. I feel that in no way if your investment in the Atari 8-bit needs a certain program and you've **HONESTLY** made a effort to purchase the product and cannot find it, get it however you can.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1196. Atari 8-bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 00:29:57 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <1992Mar10.002957.11489@en.ecn.purdue.edu>
Source record: 111989

```
**********FOR SALE**********

Atari 800XL
Atari 1050 Disk Drive (New drive belt)
Atari 1020 plotter
Okimate 10 color printer
lots of software

All for $200 obo. send me some e-mail!

Ryan Osborn
rosborn@en.ecn.purdue.edu
```

1197. Re: AND OR NOT in Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 02:37:20 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Mar10.023720.27410@en.ecn.purdue.edu>
Source record: 111990

In article <1992Mar8.175519.440@umesve.maine.edu> deej@thrush.umesve.maine.edu (Dj Merrill) asks for assembler routines callable from BASIC which will do bit-wise ANDs, ORs, and NOTs.

In article <1992Mar5.183712.19505@watserv1.waterloo.edu> mmmmei@norton.waterloo.edu (mm mei) expresses a need for bitwise ANDs and ORs as well as other low-level stuff.

In article <55465@cup.portal.com> Rick_Michael_Cortese@cup.portal.com provides assembly code which will do ANDs, ORAs, XORs, LSRs, ROLs, and RORs.

Rick's solution is good and fast.

Here is the documentation to an admittedly less-efficient BASIC routine which will do ANDs, ORs, and XORs. The reason BOOL turns-out to be less efficient is because in order to use it, BASIC will have to perform three ADR()s, one LEN(), and one ASC() before actually calling the machine language subroutine. The text is from the file BOOL.DOC which, along with BOOL.DEM, may be found in the file util07b.arc at the atari.archive.umich.edu ftp site. (BTW: To NOT an 8 bit value, XOR it with $FF hex or 255 decimal.)

```
* * * * * * * * * * * * * * * * * * * * * * * * * * * * *
BOOL

BOOL is a BASIC subroutine to perform boolean logic on two strings. It
supports "AND", "OR" and "EXCLUSIVE OR".

IMPORTANT NOTES

1. BOOL is fully self-relocatable, so it may be moved anywhere in memory.
2. The result is stored back into the first string.

CALLING

RETURNCODE=USR(BOOL, OPCODE, S1ADR, S2ADR, SLEN)

BOOL: The address of the BOOL subroutine [usually ADR(BOOLSTRING$)].
OPCODE: Decimal value of the operation code, like ASC("A") ["A" = AND; "O" =
OR; "E" = EXCLUSIVE OR].
S1ADR: Address of the first (and the result) string [usually
ADR(DATASTRING1$)].
S2ADR: Address of the second string [usually ADR(DATASTRING2$)].
SLEN: Length of the strings [usually LEN(DATASTRING1$) or
LEN(DATASTRING2$)].

RETURN CODES
```

0 Normal completion
1 Error: wrong number of arguments.
2 Error: invalid operation code.

DEMONSTRATION

BOOL.DEM is a simple tokenized BASIC (binary) program which will demonstrate the BOOL subroutine. First it shows how to use BOOL to shift upper case to lower case. Then it shows how to use BOOL to swap two strings WITHOUT using a third string. Finally it allows you to test the boolean logic by typing in bit strings of 0's and 1's.

USE

To use the subroutine, just transfer the statements 900-904 to your own program (you could do a LIST "D:TEMP",900,904 from the demo followed by an ENTER "D:TEMP" into your own program); of course, you can renumber the statements as necessary. Remember to call the subroutine once at the beginning of your program to set it up.

-John Navas [72645,1070]
* *

--
+ - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - +

1198. 8bit system for sale, name your price.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 04:54:05 UTC
From: zeibari@wharton.upenn.edu
Message-ID: <1992Mar9.235405.1@wharton.upenn.edu>
Source record: 111993

Hello 8bit users,

I would like to sell my 8bit system.
The following items are for sale as a
whole system only.

ATARI 130XE, orig. price: $160.
excellent condition, used for about 6 months, then I bought
my ST. Comes with manual.

NEC Color Monitor, orig. price: $250.
It's an NEC, the best made monitors, if you use a TV with your
computer, your missing out! Comes with cable to connect to
computer. Has Internal speaker AND VIDEO & AUDIO OUTPUT!!!

INDUS GT, orig. price: $320.
comes with manuals and disks. Sometimes has trouble reading
disks.

ICD P:R: Connection, orig. price: $90.
comes with manual, disk and special printer cable.
NOT sure if this works.

Synapse SYNFILE+ and other original games and demos!
And ATARI graphics & game design book!

Here is your chance to purchase a computer you can't find anywhere else.
Okay, make me an offer, I want to sell it to a person who knows
what they're doing with ATARI 8bit computers. That is why I'm not
selling it thru the paper.
I am accepting offers until Friday the 13th. I will sell the system to
the person who offers the best price. I WILL PAY SHIPPING.
Please don't let this sit in my closet anymore. Get up and make an offer!

Greg Zeibari.
email: zeibari@wharton.upenn.edu

1199. sio2pc v3.03 on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 05:03:58 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.700203838@vincent1.iastate.edu>
Source record: 111992

I have put version 3.03 of sio2pc in the 8bit/new directory of atari.archive.umich.edu, in the file sio2pc30.zip. The files are in IBM format. I received this version from Nick Kennedy today (3/9/92). The files for building the interface were not included on the disk from Nick, so I included those from the previous version.

For those who are unfamiliar with sio2pc, it is an interface that you can build for about $20-$30, which lets you use your IBM PC to emulate an atari disk drive. The atari files are stored in a pc file on the hard disk. This version allows any size for the atari image file on the pc, and is supposed to use spartados ultra speed io, although I haven't tried it. If you are upgrading from a previous version, make sure you read the rev3_0x.doc files.

I am currently working (slowly) on a replacement for the makadisk program included with sio2pc. It will greatly simplify transferring files to and from the sio2pc image files. I will post again when I get this finished up.

--
Todd Greenfield
tgreen@iastate.edu

1200. Re: AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 07:39:32 UTC
From: steve@thelake.mn.org
Message-ID: <A217061482@thelake.mn.org>
Source record: 111994

[In article <pe242INN96s@agate.berkeley.edu>,
emarkp@ocf.berkeley.edu (E. Mark Ping) writes ...]

> We should all be getting used to this crap by now though. Since support
> fell out from under me and my 800XL (vintage, early 80's -- about 10 years
> old now!), I have sworn never to purchase Atari equipment again. Why? I
> can see the same thing happening to the ST line if the TT's ever become the
> happpenin' thing.

Bad comparison. The TT and the ST are fundamentally alike, where the ST
and the 400/800/etc. had very little in common other than the chip
manufacturer. The TT basically is just an upgraded ST with a faster CPU,
more ports, more video modes, and a better memory manager. The ST replaced
the 8-bit line. The TT is not a replacement, but rather an enhancement. As
a longtime ST owner (six and a half years), I don't see the TT as a threat.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1201. DEMOs - Illegal or not?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 08:38:26 UTC
From: /PN=COLIN.W.HUNT/O=SPRINTINTL/ADMD=TMAILUK/C=GB/@SPRINT.COM
Message-ID: <"CGJC-1634-6886.17"*@sprint.com>
Source record: 111996

The April issue of Atari ST User has just arrived and theres an interesting little news item about the South West Software Library (SWSL).

It appears they have recently been raided and have had all there demo disks removed. Apparently, the BPI (British Phonographic Industry) watchdog has been in contact with Federation Against Software Theft (FAST), and there has been a meeting to discuss music demos and copyright implications.

Tim Dabin stated 'We can't make any distinction between this and any other piracy medium. The fact that it's on a floppy disk is irrelevent - reproducing copyrighted material without permission is an offence. We are now comparing PD disks with the original work in order to establish whether it's the same recording'

Now my comments:
The fact that FAST have moved against PD libraries with demo disks containing samples of records has not surprised me and should be taken seriously. There is now a bit (potential) question mark over all slide show picture disks with digitized pictures from films etc and MIDI files containing current copyrighted recordings.

I don't know what the relevent laws outside the UK say, but anyone selling PD software within the UK with any of the above material is open to either civil or criminal proceedings.

I want pretend that we (the BaPAUG) are 'clean'. We don't have any music demos within our PD library, but I'm sure that some of the MIDI files may be illegal. Because of this we are going to re-evaluate all the disks within our library and withdraw any that have that potential question mark over them.

Colin
Editor: 8:16
Bournemouth & Poole Atari User Group (UK)

1202. Re: sio2pc v3.03 on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 08:41:12 UTC
From: omf@smaug.hacks.arizona.edu
Message-ID: <10MAR92014112@smaug.hacks.arizona.edu>
Source record: 111997

In article <tgreen.700203838@vincent1.iastate.edu>, tgreen@iastate.edu (Todd Greenfield) writes...
>I have put version 3.03 of sio2pc in the 8bit/new directory of
>atari.archive.umich.edu, in the file sio2pc30.zip.

Geeze - I haven't even had a chance to play with my v3.01 yet!

>
>I am currently working (slowly) on a replacement for the makadisk
>program included with sio2pc. It will greatly simplify transferring
>files to and from the sio2pc image files. I will post again when
>I get this finished up.
>

Good luck! Sounds like a great idea. There are SO MANY possibilities for SIO2PC. For example, why not write a simple program that would let you completely control your PC from the Atari?

1203. BART Alive?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 16:12:37 UTC
From: omf@jab.tucson.az.us
Message-ID: <qJHFHB1w164w@jab.tucson.az.us>
Source record: 111998

Just wondering what the status is on the archives at
atari@atari.archive.umich.edu. I was planning on uploading some
files, but there's hardly a point if it still looks like the
site is going 'down'. If that's the case, we need to start looking
for a new location...

Just trying to be prepared!

Oscar

&^%$#%^@#$&&)*$@@!$^!&*#!!!!#!^@&**)
@ Oscar omf@jab.tucson.az.us *
^ Fowler dt@coyote.datalog.com #
(+@#$%(&^!+_&(*+@#$%~@#$#$&(*_@#)*(_

1204. zmag

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 16:32:00 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92070.113200JJMCWILL@MTUS5.BITNET>
Source record: 112000

Well, I saw the new Zmag on the archives, but I can't dearc on the main-
frame I use to access the Archive. I tried setting binary, ftp'ing it
to the mainframe. Going into Kermit65, turning on 8 bit quoting and
everything, and it still comes out bad on my Atari. If anyone has the ASCII
version readily available, I would dearly appreciate having it e-mailed
to me.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

1205. How do I get cc65 from atari.archive working?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 17:23:04 UTC
From: mmmei@norton.waterloo.edu
Message-ID: <1992Mar10.172304.16245@watserv1.waterloo.edu>
Source record: 111999

Hello again,

I corresponded with the creator of cc65 on the atari.archive. He
worked on it about 3 years ago and is not terribly familiar with it now.

Does anybody out there use cc65? What is your system hardware and
software? Do you binary load and then run at a particular address
(like $2800). I noticed the source code for the compiler on the archive
as well. I would download and use it but what do I compile it with?
...Obvious checken and egg problem. The source obviously helps give
insights into how the compiler works but modifications and extensions
require it to be re-compiled.

I just need to do a small bit of simple C code. I could do it in Atari
Basic but it would be sinfully slow. I would purchase a C compiler but
it would be hard to find, I probably would get little if any support for
it, etc.

Thanks in advance

Michael Mei
--
Michael Mei
GeoAcoustics Inc., 32 Maple Street, Aurora, Ontario
Home: 31 Springburn Cr., Aurora, Ontario L4G 3P4 (416) 727-5739

1206. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 18:15:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55626@cup.portal.com>
Source record: 112001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Just a quicker note <grin>. I think you must of had a typo in your response, I think you meant 10's of Forem bases, NOT 100's. Look, I don't mind being corrected as long as the correction is correct. You seem to be trying to make me look way off base by over stating the number of net boards. Bob Brodie says "over 70" and a letter that was posted on Full Moon, Steve Riders Forem ST support BBS, list a total of 78 boards. Included in this is a private & as such I think that safely reduces the number to less then 100. On the bright side, I think you have a promising career developing. Jack Tramiel probably already has an eye on you for reporting ST sales. If you now of 100's of Forem NET BBS's, just add the names to the list. It will be much more constructive then just saying someone is wrong.
Conf : CrossNet Support
Msg# : 1553 Lines: Real Big Read: 7
Sent : Feb 8, 1992 at 07:36 AM
To : Conference Node Listing
From : Bill Scull at Twilight Zone-Node #304 - Fla. (Node #304)
Subj : (2 changes) ADD: 299, 697.

* * * CrossNet Conference Node Listing - as of 02/08/92 at 07:36 AM * * *
Conference: "Xnet Support" (23514)
Generated From "Lead" Node: 304 - Twilight Zone-Node #304 - Fla.
Last Node List generated on: 01/17/92

5 - Mile High 18 - ///Turbo Board Support
19 - Autoboss/Atari Elite BBS 55 - Hi-Tech
67 - H.Q. 72 - STEP BBS
75 - Bloom County BBS 96 - *Oasis* BBS
133 - Hologram Inc. 181 - BitBucket ST
185 - Billboard BBS 202 - Outpost-ST
204 - Full Moon: FoReM Support 224 - Flash BBS
248 - The Space Station 266 - The Patch House
287 - Starlight BBS 299 - Critical Mass
304 - Twilight Zone-Node #304 - Fla. 322 - ACEY BBS
350 - * The Bounty ST BBS * 410 - ACE Information Service
422 - Virtual Reality (PRIVATE) 429 - MASATEK
430 - Atari C.A.L.C. BBS 437 - STinger BBS
440 - {{{{ Realm of Chaos }}}} 462 - The Atari ST Connection
467 - Sherwood Forest 469 - The Outer Region BBS
475 - Top Gun Systems #1-Las Vegas, 489 - STeal Your Face
494 - Top Gun BBS 497 - Prime Time
500 - Battlezone 501 - STormShadow
509 - Aftermath 513 - The Forgotten Realms
523 - Leftover Hippies BBS 542 - The Yakima Atari ST BBS
546 - Bear Swamp BBS 556 - Thieves Guild

564 - PBM GAMERS 567 - BATTLEFIELD BBS
576 - The Loch BBS 584 - Hyper-Drive BBS
593 - Z*Net Online 595 - Temple of Doom
602 - Cartoon Haven BBS - FNET 602 610 - The Songwriter's Den BBS
622 - Gold Nugget BBS 625 - Phil's Hangout
627 - The Best of Both Worlds ST BB 633 - The Dark STar BBS
647 - E.H.C.R. 648 - The Mosh Bit
652 - PengoLand 658 - Cin'Tari OnLine
661 - Vanguard Fortress BBS 678 - A.C.O.R.N.
679 - The Monster's Lair 680 - The Revolution
681 - {-The STation 681-} 683 - Ayer - Force
686 - The Sewer Rats Domain 690 - Progressive Atari ST Enthusia
697 - Main STreet! 698 - Peace Country Computers BBS
701 - The Conqueror Connection 702 - The Mother of All BBSs
711 - Spider-Man's Web 712 - H. B. Smog
716 - The STronghold 1029 - System X BBS
1031 - <<<InterNet>>> 1036 - The Hotel BBS
1047 - The Games Machine 1049 - < Fortress BBS >

1207. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 21:46:34 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar10.214634.25567@umbc3.umbc.edu>
Source record: 112002
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Nope. You are looking at the nodes registered to receive 1 crossnet base. I know that when I ran FoReM I didn't get that base.. its not required. Also, there is another program.. Turbo Board, which is a clone of FoReM, so there are more boards on that also, but they are basicially the same thing.

FoReM is one thing.. Crossnet is another. You can run FoReM fine, and not Crossnet.

how do I know this? I ran FoReM for a year or so, before switching.. (I switch programs every year or two it seems..)

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

1208. Z*Mag Distribution list

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-10 22:38:25 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar10.173825.10072@miavx1.acs.muohio.edu>
Source record: 112003

Well, Frank Seipel has offered to send me Z*Mag whenever it comes
out, so I'll be starting a distribution list for it. Just send me mail
asking to be put on the list. I'm leaving on Friday though for Spring
Break, so if you get a mail message saying I'm gone, don't worry about
it, I'll be back in a week to take care of everything.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1209. Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 04:34:15 UTC
From: esok@everest.ee.byu.edu
Message-ID: <1992Mar11.043710.25671@caedm.byu.edu>
Source record: 112004

I have been needing a program that writes atari disks on the IBM. I downloaded Atario, but that only reads Atari disks. Now I have heard of Util.exe, but I have heard about bugs in it. Does anyone know the author of this program? Is the source available? I would be very interested in taking this source and modifying it, maintaining it, etc., if it were written in Pascal (shudder) or C. I thought about modifying Atario, but there are lots of bios calls and interrupts that I do not understand. I know a lot about the Atari, but not about the IBM. Even if someone told me how to read/write Atari 256 byte sectors on the IBM, I could write my own program from scratch. Please reply via email if you have any relevant information. Thanks.

Eric Sokolowsky (esok@bones.caedm.byu.edu)

1210. ACTION! runtime needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 06:02:41 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92071.010241JJMCWILL@MTUS5.BITNET>
Source record: 112006

Hi folks. I just ordered a used version of ACTION! from somebody, and also am having Innovative Concepts send my the programmers' Toolkit. For anyone else who uses Action, I suggest ordering the toolkit while they are still available for $24.00 from Innovative Concepts. It is more expensive than the $14.00 ICD was asking, but then again ICD just shipped the last ten copies to Europe. Anyway, I will be needing the public domain runtime modules. If anyone has these, and any other ACTION utilities, sample programs, etc. Please let me know if you would be willing to mail them to me. I would be glad to cover cost of postage and diskette.

Cheers,

Jeff McWilliams

1211. Atari File Server

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 07:49:23 UTC
From: soj@iesd.auc.dk
Message-ID: <1992Mar11.074923.6460@iesd.auc.dk>
Source record: 112008

I've just uploaded my latest creation, the Atari File Server, to
the atari.archive. This program is similar to sio2pc, but it doesn't
use diskimages. Instead the Atari writes/reads directly to/from the
the PC-harddisk. This makes it more easy to test new programs etc
without putting them into/out of diskimages.

Documentation and a configured copy of MyDos are included in the archive.
Users should remember that this program has just been released, ie
there might be buggs! Some difficulties are mentioned in the
document, but others might come up, so please feel free to e-mail
me. I've tested the program with my 130XE and PC-AT, but as I haven't
got a disk-drive I'm not sure how this works out...

Suspect: Soj Aldenryd ____/ ___ / /
Address: Vilsundvej 55,DK-9220 Aalborg Oest,Denmark / / / /
Phone: +45 98151224 ___ / / /
E-mail: soj@iesd.auc.dk (Aalborg University) / / / /
Quote: "I'll Be Back" (A.Schwartzenegger) _____/ _____/ ____/

1212. Re: BART Alive?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 13:47:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar11.134732.19021@usenet.ins.cwru.edu>
Source record: 112009

In a previous article, omf@jab.tucson.az.us (Oscar Fowler) says:

>Just wondering what the status is on the archives at
>atari@atari.archive.umich.edu. I was planning on uploading some
>files, but there's hardly a point if it still looks like the
>site is going 'down'. If that's the case, we need to start looking
>for a new location...
>
>Just trying to be prepared!
>
>Oscar
>
>
>&^%$#%^@#$&&)*$@@!$^!&*#!!!!#!^@&**)
>@ Oscar omf@jab.tucson.az.us *
>^ Fowler dt@coyote.datalog.com #
>(+@#$%(&^!+_&(*+@#$%~@#$#$&(*_@#)*(_
>

Yes, the word from comp.sys.atari.st, from Weiner, is that the atari.archive
seems to be safe for now. The University of Michigan ended up firing the
person that was in charge of all the archives (MSDOS, MAC, Atari), but since
those running atari.archive were already doing it on a volunteer basis
they won't be affected. He said the Mac and MSDOS archives would probably
have to be moved to various other machines at umich, but that atari.achive
is probably small enough that it will remain on terminator. So we can all
breathe a sigh of relief, since we really did almost lose our archive.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1213. Re: zmag

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 13:57:09 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar11.135709.20023@usenet.ins.cwru.edu>
Source record: 112010

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>Well, I saw the new Zmag on the archives, but I can't dearc on the main-
>frame I use to access the Archive. I tried setting binary, ftp'ing it
>to the mainframe. Going into Kermit65, turning on 8 bit quoting and
>everything, and it still comes out bad on my Atari. If anyone has the ASCII
>version readily available, I would dearly appreciate having it e-mailed
>to me.
>
>
>Jeff McWilliams
>JJMCWILL@MTUS5.CTS.MTU.EDU
>GEnie: J.MCWILLIAM3
>"Atari 8-bit die hards never run out of power"
>

Yes, I'll try to explain what I know about it. When Frank uploads them
they seem to end up with a "hard" CR at the end of each line. When I FTP
it to my VAX account, before it got arc'd on the archive, there's no problem
yet. But then I FTP it to the Free-Net for posting to the Atari SIG there,
and it comes out such that it prints every line, then immediately erases
it - useless. So in between those FTP's I transfer it to my UNIX account
where I do a seach-and-replace of these invisible CR characters to get rid
of them, THEN transfer it to Free-Net, and it comes out OK.

So to actually answer your question, Z*Mag in readable ASCII form is available
on the Free-Net Atari SIG.

Frank, I don't know where these "bad" CR characters come from, but is there
any chance you could remove them before uploading to the archive?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1214. Stick Ports....

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 15:24:49 UTC
From: maddog@athena.mit.edu
Message-ID: <1992Mar11.152449.29633@athena.mit.edu>
Source record: 112011

I've got a couple of ideas for using an old Atari 8-bit to control
'things' on my dormitory floor, so:

Could someone give me a list of pin-outs for the joystick ports?

I'd also like to know what the various voltage and current driving
capabilities are.

(Thanks.)

Matt Marjanovic | "He who has never envied the vegetable,
maddog@athena.mit.edu | has missed the human drama."
| -- E.M. Cioran

1215. Re: UnZIPper?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 16:58:21 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92071.115821JJMCWILL@MTUS5.BITNET>
Source record: 112016

Bill,

The only compacting method used by 8 bitters so far has been the .ARC format.

Jeff

1216. Colrdump

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 18:18:00 UTC
From: JACS!Dr._Jolts@mast.citadel.moundst.mn.org
Message-ID: <1985778@mast.citadel>
Source record: 111834

potter@sundae 6.dab.ge.com
Actually to all interested: I have released a program called COLRDUMP.BXE that prints the Colrview RGB pictures to a 24 pin Epson compatible color printer. The images are 1/2 page in size and seem to have reasonable color. Its not perfect, but it works. Once I finally get the algorythm to shift the color info from additive to subtractive values properly, the color will be much better.
Colrdump.arc is available on GEnie in the Atari 8 file area and also at JACS BBS at (609) 346-1224 in the 8 bit utilities room.
My GEnie address is R.ELY1.
The program uses 16 redefined downloadable characters in porportional mode. It requires a 130XE or 128k XL to run. It was written in BASIC XE and has been tested with SpartaDOS 3.2d and SDX. I'm sure it will work fine under Atari DOS 2.0s, 2.5, DOS XE and more than likely MyDOS. I didn't do anything strange so, there shouldn't be any problems.
One note: The file posted on GEnie has a very minor bug. There is a semi colon on line 250 that doesn't belong. The line should read as follows:
250 ?#n;TEXT$:... the semicolon was inadvertantly placed after thta statement. Just remove it and all is well. I don't have the listing in front of me, so the info is aproximate. It should look like that rather than ?#1;text$;:text$="". The corrected version is on the JACS BBS. Have fun!

=>Dr. Jolts<= /\/__*

1217. Re: Atari File Server

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 22:00:08 UTC
From: omf@smaug.hacks.arizona.edu
Message-ID: <11MAR92160008@smaug.hacks.arizona.edu>
Source record: 112013

In article <1992Mar11.074923.6460@iesd.auc.dk>, soj@iesd.auc.dk (Soeren Aldenryd) writes...
>
>I've just uploaded my latest creation, the Atari File Server, to
>the atari.archive. This program is similar to sio2pc, but it doesn't
>use diskimages. Instead the Atari writes/reads directly to/from the
>the PC-harddisk. This makes it more easy to test new programs etc
>without putting them into/out of diskimages.
>

This sounds great! Just for everyone's info, though - SIO2PC version 3.0 also has the ability to write directly to the PC-harddisk.

1218. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-11 23:31:08 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92071.183108LENNJM@PURCCVM.BITNET>
Source record: 112014

I have never had any problems using util.exe that weren't my fault.

It works great. I download to an IBM at 9600 baud then UTIL the files
onto a 5.25" from the hard drive, then take it home and use the Atari.

What sort of problems are people having with UTIL???

Jody Lenn
LENNJM@PURCCVM

1219. zip file

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 00:56:08 UTC
From: darkwing@cis.umassd.edu
Message-ID: <1992Mar12.005608.8062@cis.umassd.edu>
Source record: 112015

Hello everyone,

A few questions:

1. Is there anyone out there who has the short lived ZIP file from
atari archive ? I ftped it, but I messed up somewhere and it is
corrupted. If there is someone who has it and could arrange to
get it to me somehow please respond.

2. I'm interested in any ATR8000 stories people have about what
kind of peripherals/setups they had and used. Is the ATR 8000
capable of hadling high density disks ?

3. If anyone out there remembers the HM translator from ANALOG,
I made a modification of this to create a copy of Atari's
Operating System Revision A. So I know have a translator that
allows me to run games and things that would only run under
OS rev A. If anyone is interested, I could remake the basic
program or something so that someone could make a copy ...

Well, thanks,

-- Curt

Curtis H. Wilbar Jr. Graduate Student in CIS @ University of Mass Dartmouth
darkwing@cis.umassd.edu

1220. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 01:00:41 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55706@cup.portal.com>
Source record: 112024

Eric Sokolowsky (esok@bones.caedm.byu.edu) writes:

> I have been needing a program that writes atari disks on the IBM. I download
ed
> Atario, but that only reads Atari disks. Now I have heard of Util.exe, but
> I have heard about bugs in it. Does anyone know the author of this program?

The author is Charles Marslett, whose name looks familiar to me: isn't he
the original author of MyDOS as well?

> Is the source available? I would be very interested in taking this source
> and modifying it, maintaining it, etc., if it were written in Pascal (shudder
)
> or C.

Yes, I downloaded the source from Bob Puff's "Computer World Jr." BBS
(716-247-8355) a year or two ago, although I don't recall the filename
there. You'd have to search...

I'm surprised this hasn't made it to the Umich archive yet (has it?).
I can't FTP from Portal, and it'd take a long-distance call to my old
University to even ATTEMPT to send it to the archive, so I'd prefer to
have somebody ELSE do it (wouldn't we all?!), but if demand is horren-
dous and pitiful I may be moved to do it...

The mainline of the program is in C, named "util.c". The supporting
"Atari I/O package" routines are in are in -- cringe -- ASSEMBLY, named,
ironically, "atario.asm".

> I thought about modifying Atario, but there are lots of bios calls
> and interrupts that I do not understand.

I had exactly the same experience when I looked at atario.asm.

> I know a lot about the Atari, but
> not about the IBM. Even if someone told me how to read/write Atari 256
> byte sectors on the IBM, I could write my own program from scratch.

Do you mean to say you COULD write your own program, or you could NOT?
The first and second sentences seem to contradict each other...

> Please reply via email if you have any relevant information. Thanks.

Done. Also posting to the Net because I think this topic is of suffici-
ent general interest.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1221. Re: AND OR NOT in Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 02:20:46 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55713@cup.portal.com>
Source record: 112021

OK! I'm going to have to stop using that expression though. I keep waiting for someone else to respond, but I guess everyone is busy with their own projects. Sorry to anyone I've promised other stuff to, I am working on it <g>. I'll send you a series of routines that will EOR, AND, & OR two blocks of memory incuding screen memory. I seem to recall that these are byte aligned so if you want to do 'soft' PM graphics on a gr. 15 screen, they'll move at least 4 pixels/step. I'll see it I can find the assembler code, it's got'ta be here somewhere. It's not real friendly, but it's quick & bullet proof if you take the time to figure out how it works.

1222. Re: ACTION! runtime needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 02:45:27 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55714@cup.portal.com>
Source record: 112025

I've got the PD runtime, it includes a couple of examples of coding in Action! like a font editor & reversi game. If you didn't get the manual, I have a disgusting looking extra one available. Everyone HATES the manual, but once you start programming in Action! or if you've had a class in 'C or Pascal it become so intuitive after a month or so you could probably write a better manual. Any code I have is yours. Unfortunately much of my stuff was lost on a 720k disk crash, but there's still buggy programs that will convert a gr. 15 screen (if it doesn't have to much detail) into a Gr. 12/13 font & screen map, a good demo (similar to the manual) for a data base program that will also search for key word. Most of my stuff was for my own needs so it isn't trapped 'cause I know how to use it. Not very many comments either! I'll respond to the VBI question a few days back in Action! so you can get an idea of just how flexible the thing is. I've never been happier then in the Action! envirionment.
BTW: Bob Wooley came to the BAUGG meeting with a handful of your mail in campain stuff. He's more then fully supporting it, sorta aggressively.
I just got my copy of AIM & it's kind'a funny, but a lot of the stuff is 8-bit including long time frat members like Dave Plotkin. My bet is the 8-bit mag if it gets going will have more hands on stuff submitted for publication then any ST publication. You old enough to remember the change Compute Mag went through when they changed from type in to review format? Looks like we'll see the same for AIM if 8-bit is split off.

1223. Re: Stick Ports....

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 02:50:38 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55715@cup.portal.com>
Source record: 112023

I'll see if I can find a file I passed around awhile ago. It has a micro illustrator pic of a schematic that will switch 120v 150 watt non-inductive loads. There's been an update that will handle 8 loads vs 4 max per port/joystick, but I haven't doc'd it yet.

1224. Re: Free page 0 (today!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 03:10:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55717@cup.portal.com>
Source record: 112022

I know people will come out of the woodwork to shootme down on this, but....
It's been my experience that before BASIC does a USR(etc) it saves everything
in needs to know about the FP area so you can use the entire area if your
routine is called via the USR => $D2-$FF? I seem to recall one or two no-no's
like changing the values at INBUFF or something, but for the most part they
are non-coruptable. Use anything from $CB to $FF and let us know if it bombs.
I think you'll be supprised. If you need more then 52 bytes of page zero, I
think you may be using the wrong processor<g>. Constraints are it must be
via the USR =>no interupt stuff & it must finish everything before it returns
to BASIC or BASIC will overwrite it immediately! If anyone wants to
challenge me on this one, put up your code that doesn't work & I'll take a
peek at it.

1225. Looking for Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 04:46:03 UTC
From: terry@ists.ists.ca
Message-ID: <1992Mar12.044603.15677@ists.ists.ca>
Source record: 112017

A friend will pay shipping and provide a tax receipt if you have
an Atari 130XE which you are prepared to donate to a charity project
for underprivileged kids in Boston. Please contact:

guest4@sol.yorku.ca

Many thanks.

1226. Atari 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 06:41:54 UTC
From: ba903@cleveland.Freenet.Edu
Message-ID: <1992Mar12.064154.28290@usenet.ins.cwru.edu>
Source record: 112018

How does one access the built-in software in an Atari 1030 modem? Do I need a separate term program?

Please email as well as post. Thanks in advance.

1227. PD at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 16:41:49 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar12.164149.16399@aber.ac.uk>
Source record: 112019

I've just put a couple of my PD disks up at the archive. They're called:
bash_a_drum.arc which is my PD drum programmer, and rain_down_demo.arc which
is a digitized sound demo also by me. They are in new at the moment, but will
possibly be in other directories by the time you read this.

Dean Garraghty. djg0@uk.ac.aber

1228. Re: UnZIPper?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 17:45:11 UTC
From: bill@mwca.UUCP
Message-ID: <1968@mwca.UUCP>
Source record: 112020

In <kcscHB1w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:

>Has there been an unzipper made for 8-bits? I've got most of the small
>routines finished for BUnZIP1.0, but I'm still confused about the ZIP
>format somewhat. Does anyone have any information on ZIPFile formats??

Unix/DOS source to zip/unzip is available on better FTP archives, but good
luck - I think the decompression algorithms probably would be extremely
difficult to implement on an 8-bit machine with <64K of RAM.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##################

1229. Re: AND OR NOT in Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 17:58:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55737@cup.portal.com>
Source record: 112026

```
Whoops! Responded to the wrong message
1st time. Anyway, I'll try to send
some stuff along. The routine is better
doc'd in the ASM code then the BASIC
DEMO.
```

1230. Re: ACTION! runtime needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 18:08:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55739@cup.portal.com>
Source record: 112044

```
DEFINE JMP="76",
STA="141",
PHA="72",
PHP="8",
LDAz="165",
AAND="41",
LSR="74",
PLA="104",
PLP="40"
BYTE Timer=20

PROC SVBI=$E45C(BYTE A,X,Y)

PROC Blink()
[PHP PHA
LDAz Timer
STA 712
AAND 16
LSR LSR LSR
STA 243 2
PLA PLP
JMP $E462]

RETURN

PROC Main()
BYTE A,X,Y
Graphics(0)
A=7
X=Blink/$100
Y=Blink&$FF
SVBI(A,X,Y)
PrintE("Hello")
WHILE Peek(764)=255 DO OD
RETURN
```

1231. Re: ACTION! runtime needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 18:13:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55740@cup.portal.com>
Source record: 112045

```
PROC pretty()
DEFINE key="peek(764)<255"
CARD sc
BYTE wsync=$D40A,vertcnt=$D40B,
color0=$D01A,
color1=$D018,
counter,chgcolor,
upcolor,i,loop,
downcolor
Graphics(23)
Poke(764,255)
sc=peekC(88)
SetBlock(sc+75*40,40*20,255)
SetBlock(sc+37*40,40*20,255)
SetBlock(sc,40*20,255)
DO
FOR counter=1 to 9
DO
upcolor=chgcolor
downcolor=chgcolor
DO
wsync=0
color0=downcolor
color1=upcolor
upcolor==+1
downcolor==-1
UNTIL vertcnt&$80
OD
OD
chgcolor==+1
UNTIL key
OD
RETURN
```

1232. Re: AND OR NOT in Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 18:51:30 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55742@cup.portal.com>
Source record: 112046

```
10 ;Just a simple logical OR
20 ;I decided to allow for both byte
30 ;& VLINE aligned data to be passed
40 ;as arg(s) from the USR()
50 ;This will allow a window from
60 ;the source to be cut & pasted over
70 ;the destination screen
80 ;X=USR(ADR(A$),S,D,V,LFT,RT)
90 ;EX. To copy a window from the top
0100 ;of a screen to 8 scan lines lower
0110 ;X=USR(ADR(A$),MSC,MSC+361,8,10,20)
0120 ;This will get a section of screen
0130 ;from the 2nd quarter of the
0140 ;screen and place it 8 scan lines
0150 ;lower & indent 1 byte
0160 ;The section is 8 scan lines high
0170 ;If you use the offset for the OR
0180 ;you can use other logical
0190 ;functions i.e. EOR, AND, etc.
0200 ;by poking their value
0210 ;All variables on page zero!
0220 SOURCE = $CB
0230 DEST = SOURCE+2
0240 VLINE = DEST+2
0250 LEFT = VLINE+1
0260 RT = LEFT+1
0270 ;I want to see if SDX insists on
0280 ;JSR to the 1st byte of a file
0290 ;even from an XIO 40
0300 *= $4000
0310 PLA
0320 PLA
0330 STA SOURCE+1
0340 PLA
0350 STA SOURCE
0360 PLA
0370 STA DEST+1
0380 PLA
0390 STA DEST
0400 PLA
0410 PLA
0420 STA VLINE
0430 PLA
0440 PLA
```

```
0450 STA LEFT
0460 PLA
0470 PLA
0480 STA RT
0490 ;Make it easy for later loop
0500 INC RT
0510 MAIN
0520 LDY LEFT
0530 L1
0540 LDA (SOURCE),Y
0550 ORA (DEST),Y
0560 STA (DEST),Y
0570 INY
0580 CPY RT
0590 BNE L1
0600 CLC
0610 LDA #40
0620 ADC SOURCE
0630 STA SOURCE
0640 LDA #0
0650 ADC SOURCE+1
0660 STA SOURCE+1
0670 LDA #40
0680 ADC DEST
0690 STA DEST
0700 LDA #0
0710 ADC DEST+1
0720 STA DEST+1
0730 DEC VLINE
0740 BNE MAIN
0750 RTS
```

1233. Email

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 19:07:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55743@cup.portal.com>
Source record: 112047

I'm still comming up the learning curve
on Usenet. Could someone give me some
advice on Emailing from Usenet? I have
no trouble E-mailing responses from my
Portal mail, but I'm sure not everyone
wants to see these code snipets I'm
sending <g>. I'm sorry I'm clogging up
the base with them & well respond via
private E-mail when I get it figured
out. So far, if you want a private
response, the only way I can give one is if I recieve it to my mail folder.

1234. Re: Free page 0 (today!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-12 19:16:35 UTC
From: tribe@pb.cs.uidaho.edu
Message-ID: <1992Mar12.191635.508@groucho>
Source record: 112048

In article <998@transfer.stratus.com> hship@teton.sw.stratus.com (Howard Ship) writes:
...
>I need temporary use of memory on page 0, at least 6 or eight bytes.
>More would be better, because I could store additional variables there
>and shrink my assembled code more.
>
>Anyway, "Mapping the Atari" talks about this, but says that a USR
>routine can use FR0 (floating point register 0), which is 6 bytes
>starting at about $D0 (from memory).
>
>It seems to me, though, that I should be able to use the remainder
>of the floating point space on page 0, $D0 to $FF, using the same
>rationale that allows me FR0. Did "Mapping" describe this wrong?
>Can I use the remainder of precious page 0?

If FR0 is free, it is logical to assume FR1 will be free, and perhaps
the other (FR2? FRE?) Floating-point Register(s).

A disclaimer:

It is conceivable that the entire float space should be free (certainaly
no normal interrupt handler uses them.) But it is also conceivable that
some temporary space used only durring an FP call could be used by
another routine that uses the space only durring its call (since both
would control the space and neither expects to find anything there, both
would be safe.) (This is something to look for in you Mapping or any
other resource available.)

--
Duane Tribe, tribe@ted.cs.uidaho.edu

This line unintentionally left blank

1235. Re: Chris Chiesa's Questions (was Re: DeTerm)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 03:24:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iZ2JHB1w164w@cyberden.uucp>
Source record: 112028

Hi all.. I see there are a lot of new messages. (for some reason I haven't got ANY mail in a week.. very little on c.s.a.8, and now 13 e-mails, and 46 new on c.s.a.8!..interesting)

Now.. let me answer a few of Chris's questions. (BTW: I >did< know about the [L]oad from "E:"ditor in DOS2.5/MyDOS.. it just totally left me! .. I'm losing my mind!)

1. I got Bob Puff's UnLZH version 0.1 (or UnLZARC 0.1.. I forget) from I beleive BAAUG BBS here in the SF bay area. Perhap's it was ABACUS BBS.. anyhow... it was just uploaded in late February, tho the file # somehow got all the way down to 2..?? I'll remember to mail the person who uploaded it and ask where (s)he got it, as well as running the thing to find out it's release/creation date. I 'te tested it, because there so far no LZH'd stuff for 8-bits. (sorry.. line noise?) (call waiting??) Umm.. As for what Font 4 is (as well as 1,2,3 and 3.1).. there are BASIC Font Editors. The 1st one stunk completely. The 2nd one was a good attempt, and versions 3 and 3.1 are fairly good. The reason I number it like this is: when I make a version from scratch, I add 1 to it. If I edit the version after a while of use (this was befor I got a modem), I add 0.1 to it, so I/you can tell that it's much like the previous ?.x version, but (hopefully) better. So far, 3.1 can do inverse, flip, mirror, 90' rotate, and normal drops (normal for copy... also good for animation.. make "!" 1 step, copy it to """, edit it, copy THAT to "#", edit IT.. etc.etc.) It can only handle 2 character sets at a time (multiple chsets make for very good animation.. used aLOT)

Ok.. for standard font file, there is one. Just save the 1024 bytes of info for the 128 characters. Remember that the CHR$ of a character is NOT the same as 1/8 it's relative position to the start of a character set. .. rather, a PEEK of a character (making space 0, ! 1, " 2, etc.. instead of 32, 33, 34..) does it.

In FONT 4, 1) it'll be in turboBASIC (easier calling of ML routines used in the previous versions.. heck.. some versions didn't even USE ML!!.. very hideously slow!) It'll hopefully be switchable into IRG mode. I might even make it like UltraFont for the c=64's, with the scrolling large editing section and the small normal sized set at the bottom.

As for Klix.. as I've posted, I got the instruction manual, and will hopefully start the dirty-work this weekend.. (this is also in TurboBASIC.. I >DO< need a "many-sprite" routine... somebody? ANYbody!? It must'Ve been published somewhere! It's not THAT hard, is it? (well.. it is for ME!.. Mr.BASIC!)

Chris, I did try the ^I thing.. and look it worked! (hehe :->)

Well. I guess that about answers all of Chris's questions and comments.. And Chris, you'll be the first to get a copy of Klix! (be patient, my son... the knowledge will come... ooh.. sorry.. beginning to sound like Star Wars/Trek!)

BTW!: Going to see if I can add "PINTS WAVE", "DIAGONAL WAVE", "OOH" and "AAH" and all that Jazz into Klix! (getting Parrot (soon, I hope!))
adios!

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1236. Re: awesome?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 03:30:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <q92JHB4w164w@cyberden.uucp>
Source record: 112029

LENNJM@PURCCVM.BITNET writes:

>
> The song playing during the Kaleidoscope portion of Awesome Demo is
> House of the Rising Sun by the Animals, circa 1966(?).
>
>
> Jody Lenn
> LENNJM@PURCCVM

THAT's the name! One of my friends thought it was the Doors, the other
didn't know, but they both agreed on the name. I forgot to ask them
again. Gee.. I wish I could YANK THAT one out! Almost as good as the
POKEY music!

____
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|_San_Francisco,_in_Marin._____ROCK!|

1237. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 03:32:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FD3JHB5w164w@cyberden.uucp>
Source record: 112030

Ya said BASIC can't do bit operations? True.. but TurboBAsic can.
BTW: I'm ATTEMPTING work on a TurboBASIC (eww!) unZIPPER.. are there any unzippers out there!?

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1238. Re: awesome?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 03:44:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iw3JHB3w164w@cyberden.uucp>
Source record: 112032

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> No, "Beat-It" flickers, I think a couple other parts also do, or maybe I
> am confused with the Das_omen demo, which has bad flickering on my 800XL.
>
>
> Jeff McWilliams

"Beat-It" flickers vertically on the "POKEY" part, and the bottom horizontal scroller.. and horizontally on the "M" scroller. (very cool peice of code that was! Perhaps it was a coulpe of sprites and a big multiple DLI?) Also, the part that literally flickers (on and off that is) is the "monster" demo. This is just some slow page flipping routine. You can notice that it only uses 5 colors: black, grey, white, yellow, green. The only colors that arw switched are yellow-green. If it were to be done more effectively, the grey/white would be medium/brightest of green & yellow.. but that'd slow it down too much.

_____
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|_San_Francisco,_in_Marin._____ROCK!|

1239. Re: Having cart.port problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 03:50:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <N83JHB4w164w@cyberden.uucp>
Source record: 112031

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> Bill,
>
>
> Regarding your 1200XL cart. port, I have no problems running my machine
> without a cartridge installed, and even my Rtime8 and SpartaDOSX have been
> shoved into the 1200XL cart port and worked correctly, so JOUST should
> be no problem.
>
> Jeff McWilliams

I think it was just the Joust was stuck & dusty? Or something didn't close when I removed BASIC. I still don't understand that brown screen that needs to be [RESET] when you have no carts. in mine.. Oh well.. I just hold [RESET] when I power up. Sometimes I don't need too, but I'm usually watching TV as I boot.

Speaking of TV.. Here's something. Shadows. Do monitors (color ones, that is) remove shadows? Here's an example. I made a screen with two sprites and a blue screen (as well as other things, but this is the worst case on this screen.. (BTW: this is the Klix title)). One sprite was a filled-circle shape in bright yellow. (POKEd to 30) The other was green and got rid of the jaggedness (it could've been medium yellow, but I tried green... yellow+blue.. and it worked a little better). On the right side of the sprite, the blue is VERY dark, and also it looks a little redish, while the left side looks a little bluish. On AtariBase or somewhere, we discussed Amiga montiors for a week or 2. The person who had it hooked up said that it removed the artifacting effect of 80col/320 mode while still keeping color (ie. blue text, rather than blue and purplish text) I'm wondering if this type of monitor (it was a 1080 I beleive) will remove this shadow effect that I can even see on my cursor in normal colors on a gr.0 screen?? Anyone on this net have one hooked up? What are the results?? Far better, or just better 320?

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|_San_Francisco,_in_Marin._____ROCK!|

1240. Re: MYDOS and the fast sector format

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 03:51:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <293JHB5w164w@cyberden.uucp>
Source record: 112033

bmarcum@world.std.com (Bill Marcum) writes:

> In article <92066.141555LENNJM@PURCCVM.BITNET> LENNJM@PURCCVM.BITNET writes:
> >
> > The BIGDEMO is on GEnie but I haven't downloaded yet because it is
> > in two 125K files, I believe. If you could post it, that would be great!!
> >
> >
> > Jody Lenn
> If you're talking about the "Expo 1991" demo, that WAS posted just a few week
> ago, and some people have complained about posting large uuencoded files on
> this group. Besides, it doesn't cost that much to download from GEnie,
> and you wouldn't have to uudecode it!
>
> Bill Marcum bmarcum@world.std.com "Let's get dangerous!"

What's this about >2< 125k files, though???

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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|_San_Francisco,_in_Marin._____ROCK!|
```

1241. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 03:56:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iH4JHB6w164w@cyberden.uucp>
Source record: 112034

Chris, I think you said that the program would uncompress itself into memory? That's NOT what I meant! I meant it would uncompress >1< level into memory, keeping all the others, including a copy of itself, compressed. Then when you advance to the next level, the program would overwrite the "level" area by uncompressing the next level. Also, I do realize that Boulderdash IS in a psuedo-graphics 2 mode (IRG, but the "blocks" (player, enemy, object, etc) are in gr.2-20x12-'ish mode) Also, Boulderd. could just say "here's dirt, now put these here" or even "put these >patterns< here". I noticed a sameness with the "enemy" maps on Zybex. Many clusters that all look the same. Also, I think in some modes, the "character-set" (if one is used).. (the enemy-shapes, I guess) are changed. ie. spinning bubbly things become fork-like things.. (very BAD descriptions.. I'd draw it if I could use ATASCII!..)

_____
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|_San_Francisco,_in_Marin._____ROCK!|

1242. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 04:01:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <eP4JHB7w164w@cyberden.uucp>
Source record: 112035

Spin-Dizzy.. yeah, I have it. Won't work on my 1200xl. I see some sort of duck-like guy and garbage and I think a score-bar. Maybe I need FIXXL? I'll try it. I think loading programs that compress would be VERY VERY VERY impressive. Mirax force (yet ANOTHER IRG for background game) could have better sound & stuff. (heck.. anything better than that roboty "GAME OVER" thing..)

Anyone work on something that plays digis WITH the screen on AND while doing other things (a musicbox/sound commander type thing for digis?) Probably'd suck tho.. oh well.. it's not as if everything's been made for these little computers!

```
_____________________________________
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|_San_Francisco,_in_Marin._____ROCK!|
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1243. Re: AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 04:04:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qu4JHB8w164w@cyberden.uucp>
Source record: 112037

Ok... they removed AtariWriter+. Along with Gyruss and 2 pacman games.
I guess Gyruss was pirated as well. I got about 1/2 the file, due to
MyDOS probs. (damned hidden 120 sectors!)

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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|_San_Francisco,_in_Marin._____ROCK!|

1244. Re: "Multi-tasking" software

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 04:12:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Z74JHB9w164w@cyberden.uucp>
Source record: 112036

Well.. oopps.. my fault.. I shouldn't have said multitasking.. Jeff's
right. More like better task management. Heck. I think I'll even just
start work on a TurboBASIC "environment" that ENTERs files
(ie-accessories all go the same area in the program, etc.) This'd be
pretty slow & dumb, but I might try just for fun. I could see Action!
doing it, I guess- with modules. Except anyone who used it would need
Action!, wouldn't they? can you load/overwrite modules AFTER compiling?
I made a little demo, just to let my self imagine ONTO the screen, that
had a little menu bar that said "system files help", then you hit a key
and a systems menu dropped down with "games>","calc","color",etc. You'd
hit a key and see a window-menu pop up with a list of games, hit a key, a
tetris screen'd pop up, hit a key, a menu on the tetris screen moved from
"new" to "quit", press something, back to the old menu, press something
select "bricks", press something, see a brick game menu.. etc. etc. Just
to let myself get the feel as to what I'm planning. I've decided to call
it "Binky".. Binky-desk, Binky-Term, Binky-write, Binky-Publish,
Binktris, Binx (desktop, terminal program, wp, dtp, tetris, klax... hehe)
Just a name I got from an episode of Count Duckula. (Binky was a
demented scientist's sock hand-puppet..) I have lost it, haven't I? ;)

Well.. perhap's I'll wait til Action!, perhap's I'll wait til
assem.lang.editor, perhap's I won't do it at all.. maybe get someone else
to. I'd just like the ability to say "I'm bored, I'll play t
tetris a minute and finish it up afterwards.." or "
I need a calculator!".. etc.
oh well..

____
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|_San_Francisco,_in_Marin._____ROCK!|

1245. Joystick/mouse control of cursors

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 05:00:01 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <700509021.F00001@tdkt.kksys.com>
Source record: 112052

I'm not much of a program, but hints if you want to try, or someone else.
First there are mouse drivers for the atari, an ST mouse plugs into a joystick
port, and sends a sequnce of pulses, (up,down or left,right) by noting the
order it is possibal to determine the directin and speed.

As for joystice, I've seriously considerd a mod emulate cursor keys, which would
help for menu systems. It could be either page 6, or OS mod.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1246. Re: AtariWriter+ UPLOADED!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 09:28:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uuikHB1w164w@cyberden.uucp>
Source record: 112038

tgreen@iastate.edu (Todd Greenfield) writes:

> In <700100532.F00001@tdkt.kksys.com> Amos.Jackson@f47.n282.z1.tdkt.kksys.com
>
> >The best answer I can give to your question is that Atari and all of the oth
> >commercial software companies really don't care about the Atari 8-bit anymor
> >However, this brings up a question as to what will happen to the few compani
> >(3rd party) that continue to sell software for the 8-bit. Obviously they won
> >be around long if users pirate software that these few companies are trying
> >sell.
>
> The issue seems a little different when atari allows its
> own software on its own BBS. seems to me that if I were
> trying to sell said program, I'd be upset with atari for
> allowing it to be on the BBS. Since atari is allowing
> it, I don't think it would be considered piracy.
> --
> Todd Greenfield
> tgreen@iastate.edu

Well.. like I said before, they took it down. One thing gets me tho.
The "sysop" now (there's now 1 major runner of the system), Bob Brodie
(head of communications at Atari Corp.) uploaded himself a file named
COMKILL.ARC and for the description said something like: "An Atari 8-bit
game of some sort. We still care!". Thing is, it's NOT a game. Also,
there is >1< 8-bit message area and >1< 8-bit file section, when there
used to be at least 4 or 5 of each! Now there's 20 ST sections! (they
changed to FoRuM St and a newer ST system). I still think they need to
TEST files beFORE they validate them for download! On the "old" Atari
Base (the old 5-line Michtron system.. still up, but not for long) used
to take DAYS to get something validated. I wonder if any of IT was
tested. There was a file (a copy of AWESOME.DCM) that was DL'd over
>100< times, and did NOT work! (I downloaded it at LEAST 5 myself..)
Why don't these people NOTICE these things!? I'll bug them about it.
Hell, I'll see if I can be sigop!!! Bill Kendrick

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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|_San_Francisco,_in_Marin._____ROCK!|

1247. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 09:30:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qXikHB2w164w@cyberden.uucp>
Source record: 112039

farren@cbmvax.commodore.com (Mike Farren) writes:

> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> >
> >Gee, funny how it takes a processor with "the Trememdous horsepower"
> >like the 386SX chip to even come close to running at full speed an
> >emulation of the Atari 8 bit. What does that tell you, folks?
>
> It tells you only that to implement custom graphics chips entirely
> in software is no easy task. Figure out a way to interface the Atari
> 800 chipset to the IBM bus, and you'd have one hell of a screaming
> system, eh? Without that, it'd take something like a 386 to get
> the necessary stuff done in time...
>

Hence the ability to SEE moving things on IBM games drawn. (People've
been complaining on Atari BBSs around here.. hehe.. we're so
egotistical sometimes! it's FUN!)

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1248. Re: 3D glasses

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 09:47:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BPJkHB4w164w@cyberden.uucp>
Source record: 112040

watters@byron.u.washington.edu (Michael Watters) writes:

> The "Yo Yogi" glasses are clear on the left and have a neutral density
> filter on the right (just kinda grey)
>
> The 3D camcorder works on an entirely different system. It has two lenses
> on the front and alternates images on the screen. The Left and Right
> halves of the pair are seperated using LCD visors (Like for the NES)
>
> I don't suppose anybody has tried using the Yo Yogi glasses on a video
> game yet? It should be good for anything where the motion is primarily
> from left to right(for the foreground). I would try it myself, but my
> Atari is sitting in the closet gathering dust right now.
>
> --
> mike
> watters@genetics.washington.edu
> 206-543-1934(D) 206-361-1156(E)
> U of Washington, Seattle

I tested the YY glasses on the Star Trek title. Only one good effect
(actually, it wasn't the title, was it... before the title.) I also
tested it on Mirax Force and Zybex. Neither looked any better. Just
made my eyes hurt (notice the warning on the glasses!). It actually
helps the red/blue glasses from the Simpson's mag. It darkens the blue.
Normally, my left eye starts feeling wierd, and I can tell that the image
is too dark. The shaded part of the YY helps to darken the blue to about
the same as the red.

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1249. Re: MYDOS and the fast sector format

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 09:51:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XwJkHB5w164w@cyberden.uucp>
Source record: 112041

SOEF_16@leicester.ac.uk writes:

> I have just downloaded MYDOS 4.50 from the archive. Seems a good
> DOS, although I personally prefer a command line interpreter to
> a menu system. You can run TURBO BASIC XL from it unlike
> SPARTADOS or OS/A+. It supports true double density but it doesn't
> seem to offer a US DOUBLER-like fast sector format :(
>
> Is there is any way of using the fast format on MYDOS?
>
> BTW is the Dutch BIGDEMO disk available in the USA? It has the
> standard scrolling text and some excellent music/samples. I will upload
> the file to the archive in the next few days.
>
> --
> Steve
> SOEF_16@le.ac.uk

Gee.. it looks like BIGDEMO >is< EXPO91. Does it say "THE ATARI EXPO
1991" in a flag waving text when you first load up? Then next is some
REALLY awesome music (which has been added to Klix... always gotta
mention that!) and a spiffy DLI with "POKEY" at the top written out of
pulsating boxes. Is this the one?

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
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|_San_Francisco,_in_Marin._____ROCK!|
```

1250. Re: Working on an unzipper!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 09:57:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <66JkHB6w164w@cyberden.uucp>
Source record: 112042

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> Bill,
>
>
> Hey, is there a distinct advantage to going to ZIP files , rather than
> staying with ARC? I am just curious about the two different formats, and
> if you get better compression from one as compared to the other. I think
> It is great you are doing this!!
>
>
> Jeff McWilliams

(hehe.. GREAT!? yeah, RIGHT! somebody's going to have to make a better,
faster version. This is in TURBOBASIC.. perhap's I'll wait until Action!
to do it, as some of the code in the PKZip "how-to"ish file was in 'C'
and it shouldn't be THAT difficult to go from C to Action!.)

Umm.. advantages. Well, it's used a LOT.. I mean A LOT! Now, I know
we're not all going to go out and download IBM games and stuff, but
remember, this isn't just IBM and this isn't just games/programs/etc.
GIFs, textfiles and that sort of thing, which WE CAN view/use are in
Zipped format. It's just that we have no unzipper.

Does anyone out there have good text files on [un]zipping? It'd REALLY
help. God, so much to do.. so little brains... err.. uh..

I'll see what I can do. It has recognized the filename and other
parameters of the one zip I've downloaded so far for testing. THe only
problem is all the "disk number" and "directory" and stuff that's been
encoded. I've used variables for every single peice of data I've taken
out, and half of it I probably don't even know. I'll probably just
display it.. (as if the person using it would care.. but still... any
excuse to make a chart!!)

God.. it's 2 in the morning! Well. count Friday out for doing
unzipping!! ;)

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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|_San_Francisco,_in_Marin._____ROCK!|

1251. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 13:40:34 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Mar13.134034.16075@ge-dab.GE.COM>
Source record: 112027

In article <92071.183108LENNJM@PURCCVM.BITNET>, LENNJM@PURCCVM.BITNET writes:
|>
|> What sort of problems are people having with UTIL???
|>

The problems I am having (and at least one other guy are having) concern writing (to floppy) a binary file from the IBM. No combination of "/W /B" seems to work: UTIL always apparently converts ASCII C/R's to ATASCII. This obviously wreaks havoc on GIF and ARC files, where these codes mean something else entirely. I have only been successful transferring UUE files, which means an extra step is required.

BTW, does the IBM's floppy disk drive always seem to write one sector, move the head back to the center and move it back out? I'm a little concerned about wearing out the stepper motor on the IBM!

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1252. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 14:47:47 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92073.094748EENG6801@RyeVm.Ryerson.Ca>
Source record: 111825
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Just in Toronto you're missing a few nodes:

38 - Aardvarks From Mars
?? - Leftover Hippies
?? - HellRaiser
?? - Balmy Beach (Not FOREM but it carries FNET conferences using MaxiDoor and Q*Net)

I guess you must be missing some nodes from other places also.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1253. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 15:59:56 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92073.105956LENNJM@PURCCVM.BITNET>
Source record: 112043

The source code for UTIL.EXE was in the UTIL.ARC file in the archives
when I downloaded it, also the Atario.Asm file that was mentioned.

Jody Lenn
LENNJM@PURCCVM

1254. Re: Atari 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 16:53:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55789@cup.portal.com>
Source record: 111820

First thing is you can't have a disk drive turned on or the BASIC cart enabled. I can double check since mine still works, but isn't hooked up, but procedure goes something like(?) computer off & everything but the modem off, turn on computer while holding down the option key. You may have to hold the start key down too(?), but you should hear a varying tone comming out of the monitor as the software loads.

1255. Re: Free page 0 (today!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 20:29:27 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55794@cup.portal.com>
Source record: 112051

Well, I've checked it with Omnimon & XL OS. If anybody has another OS to check it with PS: 2X check my code 1st: online

```
10 *=$600
20 LDX $CB
30 LDA $D20A
40 STA $00,X
50 INX
60 BNE LOOP ;WHOOPS! add "25 LOOP"
70 PLA
80 RTS
```

Load it from disk with BASIC enabled then when you X=USR(1536) it will write random garbage from $CB to $FF of page zero so it should pick up any problems with BASIC or anyother CART for that matter.

1256. TCF92 Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 20:52:54 UTC
From: holsberg@pilot.njin.net
Message-ID: <Mar.13.15.52.52.1992.26124@pilot.njin.net>
Source record: 112049

The Trenton Computer Festival 1992 will be held at Mercer College on
Saturday, April 11 (9-6) and Sunday, April 12 (10-4).

This year's festival features:
- The world's largest outdoor personal computer FLEA MARKET
- Over 170 National Vendor and Commercial Booths, featuring AST,
Adobe, Aldus, Borland, Microsoft, Lotus, Corel, Micrografx,
Toshiba, Hewlett-Packard, WordPerfect, Intel, Symantec,
Software Publishing, and local vendors.
- More than 125 FREE Seminars, Forums and Talks on all aspects of
computing.
- Thousands of dollars worth of door prizes, including an AST 386SX
notebook computer, an HP color printer and an HP color scanner.
- Saturday evening banquet features keynote speaker, Paul Grayson,
CEO of Micrografx. Tickets are $20 each.
- Admission:
General: $7 for both days; $5 for Sunday only
Students and Seniors: $3 for both days
Preschoolers accompanied by adult: FREE
Other Children Under 12 accompanied by adult: $3 for both days,
FREE on Sunday only

Files with all kinds of good information are available for anonymous
ftp from pilot.njin.net (128.6.7.38) in pub/TCF/tcf. They include:

what.is.TCF - history and description of TCF
gen.info - general info about TCF, directions, parking, etc.

Pete Holsberg
TCF 92 Steering Committee

1257. TCF92 Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 20:53:17 UTC
From: holsberg@pilot.njin.net
Message-ID: <Mar.13.15.53.16.1992.26214@pilot.njin.net>
Source record: 112050

1992 TRENTON COMPUTER FESTIVAL

TCF needs lots of volunteers to be a success. This year, volunteers are eligible for special prizes in their own drawing!

By volunteering four hours of your time, you will also receive a free two-day ticket to this year's annual Trenton Computer Festival, April 11-12, at MCCC, a colorful cap and a free lunch ticket.

Volunteers work in several areas, as needed by the organizers. Some of these are (1) helping Security to direct traffic, (2) helping speakers and people attending talks, (3) providing general information to attendees, (4) selling tickets, (5) helping in the flea market area, (6) helping in the vendor areas, (7) checking for tickets at the doors, and so on.

Thank you for volunteering. Have fun!!

I. Personal information:

NAME:_____

HOME (Evening) TELEPHONE:_____

WORK (Day) TELEPHONE:_____

II. Please make three choices from the list below:

SAT:6-10 SAT:10-2 SAT:2-6 SUN:8-12 SUN:12-4

First choice:

Second choice:

Third choice:

Return the completed form as soon as possible but no later that April 1, 1992. You will receive a telephone call from the coordinator of volunteers telling you when to report. Go directly to the lobby of the Theater Building on the MCCC campus to get your tickets, cap, etc. and your assignment.

Thanks a lot for helping!

Pete Holsberg
Steering Committee

1258. Bob Puff's Super UnLHARC Ver. 0.1

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-13 22:09:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <33HLHB5w164w@cyberden.uucp>
Source record: 111810

Ok.. I requested some info. from the uploader of Super UnLHArc 0.1 and will see if I can get it today, and post about it tommorow. Here's the info I've got so far:

uploaded to the BBS: 2-7-92
Bob Puff's date on the menu: 03/90
full filename: UNLZH.COM
size: 10624 bytes

looks just like SUnARC2.4.
there ya go!

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1259. De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 00:54:57 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1992Mar14.005457.2911@casbah.acns.nwu.edu>
Source record: 112053

Atari 8 years of owning, using and programing on my 8 Bit,
Of all the publications and books Ive ever seen, Ive never seen
a copy of De Re Atari. I hate to be clueless here, but what Exactly
is in De Re Atari, how good of a reference source is it?

--
The Hand That Plays The Lynx...Is tthe Hand that rules the world.

1260. OSS

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 00:59:00 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1992Mar14.005900.3398@casbah.acns.nwu.edu>
Source record: 112054

My Action Cart Bought It, About Two weeks ago, so I wrote OSS
at their old San Jose, Ca 95129 address and found my letter
boomeranging [Fowarding Address Exp.] Does anyone know who is either
handling OSS' servicing or OSS' new address?
--
The Hand That Plays The Lynx...Is tthe Hand that rules the world.

1261. Re: Joystick/mouse control of cursors

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 03:29:39 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Mar14.032939.14571@dartvax.dartmouth.edu>
Source record: 111805

I once wrote a simple assembly language program that read the joystick port and based on the signals, issued cursor-control keystrokes. I believe I patched it into the vertical blank interrupt. The one problem I had was that the VBI is called too often--I needed to keep a counter and only enter a keystroke every so often as 60 keystrokes a second is just too much.

Now if only I knew where I put that program, I could send you a copy...

--PC

1262. How about ALF???

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 04:14:45 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <15285.73928919@kcbbs.gen.nz>
Source record: 111821

>The only compacting method used by 8 bitters so far has been the
>.ARC format.

By the time you read this you will probably have had 1001 replies!
What about the .ALF format? I use it regularly, in fact I always make
an ARC and an ALF for anything I want to compress and then use the one
that is the smallest, sometimes it's ARC and sometimes it's ALF! The
actual ALF file is called LZ.COM.
pandora@kcbbs.gen.nz

1263. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 04:28:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92073.232829JJMCWILL@MTUS5.BITNET>
Source record: 111808

In article <1992Mar14.005457.2911@casbah.acns.nwu.edu>,
glover@casbah.acns.nwu.edu (Eric Glover) says:
>
>Atari 8 years of owning, using and programing on my 8 Bit,
>Of all the publications and books Ive ever seen, Ive never seen
>a copy of De Re Atari. I hate to be clueless here, but what Exactly
>is in De Re Atari, how good of a reference source is it?
>
>--
>The Hand That Plays The Lynx...Is tthe Hand that rules the world.

Well, I have De Re Atari and I think it is one of the best programming
reference books that I have seen.
Chapters include the following...

Antic and the display list
Graphics Indirection
Player Missile Graphics
Display List Interrupts
Scrolling
Sound
Sound generating software techniques
The OS
DOS
Atari Basic Overview

There are also appendices covering..
Memory Utilization
Human Engineering
Atari Cassette Overview
Television Artifacts
GTIA

Also included is a laminated 8 1/2 x 11 programmers reference card
with stuff on ANtic Modes, IOCB structure, USEFUL OS equates,
selected hardware registers, etc.

Hope this helps.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU GEnie: J.MCWILLIAM3
CI$: 70714,523 or Internet:jjmcwill@mtus5.cts.mtu.edu
"Atari 8-bit die hards never run out of power"

1264. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 04:33:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92073.233340JJMCWILL@MTUS5.BITNET>
Source record: 111807

In article <1992Mar14.005900.3398@casbah.acns.nwu.edu>,
glover@casbah.acns.nwu.edu (Eric Glover) says:
>
>My Action Cart Bought It, About Two weeks ago, so I wrote OSS
>at their old San Jose, Ca 95129 address and found my letter
>boomeranging [Fowarding Address Exp.] Does anyone know who is either
>handling OSS' servicing or OSS' new address?
>--
>The Hand That Plays The Lynx...Is tthe Hand that rules the world.

ICD now supports the OSS products, give them a call.

Jeff McWilliams

1265. my 1200 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 08:21:38 UTC
From: jmansfie@zeus.calpoly.edu
Message-ID: <1992Mar14.082138.156698@zeus.calpoly.edu>
Source record: 111806

First off, let me say that I'm kinda ignorant about the technology
of my 800XL and I don't really know that much about the software, etc.
And, don't laugh, I'm still at 300 baud.
Anyway, I picked up this old 1200 baud hayes compatible awhile
back but haven't been able to figure out how to hook it up or what
software I'll need to use it. It has a parallel peripheral cord. The
modem is called Bytcom 212AD and it's got 6 buttons on the front and some
DIP switches inside - much more complicated than my 1030.
Can someone help me out here? Also, what software should I use
to emulate vt100, run this modem, and be able to upload/download/etc. stuff?
Thanx for your help.... Life sure would be nicer 4 times faster!
Later,
Jason.

1266. 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 09:24:40 UTC
From: fuller@blurt.oswego.edu
Message-ID: <1992Mar14.092440.83@blurt.oswego.edu>
Source record: 111813

I have 2 1050 disk drives that fails to read. Has anyone had any success in making repairs to these units? Is the SAMS manual useful?

Thanks...

1267. Looking for Atari 1200XL or 800XL System

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 09:39:02 UTC
From: trekker@buhub.bradley.edu
Message-ID: <1992Mar14.093902.7982@bradley.bradley.edu>
Source record: 111809

A friend of mine wants to purchase and Atari 1200XL or 800XL system.
If you have one to sell or have info on where one might be available.
Please send me email.

Tim Lister

1268. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 12:51:11 UTC
From: jonc@status.gen.nz
Message-ID: <18JNHB3w164w@status.gen.nz>
Source record: 111816

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> Jon, instead of bopping in here occasionally to remind us that you're in
> New Zealand and you work for Z*Net, why don't you help us get Z*Magazine
> in regular distribution here on the Internet? Frank Seipel has been
> spending his own money to download the mag from CIS or GEnie and then upload
> it to the archive since this past fall. Do you not have access to your own
> publication? Can't you upload the mag to the archive for us?

Michael, Thanks for this note. Where do I start. Well from the begining
I guess. I run a BBS here in NZ called Z*NET Pacific (STaTus BBS) which
till about 18 months ago did not have internet. We now have a modeule
we have written in MCL on the Michtron BBS and also I have now installed
a archive-server on a PC under WAFFLE for one of our magazines called
Z*NET PC. Which deals with the world outside of the Atari based machines.

The server is costing me about $600.00 a month in email bills as we have
to pay for all incomming and outgoing email in New Zealand. To this
extent I have only budgeted on sending the one magazine via NET as I am
not that flush with funds that I can send all our Z*NET magazines via
the net and spend $1000.00 a month.

As you may or may not be aware Z*NET is a labour of love for all of us
out here who either write,contribute,distribute or whatever for Z*NET
we are a very non-profit making venture.

I would be happy to post to a archive-server, listserv or what ever a
copy of Z*MAG each time it is released in the USA so it is available
for all of us but I simply can not afford to _BE_ that archive for
the magazine at this stage (I need a pay increase).

>
> Also, as has been stated in the FAQ for a while now, there used to be a
> mail-list for distributing Z*Mag on the Internet run by Greg Lindahl. I
> happen to think it's important to get a mail-list going again. This would
> be more convenient for most people than getting it from the archive. But
> no mail-list can be run by anybody without the mag to distribute in the
> first place. I don't know what Greg's deal is lately, but he hasn't been
> answering people's email on the subject, despite at first saying he would
> be happy to distribute Z*Mag again if only someone would supply him with
> it. He's at gl8f@fermi.clas.virginia.edu, or zmagazine-request@virginia.edu.
> Is there anyone else out there that knows how to create a mail-list?
>
> Basically, I'm frustrated that we still don't have a "permanent" source for
> the mag on the Internet, we still don't have a mail-list, and Jon Clarke,
> who's listed on the Z*Mag flagstaff, has yet to show any interest in any of

> this.

Michael, That hurt! (Ouch) I am at a loss to why I seem to be a target
for these comments. I have over the years attempted to distribute Z*MAG
all over the south Pacific, both here in NZ and in Australia. I have been
doing this for some 6 years now and it has cost me from my pocket
thousands of dollars during this time. Where you chaps are in the USA
not 12,000 miles away like me and get it from a multitude of local USA
based sources with out to much time and effort. Gee a phone call connect
to CI$ or GEnie a few years ago to do this cost me $6.60 a MINUTE and it
to 45 minutes to dload, so I get a little hurt from comments like tha
above Michael.

As I stated I am more than happy to post it to a archive-server in the USA
just tell me an address.

>
> So you know that my goal is not just to gain access to Z*Mag, I'm very
> interested in doing a "Persuing the Internet" type of column for Z*Mag.
> But I'm not going to do such a thing until I know I can GET the mag in the
> first place.

I am glad to hear this Michael as the thing we do not have enough of now
is writers for Z*MAG. Feel free to drop me a note via email to

ZNET@STATUS.GEN.NZ or JONC@STATUS.GEN.NZ

And it will appear in the next issue..

Reagrds,

Jon Clarke
Z*NET Global News Gateway
Editor Z*NET Pacific
12,000 miles from the Z*NET back door step in the USA.
> --
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<-
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1269. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 12:54:00 UTC
From: jonc@status.gen.nz
Message-ID: <PckNHB4w164w@status.gen.nz>
Source record: 111818

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> If I could get the magazine, I would be willing to distribute it.
> (A distribution list on a VAX is really easy to do!!) I guess I could
> start getting it from atari.archive and then distribute it. WHat do you
> all think?
>

Ryan if you set up the server I will even post it to you in UUE format
each time it is released so you can distribute..

Please tell me the address to send them to and we will progress forth
with..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1270. Re: BART Alive?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 12:55:17 UTC
From: jonc@status.gen.nz
Message-ID: <uekNHB5w164w@status.gen.nz>
Source record: 111817

omf@jab.tucson.az.us (Oscar Fowler) writes:

> Just wondering what the status is on the archives at
> atari@atari.archive.umich.edu. I was planning on uploading some
> files, but there's hardly a point if it still looks like the
> site is going 'down'. If that's the case, we need to start looking
> for a new location...
>
> Just trying to be prepared!
>
> Oscar
>
>
> &^%$#%^@#$&&)*$@@!$^!&*#!!!!#!^@&**)
> @ Oscar omf@jab.tucson.az.us *
> ^ Fowler dt@coyote.datalog.com #
> (+@#$%(&^!+_&(*+@#$%~@#$#$&(*_@#)*(_

It is alive and well and still carries Z*MAG and Z*NET International Atari

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1271. Atari 8-bit mail order shops?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 15:24:15 UTC
From: eg1n+@andrew.cmu.edu
Message-ID: <0dkVeTW00Voc44x4NV@andrew.cmu.edu>
Source record: 111814

Could somebody post a generic list of 8-bit mail order shops? I've received San Jose's flyer, and it was quite skimpy.

Thanks!

1272. Re: Joystick/mouse control of cursors (BASIC listing)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 18:04:24 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Mar14.180424.3772@magnus.acs.ohio-state.edu>
Source record: 111812

>The one problem I had was that the VBI is called too often--I needed to
>keep a counter and only enter a keystroke every so often as 60 keystrokes
>a second is just too much.

I wrote a similar program several years ago. Location 1614 controls my
counter; POKE 1614,1 after boot-up for a fast cursor, higher values for
a slower one. The default is three I think. This program also uses a VBI.
I have source code to it if anyone wants it.

To make it work, simply capture the following message and then ENTER it
from Atari BASIC (i.e., ENTER"D:CAPTURE", where D:CAPTURE is the filename
of the captured file. Several ERROR statements may appear during the ENTER;
this shouldn't cause any problems, but can be avoided by editing everything
but the actual program out of D:CAPTURE using your favorite word processor.).
Once the program is ENTERed, RUN it. You need only run it once, after which
it may be deleted.
The program creates an AUTORUN.SYS file which resides on page six. Moving
the joystick in any of the eight directions causes the cursor to move.
Diagonals were implemented by a two-step process, since the Atari doesn't
have any key codes for diagonal cursor movements.
Many popular word processors may be appended to the AUTORUN.SYS file
created by this program, e.g., to add joystick cursor control to WORDPROC.OBJ,
one would type from DOS 2.0/MyDos:
C
WORDPROC.OBJ,AUTORUN.SYS/A
Unfortunately the program conflicts with many popular word processors,
since it eats page six. It could probably be made relocatable or maybe
fit on the stack.

```
0 OPEN #1,8,0,"D:AUTORUN.SYS"
1 FOR I=1 TO 228:READ D
2 PUT #1,D:NEXT I:CLOSE #1
110 DATA 255,255,0,6,215,6,169,0,141,215,6
120 DATA 165,12,141,46,6,165,13,141,47,6,169
130 DATA 23,133,12,169,6,133,13,160,48,162,6
140 DATA 169,6,32,92,228,173,215,6,201,1,240
150 DATA 6,169,1,141,215,6,96,76,224,7,72
160 DATA 173,214,6,201,10,240,107,201,6,240,117
170 DATA 201,9,240,127,201,5,208,3,76,205,6
180 DATA 238,213,6,173,213,6,201,3,208,40,169
190 DATA 0,141,213,6,173,120,2,201,14,240,32
200 DATA 201,13,240,36,201,7,240,40,201,11,240
210 DATA 44,201,10,240,48,201,6,240,58,201,9
220 DATA 240,68,201,5,240,78,104,76,95,228,169
230 DATA 142,141,252,2,76,121,6,169,143,141,252
```

```
240 DATA 2,76,121,6,169,135,141,252,2,76,121
250 DATA 6,169,134,141,252,2,76,121,6,141,214
260 DATA 6,76,149,6,169,0,141,214,6,76,125
270 DATA 6,141,214,6,76,141,6,169,0,141,214
280 DATA 6,76,125,6,141,214,6,76,149,6,169
290 DATA 0,141,214,6,76,133,6,141,214,6,76
300 DATA 141,6,169,0,141,214,6,76,133,6,0
310 DATA 0,0,226,2,227,2,0,6
--
```

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

1273. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 20:50:22 UTC
From: techno@lime.in-berlin.de
Message-ID: <R8B1W2@lime.in-berlin.de>
Source record: 111811

glover@casbah.acns.nwu.edu (Eric Glover) writes:

>Atari 8 years of owning, using and programing on my 8 Bit,
>Of all the publications and books Ive ever seen, Ive never seen
>a copy of De Re Atari. I hate to be clueless here, but what Exactly
>is in De Re Atari, how good of a reference source is it?

Well, I got a german translation (unfortunatly not here with me). I
remember it being very helpful, showing the machines innermost interna
as well as being the best guide to good programming style I have ever
seen. Get it by any means possible.

Techno

>--
>The Hand That Plays The Lynx...Is tthe Hand that rules the world.
--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

1274. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-14 23:39:16 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55847@cup.portal.com>
Source record: 111578

> The source code for UTIL.EXE was in the UTIL.ARC file in the archives
> when I downloaded it, also the Atario.Asm file that was mentioned.
>
>
>
> Jody Lenn
> LENNJM@PURCCVM

Thank God. I wasn't looking forward to uploading it mytself...! :-)

Chris Chiesa
CHris_F_Chiesa@cup.portal.com

1275. Re: Chris Chiesa's Questions (was Re: DeTerm)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-15 00:10:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55851@cup.portal.com>
Source record: 111546

Bill Kendrick (Moom!Cyberden!PhBill@Well.SF.CA.US) writes:

>[...] (for some reason I
>haven't got ANY mail in a week.. very little on c.s.a.8, and now 13
>e-mails, and 46 new on c.s.a.8!..interesting)

Portal has had the same experience. Maybe something has affected West
Coast (USA) distribution of this group. Other groups seem to have been
flowing normally. Can anyone NOT reading this on the West Coast tell
us whether they've noticed this "ebb and flood" effect?

>Now.. let me answer a few of Chris's questions. [...]

Why, thank you. :-)

>1. I got Bob Puff's UnLZH version 0.1 (or UnLZARC 0.1.. I forget) from I
>beleive BAAUG BBS here in the SF bay area. Perhap's it was ABACUS BBS..
>[...]

Hm. I'll be interested to hear what you find out about it. I guess I'm
less interested in it now than I was at first, because someone recently posted
that they'd heard from Bob Puff that the program wasn't supposed to have
gotten released..

>[...] As for what Font 4 is (as well as 1,2,3 and 3.1).. there are BASIC
>Font Editors. [...] ...when I make a version from scratch, I add 1 to it.
>If I edit the version after a while of use (this was befor I got a modem), I
>add 0.1 to it, so I/you can tell that it's much like the previous ?.x
>version, but (hopefully) better. [...]

That's very professionaal of you. Do you program for a living? I do.
(Although ont on the Atari, hehehe...)

>As for Klix.. as I've posted, I got the instruction manual, and will
>hopefully start the dirty-work this weekend.. (this is also in
>TurboBASIC.. I >DO< need a "many-sprite" routine... somebody? ANYbody!?
> It must'Ve been published somewhere! It's not THAT hard, is it?
>(well.. it is for ME!.. Mr.BASIC!)

I believe ANTIC once printed (maybe in '86 or '87) a ML routine that
through careful timing allowed you to display the same Player/Missile
simultaneously at two different horizontal positions. This would work
as long as the two positions weren't too close together (and, of
course, didn't OVERLAP...). That ought to permit the "upper half" of
the Klix display, and then a carefully-wrought DLI might handle the
moving "paddle" that can carry a stack of tiles to ANY horizontal
position...

>Chris, I did try the ^I thing.. and look it worked! (hehe :->)

Hoo hah! Great! Glad to hear I helped you out. It's always tricky learning the details of a new telecommunications connection: each pair of systems seems to have its own quirks. (I've seen UNIX systems where the ASCII DEL character is used for what the Atari calls "BREAK" -- now imagine if you'd hit TAB while using one of THOSE systems: you'd have pressed TAB, transmitted DEL, and caused a program interruption!)

>Well. I guess that about answers all of Chris's questions and comments..

It sure does...

> And Chris, you'll be the first to get a copy of Klix!

Why thank you! I'm flattered!

>(be patient, my
>son... the knowledge will come... ooh.. sorry.. beginning to sound like
>Star Wars/Trek!)

Heheheh... "I'm sorry, Obi-Wan; gloating over my first-Klix-recipient-hood was very un-Jedi-like -- and Captain Kirk (* should this now be "Picard?"), I'll consider myself on report and will beam down as an 'extra' on the next mission..."

>BTW!: Going to see if I can add "PINTS WAVE", "DIAGONAL WAVE", "OOH" and
^^^^^^^^^^
The British ought to love you for that! It must be just like a "beer frame" when bowling... hehehe...

>"AAH" and all that Jazz into Klix! (getting Parrot (soon, I hope!))

Hm, I have a Parrot Jr. that may or may not still work (didn't the last time I tried it, but you never know); wouldn't it be cool if you could digitize the "Ooh" and "Aah" right off a Lynx itself? :-) (And the "Oooh" voice -- female -- on the Lynx KLAX is so sexy, I have to wonder what she was doing when she MADE that sound, and whether she knew she was being recorded! And how does she feel now, about her voice being part of a game that has found its way into so many hot and sweaty young hands!!!! :-))

Chris
Chris_F_Chiesa@cup.portal.com "no .sig is good enough for me!"

1276. Re: 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-15 00:20:01 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55852@cup.portal.com>
Source record: 111444

fuller@blurt.oswego.edu writes:

>I have 2 1050 disk drives that fails to read. Has anyone had any success in
>making repairs to these units? Is the SAMS manual useful?

Urrr.. I can't actually ANSWER this, but if "oswego" means Oswego, NY
(you can tell by whether you got ~60" of snow this past week!) then you're
not TOO far, relatively speaking, from Computer Software Services in
Rochester. I'm sure THOSE guys can fix it in ANY case. (If you BRING
the drives to Rochester, drop me a line, we can do lunch...)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com "address in CA, body in NY"

1277. Re: Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-15 06:15:01 UTC
From: esok@wombat.ee.byu.edu
Message-ID: <1992Mar15.061136.10980@caedm.byu.edu>
Source record: 111815

In article <ZFwZgB2w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
..
>I like having "x:" and "x#:" device specification, rather than "A:" and
>"B:" and that on IBMs. Atari's are really good in their own special way!
..

I like this too. You can name any file, any device in exactly the
same way, much like UNIX does. When I learned to use unix, I was pleased
that Atari had done something similar.

1278. Binky

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-15 08:26:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oB6NHB1w164w@cyberden.uucp>
Source record: 111828

Well.. for my little screw-around job Binky (the name has no meaning.. I just liked it), I got the pointer working, a Brick game accessory can be installed and played, and then played again without re-installing. The concept has become limitless. Sorta like the ST/Mac/Amiga/Windows environments. The only difference here is it's not in a GUI, just a text interface that can handle pointer, windows, menu bars and menus. I'm going to work on games for now (since I'm in the mood). They'll include Tetris, Klax (perhaps..), Chess (perhaps..), Checkers, Reversi, Mah Jong (probably not), some card games, and anything else I can get out of thos old 1970's BASIC Games books I've mooched off of old programmers. Other accessories will include a calculator, file viewer, all sorts of little .COM files (SILENCERs, R:handlers, no 80 col.E: handlers, tho, as they can't handle POKEs, which is what this uses the most (MOVE routines and the such)). The actual programs I have in mind would be wordprocessors, spread-sheets, desk-top-publishing (??, graphics may be needed here), perhaps a psudo-programming language (would make a program file, delete itself, and load the program.. not too efficient, though). I try to imagine how fast Binky would run on a system with a RAM or hard drive. The loading of programs will still be longer than normal in BASIC, as the ENTER command has to slowly tokenize everything (I'd give up case-insensitivity for speed any day!) Games wouldn't be too impossible in this interface, especially since I'm making limited ones as accessories (limited in the sense of space.. 5000 line limit) I'm guessing the program will take 10000 or so lines to itself, 5000 for .accessories, and leave 18000 or so to the application. I'm not saying that TurboBASIC is the best language to program something like this in, though. I just only have BASIC and TurboBASIC and nothing else. I'll probably make something far better in Action!, IF compiled Action! programs (modules, actually) can be merged. I know that Action! modules can be merged using the cartridge (this is what I've taken from the little I've heard of it), but as I said, I'm not sure about the compiled programs. If this was impossible, then people'd be stuck having to have Action! to run this stuff, and I think that isn't too good. Oh, also another major help with Action! (other than the speed and better structuring) is the fact that I happen to have a bit of source code for windows! (I wouldn't mind having horizontal scrolling, but I could live with this module's vertical!) Does anyone out there have Action! that I can either purchase (or have, if you're willing!), or that they can compile this window demo with, and then mail back the results (loadable by me, who has nothing for Action! EXCEPT this bit of code)??

Any help would be gratefully accepted. (and noted in any credits if I get this thing off the ground and out of TurboBasic!!) I'm willing to pay up to $20 or $30 for an Action! cartridge at the moment (HOPEfully.. it's up

to my dad!) Thanks a whole lot for reading this far! ;) Bill

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1279. Digitized stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-15 08:30:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1g6NHB2w164w@cyberden.uucp>
Source record: 111827

Does anyone have digitized stuff? (sound samples (music or instruments)
or graphics (esp. animations... perhaps in COLOR?! :)) Very interested
in starting a collection. I'm going to start making my OWN collection
once I get my digitizers... (Parrot & CompEyes which threw me back a
whopping 20 bux! God, I'm lucky!)

Also, does anyone know exactly what type of filters I need to do good RGB
digitization? Do I need profe$$ional one$, or could I use just plain old
3d glasses?? (that'd be interesting for a color & b/w digitized mix..?)

please mail me! thanks!

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1280. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-15 16:26:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar15.162624.8689@usenet.ins.cwru.edu>
Source record: 111822

Jon,

I'm glad you responded; it has explained a lot.

You have offered to supply the archive with new issues of Z*Mag. You may
send them to our 8-bit Archive Moderator, John Dunning, at

jrd@stony-brook.scrc.symbolics.com

Since my last posting I have contaced Ron Kovacs directly and plan to send
send him my first article next week.

Could you try sending me e-mail, so I can find a working address for you?
None of my Internet accounts recognizes status.gen.nz as a valid address,
and I know others have experienced the same.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1281. Re: Atari 8-bit mail order shops?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-15 18:37:30 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Mar.15.13.37.30.1992.9361@remus.rutgers.edu>
Source record: 111823

>Could someone please post a list of generic mail order...

Okay, here's my current listing...

Software Infinity
642 East Waring Avenue
State College, PA 16801
Notes:Good PD selection. Also now
marketing commercial European
imports.

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA 95050
(408) 968-9960
Notes:Huge selection of software
and hardware items. Also some new
commercial games, unavailable
elsewhere.

Page 6
P.O. Box 54
Stafford ST16 1DR
Good European commercial & PD
selection of software. Also are
the publishers of New Atari User
magazine...see below.

Micro Discount
265 Chester Road
Streetly, West Midlands B74 3EA
England
8-bit commercial close-outs.

Telegames
Box 901
Lancaster, TX 75146
8-bit and 2600 software.

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset BH12 2BN
England
Fairly good selection of commercial
8-bit software/hardware.

Steve Hoffee/K.O. Software
333 Peninsula Drive
Lake Almanor, CA 96137
Markets a selection of imported
commercial & PD software.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
Good PD/shareware selection with
extensive documentation.

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
Independent programmer has produced
2 excellent commercial quality
games for the 8-bit.

Bresnik Software
555 Ware Street
Mansfield, MA 02048
Another independent, producing good
educational software.

UltraBasic
10 East 10th Street
Bloomsburg, PA 17815
8-bit speciality software.

NERDS Software
18 Wendy Drive
Farmingville, NY 11738
Printshop related.

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, Oregon 97005
(503)297-8425

BellCom
PO Box 1043
Peterborough, Ontario, Canada K9J7A5
The largest PD/shareware selection.

Compsult
PO Box 5160
San Luis Obispo, CA 93403-5160
Closeout items galore.

No Frills Software
800 East 23rd Street
Kearney, NE 68847

Closeouts & Printshop graphics.

Miles Better Software
219/221 Cannock Road, Chadsmoor
Cannock, Staffordshire WS11 2DD
England
Excellent mail-order source for
the Atari. They have many games
which were never released in the US

Electronic Clinic
4916 Del Ray Ave.
Bethesda, MD 20814
Refurbished equipment.

Mars Merchandising
1041-B East Charles Road
Lombard, IL 60148-2059
Close-out software.

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
Assorted theme disks.

Bacmun Software
1671 East 16th Street, Suite 629
Brooklyn, NY 11229
PD theme disks.

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
Utility software & hardware.

American Technavision
15338 Inverness Street
San Leandro, CA 94579
(415)352-3787
Large selection of commercial
software at excellent prices; also
hardware replacement parts.

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950
Known as *the* Atari hardware
store. If they don't have the
part you need, nobody does.

BRE Software
352 West Bedford Ave, Suite 104

Fresno, CA 93711
PD/Shareware.

C&T ComputerActive
PO Box 893
Clinton, OK 73601

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL 34950

Palette Imaging
1 Closter Commons STE 789
Closter, NJ 07624-0400
(201) 767-3913
Offers new 1991 professional
quality ChromaCad modeling
package.

MWPDS
890 North Huntington St.
Medina OH 44256

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY 41548

Vulcan Software
PO Box 692
Manassas VA 22111-0692

Innovative Concepts
31172 Shawn Drive
Warren, MI 48093
(313)293-0730
accesories, hardware, PD software

CSS
PO Box 17660
Rochester NY 14617
(716)586-5545
8-bit hardware upgrades, 8-bit
repair service.

San Jose Computers
640 Blossom Hill Road
San Jose, CA 95123
(408)224-8575
New and reconditioned hardware,
as well as lots of software.

Entertainment Excellence
1805 Princeton Place

Merrick, NY 11566
Discontinued 8-bit software.

East Hartford Computer
202 Robert Street
East Hartford, CT 06108
Discontinued software for all
computers.

Aerion Software
PO Box 1222
Riverdale Station, NY, NY 10471-1222
Markets a new 8-bit commercial
game.

Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, Maryland 21146
(301)544-6943
Offers a selection of software
and reconditioned hardware.

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA 22151

TEAC (The Educators Atari Club)
PO Box 1024
Laytonville, CA 95454

AEL 8-Bit PD Library
C/O Bill Marcum
PO Box 34183
Louisville, KY 40232

When writing to request catalogs,
it's always a good idea to include
a Stamped, Self-Addressed Envelope.

Next, is a list of magazines still
supporting the 8-bit Atari.

Current Notes
122 North Johnson Road
Sterling, VA 22170
A truly excellent Atari-oriented
magazine, supporting both 8-bit
and ST.

AtariUser
113 West College Street

Covina, CA 91723
Newest Atari publication covering
the full line of Atari products.

Atari Interface Magazine
3487 Braeburn Circle
Ann Arbor, MI 48108
8-bit and ST support, with good
listing of national user groups.

Page 6 / New Atari User
P.O. Box 54
Stafford, ST16 1DR
England
Glossy British magazine supporting
mainly the 8-bits, along with a
few ST articles. Excellent.

Atari Explorer
29-05 Broadway
Astoria, NY 11106
Mostly ST, occasional 8-bit article

PSAN
P.O. Box 110576
Tacoma, WA 98411-0576
Good Atari newsletter.

8:16
248 Wimborne Road
Oakdale, Poole, Dorset BH15 3EF
England
8-bit/ST newsletter from England.

Note : If you have any updates to
this list, please contact:
Ray Wilmott
10 South Rhoda Street
Monroe, NJ 08884
(GEnie : R.WILMOTT)
(InterNet : wilmott@remus.rutgers.edu)

1282. DOS XE public domain? Other Atari DOSes now at archive.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 00:44:21 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Mar16.004421.22160@en.ecn.purdue.edu>
Source record: 111824

Does anyone know if Atari's DOS XE is in the public domain now? I bought it directly from Atari for $10 a couple of years ago. I don't use it anymore but it is nice in some ways since one may go to this DOS without first loading the equivalent of a DUP.SYS from disk even if you are using a 600XL/800XL/1200XL/65XE without expanded memory. If someone can tell me for sure that it is indeed in the public domain I will upload a disk-commed image up to the archive just as I have uploaded DOS 2.0S, DOS 2.5, and DOS 4.0.
--
+ - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - +

1283. Re: my 1200 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 03:09:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55901@cup.portal.com>
Source record: 111826

Do you have an 850 or PR: from ICD? They're a little pricey even used, but you'll need one to get it working. There's also a hack for a home brew adapter but I don't know if it's been published yet.

1284. Australian BBS info needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 03:51:59 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <13919.75925473@kcbbs.gen.nz>
Source record: 111819

Are there any Aussies in this newsgroup? I'm looking for an Australian BBS that carries UseNet in or around Brisbane preferable but any of the other states will do. Please email me with any info to: pandora@kcbbs.gen.nz

1285. Re: UnZIPper?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 04:07:15 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <syNPHB2w164w@cyberden.uucp>
Source record: 111836

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Bill,
>
> The only compacting method used by 8 bitters so far has been the .ARC format.
>
> Jeff

Ah.. and the extremely beta UnLZHer by Bob Puff.. I've killed BUnZIP for
now.. need to get Action! or C first..

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1286. Turbo 816 board

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 04:21:23 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92075.232123JJMCWILL@MTUS5.BITNET>
Source record: 111835

Well, I am thinking of letting go of my Turbo816 board from Dataque Software.

This is what I have...

Latest revision Turbo816 board,
containing 16 bit 65816 CPU at 1.79mHz.
256K SRAM card
32K SRAM card with time/date chip and PROM code
which will set the SpartaDOS clock when executed
from the Turbo Menu.
65816 Assembler from Dataque Software
65816 Machine Monitor/Debugger written by Jeff [Alfred] WIlliams
Dual OS version of the Turbo OS ROM. Hooking a switch to it
allows the 16 bit OS in one position, XL OS in other.
All disk text documtation printed and in a three ring binder.

I paid close to $400 for all this when I purchased it. I am not sure
what Dataque is currently asking for the stuff. I understand the
last T816 boards he had were shipped to the U.K. with no plans to make
more unless 25 or more are ordered. I suspect the software and hardware
would go from Dataque for about $420.00 or so.

If you have a reasonable offer, email me. The worst I can do is
moan a lot and refuse! :)

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU GEnie: J.MCWILLIAM3
CI$: 70714,523 or Internet:jjmcwill@mtus5.cts.mtu.edu
"Atari 8-bit die hards never run out of power"

1287. Turbo 816 board

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 04:38:33 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92075.233833JJMCWILL@MTUS5.BITNET>
Source record: 111837

Well, I am thinking of letting go of my Turbo816 board from Dataque Software.

This is what I have...

Latest revision Turbo816 board,
containing 16 bit 65816 CPU at 1.79mHz.
256K SRAM card
32K SRAM card with time/date chip and PROM code
which will set the SpartaDOS clock when executed
from the Turbo Menu.
65816 Assembler from Dataque Software
65816 Machine Monitor/Debugger written by Jeff [Alfred] WIlliams
Dual OS version of the Turbo OS ROM. Hooking a switch to it
allows the 16 bit OS in one position, XL OS in other.
All disk text documtation printed and in a three ring binder.

I paid close to $400 for all this when I purchased it. I am not sure
what Dataque is currently asking for the stuff. I understand the
last T816 boards he had were shipped to the U.K. with no plans to make
more unless 25 or more are ordered. I suspect the software and hardware
would go from Dataque for about $420.00 or so.
^^^^^^^^^
whoops, $320.00 or maybe a little less.

If you have a reasonable offer, email me. The worst I can do is
moan a lot and refuse! :)

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU GEnie: J.MCWILLIAM3
CI$: 70714,523 or Internet:jjmcwill@mtus5.cts.mtu.edu
"Atari 8-bit die hards never run out of power"

1288. And don't forget me!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 14:03:18 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar16.140318.18282@aber.ac.uk>
Source record: 111830

Don't forget that I'm out here too! I'm still here with Digi-Studio, my PD library, my news-disk, bits of used software and other bits of Atari gear. My address is:

DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

or email: djg0@uk.ac.aber

1289. DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 14:18:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920316141816.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 111829

Does anybody know what's in the 3 files called DOS20S.ARC, DOS25.ARC, and DOS40.ARC which were recently uploaded to the 8bit section of the archives? Would whoever uploaded them please contact me? Thanks...

1290. more PD at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 14:29:46 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar16.142946.22798@aber.ac.uk>
Source record: 111831

I've just put a few more bits of PD up at the archive. At the moment they are in new of course, and are called: script80.arc (an 80col WP which works without any 80col hardware), dvc_c.arc (a nice C compiler), analog_disk_side1.arc and analog_disk_side2.arc (a double sided disk of some stuff from analog mag.). The PD I last posted has now been moved and renamed: bash_a_drum is now in the main directory and is called bashdrum.arc. Rain_down_demo is in demos and is called raindemo.arc.

Dean Garraghty. djg0@uk.ac.aber

1291. Digi-Studio Distribution

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 14:44:45 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar16.144445.25326@aber.ac.uk>
Source record: 111832

Nobody has thus far come forward to distribute Digi-Studio in the US or other countries.

For those of you who may be interested this is all you have to do:

Method 1 - you buy copies in amounts of say 10 or 20 at a time from me at trade prices and sell them in the States at profit. I have already produced a demo disk of Digi-Studio which is finding its way nicely on to BBSs. It is also on the archive and on compuserve. A lot of the initial advertising has been done. ZMAG issue 204 also carried my press release.

Method 2 - you act as an agent. This involves no up-front money. State-side orders are sent to you and paid for in US funds. When you have collected say 10 orders, you send me the names and addresses and payment in UK funds and I send copies from the UK. You would get a commission for doing this, possibly 10-15% of takings.

Method 3 - you get duplication rights. This is my least favoured method because of copyright laws. Here you gain the right to produce legal copies of Digi-Studio and send them out yourself. You would send me a copyright holders fee for doing this. This fee is, however, likely to be as much as 50% of takings.

If anybody is up to the challenge then please email me on: djg0@uk.ac.aber

Dean Garraghty.

1292. AIM expands

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 17:22:20 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920316172220_71450.1050_EHB13-1@CompuServe.COM>
Source record: 111833

News from the CompuServe Atari 8-bit Forum:

#: 17649 S17/Community Square
13-Mar-92 10:15:56
Sb: #AIM Expands!
Fm: Atari Interface 70007,4640
To: all

FOR IMMEDIATE RELEASE March 12, 1991
==========

CONTACT: Patricia Snyder-Rayl
(313) 973-8825

ATARI INTERFACE EXPANDS -- OVER 100 CLUBS, MORE DISTRIBUTORS

Ann Arbor, MI -- In this time of shrinking economies and worries about continued Atari magazine support, Unicorn Publications is pleased to announce that Atari Interface is continuing to grow.

User Group Expansion

With the March 1991 issue, Atari Interface increased its number of Participating User Groups to over 100. Currently, there are 105 user groups whose members are receiving Atari Interface magazine as part of their club benefits. "We're over 100 clubs now and we expect a fair number of additional clubs to sign up in the next month or so," said Editor Bill Rayl. "At least 20 more clubs have indicated they want to start getting AIM for their members."

More Distributors Added

As recently announced in messages on CompuServe and GEnie, Atari Interface has expanded its US distribution to include approximately 250 additional Walden's bookstores. AIM is also being carried by two independent distributors in the US, as well as three overseas. Signing up in the last two months have been Micro-D (Canada), Braden Ray (Australia & New Zealand) and Bath Publications (UK).

Unicorn Publications has been producing an Atari-specific magazine since December 1987. For more information, contact Pattie Rayl, Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, phone: (313) 973-8825 voice, (313) 973-9137 BBS.

# # #

* Reply: 17651

-Lawrence Estep
71450.1050@COMPUSERVE.COM

1293. Have you sold an 8-bit lately?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-16 23:20:12 UTC
From: brj@terminator.cc.umich.edu
Message-ID: <1992Mar16.232012.10183@terminator.cc.umich.edu>
Source record: 111847

Hi, has anyone reading this sold a 8-bit system
lately? How much are they worth these days? Is there
any kind of blue-book for used computer equipment?
I have 2 800XLs, 2 1050s, a Gemini 10X printer,
a 1030 modem, and miscellaneous other accessories
that are just too much hassle to cart around with
me when I move.

1294. Indus GT syncromesh at boot-up

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 00:32:48 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Mar16193248@wombat.gnu.ai.mit.edu>
Source record: 111839

As anyone with an INDUS GT knows, there was a cute little program
included with the DOS-XL that would put the Indus into "syncromesh"
mode. This could be made even more useful if you took the time to
patch the program with a sector editor so that it didn't try D1:-D8:
but only D1:-D<your-max-drive>. This made startup a little faster,
but still very slow compared to full-tilt syncromesh.

I had heard that Indus later developed a version that worked on
boot-up so that the entire boot-sequence would go faster. Alas, I
didn't order this when it first came out, and when I tried recently to
call Indus Systems, I got a disconnected number.

Anyone have a copy of this they want to sell, or know how I can get it
from Indus? (Are they out of business or did they just move?)

Reply in email or followup to this newsgroup.

Thanks,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

1295. Re: UnZIPper?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 04:03:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0FiRHB3w164w@cyberden.uucp>
Source record: 111854

Yeah... I looked a little more closely at how it works and it's NOT
exactly something one would mess with on an 8-bit in BASIC!!!

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1296. Page Zero

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 04:56:44 UTC
From: 76704.41@CompuServe.COM
Message-ID: <920317045643_76704.41_EHB15-1@CompuServe.COM>
Source record: 111841

Howard_Ship@vos.stratus.com
writes:

>I've been putting together a few utilities in assembly to be called
>from BASIC using USR().

>Anyway, as usual, the crunch is for free page 0 space.

>I need temporary use of memory on page 0, at least 6 or eight bytes.
>More would be better, because I could store additional variables there
>and shrink my assembled code more.
>Anyway, "Mapping the Atari" talks about this, but says that a USR
>routine can use FR0 (floating point register 0), which is 6 bytes
>starting at about $D0 (from memory).

>It seems to me, though, that I should be able to use the remainder
>of the floating point space on page 0, $D0 to $FF, using the same
>rationale that allows me FR0. Did "Mapping" describe this wrong?
>Can I use the remainder of precious Page 0?

USR is a "function." When you call something like "X = USR(FOO)", on
exit from the USR, BASIC pulls the valueof variable "X" from FR0. Sometimes,
you'll want to have BASIC parse that value (meaning you've probably manipulated FR0 in your
code), sometimes not ...
just using USR as a gateway.

If your USR routine does nothing with Floating Point, those FP register are
pretty much available. I've used $D4-$F1, $F5-$FA, and $FC-$FF pretty freely
and had no problems. (knock on veneer ;-)

don [SYSOP*CompuServe Atari8]
76704.41@compuserve.com

1297. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 05:52:48 UTC
From: dam1@ra.msstate.edu
Message-ID: <1992Mar17.055248.3847@ra.msstate.edu>
Source record: 111840

The only problem I have ever had with util.exe is using a high-density
drive on the IBM to write to the Atari floppies...my 1050 was not very happy.
I am using the util.exe in the file util.arc at the archive...there is also
a ataridsk.arc and pcxfer.arc but the util.exe files on these arc files have
earlier dates...util.arc includes the source code util.c and atario.asm...
I have used util.exe several times with no problem as long as I used a 360K
drive to do the copying...
--

|Danny Martin |
|dam1@Ra.MsState.Edu|

1298. Demos and DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 07:25:02 UTC
From: a644690c@edinboro.edu
Message-ID: <00957B2ABD22B8E0.20200BCE@edinboro.edu>
Source record: 111851

Since there has been a bit of talk about demos and digital sampling lately, I thought I would throw in my $.02 on the subject(s). There is a GREAT digi-music demo that keeps the screen on and has some cool osciliscope type animation on the sides of the screen. It is called the YOUR-BODY demo. Another digi-sound demo is the last portion of the Expo '91 demo (by Frankenstien of the High-Tech Team). It Has a cool digi drum and base bit. The BIG demo from the High-Tech Team (HTT) (the BIG demo is NOT the same as the Expo '91 demo) has 2 long playing digi-tunes as well as a lot of cool effects otherwise. There is an Expo II demo which came from Stiching Pokey that also has some digital sample coolness in it. Some real fun ones are Perestroyka and The SKY Network demo. These are designed for use with two 8-bit systems and will play a variety of digi-drum/pokey-synth songs in stereo across the two systems (great fun with a stereo amp and/or headphones :-)

As far as Data compression goes: The World Federation of Mad Hackers released 3 demos called TOP parts I, II, III. Parts I and II have a lot of cool stuff but have MANY problems due to the PAL vs. NTSC problems. Actually most European demos don't function totally correct because PAL machines have %12 more VBI time. If the PAL VBI routine does not finish before the NTSC machine starts its next screen, there can be many problems (NOTE: The shaking screen syndrom is the most common). Anyway, The TOP III demo (as well as the other two) use runtime decompression quite a bit. There is one demo that does an animation that is even being decompressed on the fly. Most of the others just load in, decompress, then run.

A good source of information on this kind of stuff is MEGA MAGAZINE a disk magazine that was an off-shoot of the High-Tech Team from Holland. The Magazine is completely disk based and has some pretty cool stuff on it. Many months ago, before I had net access, I was pretty much the U.S contact for this magazine. I mentioned to Frankenstien (of HTT) that I didn't think the magazine would work well in the U.S., so we havn't talked about it much lately. I assume he/they are still putting it out and if anyone is interested, I will forward the info to MEGA MAGAZINE.

Before my idle babblings get any more out of hand, if will journey onward.

Peace, | 'I think I found the Trix Rabbit
-Adam J. Conover | foot in my new box of Lucky Charms'
a644690c@edinboro.edu

1299. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 07:27:42 UTC
From: jonc@status.gen.nz
Message-ID: <V9osHB5w164w@status.gen.nz>
Source record: 111838

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> and I know others have experienced the same.
> --
Michael I have replied to your mail this morning and you should have it
soon. You email made it to STaTus.gen.nz no problem at all.

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1300. Sound samples

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 11:32:16 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar17.113216.8103@aber.ac.uk>
Source record: 111842

Bill,

Over the last 5 years I have been working with the Replay sampler and have produced many digitized music demos and software which uses samples in some way or another. Of course, Digi-Studio is the latest of these. Most of the other software is PD, and I shall be putting them on the archive as soon as I finish my dreaded Ada project! I will probably be putting DSIL, Music Machine, Journey into sound demo, Long digitized demos 1&2, megablast 128K, and DMS when I get around to changing the programs and docs to make this PD (DMS was the forerunner of Digi-Studio, but no where near as good!!). For some hints and tips on sound sampling, read SAMPLING.DOC in issue 1 of my news-disk (this is available at the archive in directory "djg" and called issue1.arc). This article is also forming the basis of a presentation I'm giving tomorrow here at uni about sound sampling!!

Dean Garraghty. djg0@uk.ac.aber

1301. Re: TERM settings, etc. for reading Usenet with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 12:58:37 UTC
From: c152-bv@dv349-5a.berkeley.edu
Message-ID: <C152-BV.92Mar17125837@dv349-5a.berkeley.edu>
Source record: 111848

In article <rdshepherd.700853896@node_e88a> rdshepherd@lescsse.jsc.nasa.gov (Rickey D.) writes:

I have Homepak's (Yuch) Hometerm, and I have Proterm, and a 1030 modem. A friend MAY be able to get me a copy of Chameleon (vt100 emulator for atari).

Ikes! I used to have that modem. 300 baud is just too slow for these days, though (but then it's better than nothing).

The questions I need answers to are:

1) What should TERM be set to, to get Usenet in a form that is readable, without losing ends of lines, or having everything unformatted, making it hard to read?

What I would do is get Kermit or some other terminal program which can do 80 columns (or get the XEP80). I used some VT100 emulator (from the atari archive) which scrolled back and forth to get 80 columns (which is what Chameleon also does), though it was rather hard on the eyes after a while. In this case, you would set term to 'vt100'.

2) Are there any particular things I should set using the stty command, to make things function properly? (Like linefeed, erase, etc.)

If you have a good VT100 emulator, you can just type 'stty dec' and leave it at that (which is what I use). I found that nothing could handle 7 bits, though.

Any help would be much appreciated. Also, please post it here. Email does not usually work at this location. Hopefully, that will be remedied when I get the new account working properly.

No problem. Hope all goes well.

Thanks in advance,

No problemo.

Rick Shepherd

Abe

--
=E =D--Abel Chow, U.C. Berkeley, EECS/C, '93 (abel@ocf.berkeley.edu)
NOTE: Mail to 'c152-bv@dv349-??' will bounce.

1302. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 14:57:27 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Mar17.145727.15900@ericsson.se>
Source record: 111843

psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:

> ...
> (Stuff deleted.)
> ...
>Hahaha! SpinDizzy is -HUGE-! That's the one game that most [and still does]
>astonish me on size.. Something like 200 or 300 screen 3-dimensional map!
>Kind of like Marble Madness in a strategy game. I played that game for about
>a year until I could finish all the parts without the clock running out.
>Didn't they put it out on the ST?

Is there any implementation of Spindizzy that doesn't use flip-screen
technique? I don't think the size of a game is impressive if it has
to pre-calculate graphics each time I exit the current "room". If you
disagree, then look at a fractal generator. There is not much data
needed to create a view, but most often you get an incredibly huge
"world" of locations to visit. And don't you think rooms in Spindizzy
are very similar?

Just my opinion. Keep on packing.

Anders Skelander

1303. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 15:08:51 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Mar17.150851.16383@ericsson.se>
Source record: 111844

farren@cbmvax.commodore.com (Mike Farren) writes:

>Or, you can compute the level dynamically. When I did GATEWAY TO APSHAI,
>I built each level using a random number generator which was "preset" to
>a different "seed" number for each level. Since a random number generator
>will *always* produce the same output if you start it from the same "seed",
>you can get a repeatable series, but by changing the "seed", you can get
>entirely different series. I then used the output of the generator to
>construct the maze, drawing it onto the screen with character graphics.
>GATEWAY only had 128 different levels in it's 16K cartridge, although there
>was the possibility of 65,536 different levels. We decided that'd be
>a bit much, though :-)

I think this is a very clever technique. And for "Gateway to Apshai",
didn't the Atari 800 conversion use scrolling over the entire level?
I find games that have to pre-calculate any new room i decide to enter
most annoying.

Before I bought the cartridge (for the Atari) I used an illegal
copy on tape (please forgive me). The biggest drawback with having
"Gateway" on tape was that it had to be reloaded when you got killed
for the last time. Was this because level data were spoiled when
playing it, or was it for some other reason?

Did you, Mike, work for (at?) Epyx before the company was named Epyx?

Anders Skelander # # #
# # #
# # #
# # #

1304. TERM settings, etc. for reading Usenet with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 17:38:16 UTC
From: rdshepherd@lescsse.jsc.nasa.gov
Message-ID: <rdshepherd.700853896@node_e88a>
Source record: 111845

Hi,

I have been reading Usenet from my Apollo workstation at work.
I now have an account on a bbs with Open Desktop, and a Usenet feed,
and would like to be able to access it from home using my 800xl.

I have Homepak's (Yuch) Hometerm, and I have Proterm, and a 1030
modem. A friend MAY be able to get me a copy of Chameleon (vt100
emulator for atari).

The questions I need answers to are:

1) What should TERM be set to, to get Usenet in a form that is
readable, without losing ends of lines, or having everything
unformatted, making it hard to read?

2) Are there any particular things I should set using the stty
command, to make things function properly? (Like linefeed,
erase, etc.)

Any help would be much appreciated. Also, please post it here.
Email does not usually work at this location. Hopefully, that will
be remedied when I get the new account working properly.

Thanks in advance,

Rick Shepherd
--

"Moving parts in rubbing contact require lubrication to avoid excessive wear.
Honorifics and formal politeness provide lubrication where people rub together.
Often the very young, the untraveled, the naive, the unsophisticated deplore
these formalities as empty, meaningless, or dishonest, and scorn to use them. No
matter how pure their motives, they thereby throw sand into machinery that does
not work too well at best." From "The Notebooks of Lazarus Long" by Heinlein.
--

1305. Re: Z-MAG Issue #204 up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 19:04:15 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Mar17.190415.19605@cbnewsc.cb.att.com>
Source record: 111846

From article <1992Mar8.155232.6581@usenet.ins.cwru.edu>, by (Michael Current):
>
> Also, as has been stated in the FAQ for a while now, there used to be a
> mail-list for distributing Z*Mag on the Internet run by Greg Lindahl. I
> happen to think it's important to get a mail-list going again. This would
> be more convenient for most people than getting it from the archive. But
> no mail-list can be run by anybody without the mag to distribute in the
> first place. I don't know what Greg's deal is lately, but he hasn't been
> answering people's email on the subject, despite at first saying he would
> be happy to distribute Z*Mag again if only someone would supply him with
> it. He's at gl8f@fermi.clas.virginia.edu, or zmagazine-request@virginia.edu.
> Is there anyone else out there that knows how to create a mail-list?

I distribute the 8bit Zmag for local owners of 8bit Atari's. I am
probably opening myself up for a flood, but if you can't get a copy
EASILY, send me email with a qualified internet address and I'll put you
on my mailing list.

PS. Greg is still sending me the ST version of Zmag, but not the 8bit
version.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1306. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 20:18:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55967@cup.portal.com>
Source record: 111852
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I sorta gave up! The Bob Brodie says netted to 70+ boards & I believe will only respond to messages in ZNET or one conference anyway. No cross-posting encouraged, but he can get E-mail from other nodes. Someone else says 100's of boards are netted. Doesn't really matter to me since Atari Base & Steve's BBS are both local for me. That's for adding some more names. Contributing to the list is the best way to make it better.
Rick (Whoops That's=>Thanks above)

1307. Questions...Assembly...Pascal...C...VT100..

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 22:50:58 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92077.175058AKH104@psuvm.psu.edu>
Source record: 111850

Lots of question that I have had in me head for long time come out now....
1) How do you display text in Assembly using the E: device.
A really neat example would be helpful....

2) After compiling a program and getting the .COM file in
LightSpeed C...how do you get the program to run WITHOUT
having to have the RUNTIME.OBJ file in the darn directory...
I have appended them to eachother but nothing works.

3) How the heck do you use Kyan Pascal?

4) Of the two most popular Kermit/VT100 emulators in the Archives....
Kv3.7 or whatever and the really good other one that lets you
remap your entire keyboard! how the heck do you get the second
to do a binary download at 2400baud using 7-?-1? IT ALWAYS
messes up...cant go back and forth between 8-E-1 and 7-?-1?
Also why cant I use the XEP80 card with kv3.7 when it says I can....
I only get 40 columns in all the text modes.

5) Who has an action cartridge / development system for sale?

6) Who has STATIONFALL for sale?

7) Who has the Atari Macro Assembler for sale?

8) Who has a Mac65? Assembler system for sale?

9) Who will be brave enough to take the time to answer these questions.

Andrew

_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM<=== _
_ ===>C.S. 71020,3451<=== ===>Genie A. Heller<=== _

1308. Super UnLHArc

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-17 23:06:13 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Mar17.230613.13658@ge-dab.GE.COM>
Source record: 111849

I've recently talked to Bob Puff, who's the programmer who wrote the
Super UnLHArc code that was released for beta testing *and no other purpose*.
He is quite angry that it has gotten out and been posted on bulletin boards.
Please respect his wishes to not release this program since it is not
complete. Bob is one of the premier shareware developers for the Atari
8-bit, and if we don't respect his wishes, we have nobody to blame but
ourselves if another programmer decides to leave the 8-bit computer for
"greener pastures" (my words, not Bob's; Bob has no plans to abandon us).

So don't distribute any copies of his UnLHArc program!

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1309. Re: Joystick/mouse control of cursors

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 00:35:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ki4sHB17w164w@cyberden.uucp>
Source record: 111924

Henry.Miller@f47.n282.z1.tdkt.kksys.com (Henry Miller) writes:

> I'm not much of a program, but hints if you want to try, or someone else.
> First there are mouse drivers for the atari, an ST mouse plugs into a joystic
> port, and sends a sequnce of pulses, (up,down or left,right) by noting the
> order it is possibal to determine the directin and speed.
>
> As for joystice, I've seriously considerd a mod emulate cursor keys, which wo
> help for menu systems. It could be either page 6, or OS mod.
>
> * Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

Well.. I've seen an ST mouse driver in the GOE demo. I have no ST
mouse, so all I can do is use the joystick. And that makes the pointer
go sideways (90' compared to the joystick). I'm sure someone has
something to do this with.

As for the joystick->cursor emulator, I have one, called TPJOY.COM. It
supposedly works in TextPro (haven't tested it as I only use AW+). It
does NOT work in AW+ (AtariWriter+). I'm not sure about BobTerm, but
then again >WHY?< and it returns CONTROL+arrow key-strokes, so I had to
modify it for DeTerm (the funky pull-down menus..) The one major problem
is it's speed. If you have an xl/xe, type POKE 730,1 and then use the
arrow keys.... zoom!.. That's how this works, and I haven't tried
messing with it to slow it down, so it's mighty useless in DeTerm. In
DOS and BASIC and all that (including TurboBASICXL, and I'll suppose
FrOst BASIC as well), it works just fine (for the speed..) But remember,
it was meant for TextPro, so it might not work in everything. I've
checked it and it does install into page 6 RAM, and I'll post a BASIC
installer as soon as I find it and login to Internet again.
c-ya

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1310. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 00:39:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7o4sHB18w164w@cyberden.uucp>
Source record: 111923

glover@casbah.acns.nwu.edu (Eric Glover) writes:

> Atari 8 years of owning, using and programing on my 8 Bit,
> Of all the publications and books Ive ever seen, Ive never seen
> a copy of De Re Atari. I hate to be clueless here, but what Exactly
> is in De Re Atari, how good of a reference source is it?
>
> --
> The Hand That Plays The Lynx...Is tthe Hand that rules the world.

NO DeRe! Oh.. you're missing out! Ok.. here's a summary (well, of the
table o' contents):
system overview
antic and the display list
graphics indirection (color registers and character sets)
player-missle graphics
display list interrupts
scrolling
sound (this is a VERY good section, IMO)
sound generation software techniques (ditto)
operating system (I have a 1200xl, but the only copy of DeRe I could get
was the old 400/800 version.. is there an xl/xe ver.?
or was that just Mapping?)
the disk operating system
atari basic overview

And the appendices:
memory utilization
human engineering (interesting section indeed)
atari cassette overview (far too long a section for the 90's!)
television artifacts
gtia

and a pretty good glossary.

Do you have Mapping, as well? Now THAT's good readin'! ;) Actually,
it's come in handy every once in a few.

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1311. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 00:41:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Js4sHB19w164w@cyberden.uucp>
Source record: 111925

Oh dear. Action! died on you? Tough luck, it seems. OSS died quite a few years ago (remember reading that in a back issue of Compute!, back when it supPORTED 8-bits!). They said that ICD (I believe) was going to hanlde it all from there. But lately I've heard that THEY either died, or dropped 8-bit support. Looks like you're going to need to find a new Action! cart! (I need one too, if anyone's interested in selling?? hmm?)

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1312. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 00:43:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Vu4sHB20w164w@cyberden.uucp>
Source record: 111927

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> In article <1992Mar14.005900.3398@casbah.acns.nwu.edu>,
> glover@casbah.acns.nwu.edu (Eric Glover) says:
> >
> >My Action Cart Bought It, About Two weeks ago, so I wrote OSS
> >at their old San Jose, Ca 95129 address and found my letter
> >boomeranging [Fowarding Address Exp.] Does anyone know who is either
> >handling OSS' servicing or OSS' new address?
> >--
> >The Hand That Plays The Lynx...Is tthe Hand that rules the world.
>
> ICD now supports the OSS products, give them a call.
>
> Jeff McWilliams

Are you SURE? I heard somewhere they dropped 8-bits or died
alltogether..??

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1313. Re: Joystick/mouse control of cursors (BASIC listing)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 00:45:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Ry4sHB21w164w@cyberden.uucp>
Source record: 111926

Boy, that was long! The TPJOY.COM I have is less than 256 bytes! (minus
the 255,255,0,6,?,6 for the start/end). Yet another nice Page6er around!
As I said, I'll post it..

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1314. BIGDEMO is not EXPO91

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 00:55:32 UTC
From: SOEF_16@leicester.ac.uk
Message-ID: <9203190121.AA09812@ucbvax.Berkeley.EDU>
Source record: 111913

I have both. They are different, although some of authors are the same.
BIGDEMO, as suggested by its name, is rather on the large side -- two
sides of a disk. I am having ftp problems but will try to upload to
the umich archive ASAP.

1315. ATARI 400 52K System PLUS extras!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 03:23:30 UTC
From: at974@cleveland.Freenet.Edu
Message-ID: <1992Mar18.032330.3307@usenet.ins.cwru.edu>
Source record: 111853

I have upgraded to an IBM compatible and have not used my Atari
400 for about 2 years now. Check the list below and send me an
email message if you are interested in anything.

Larry Bennett

usr2059a@tso.uc.edu
(513) 287-2387 (8:00-5:00 EST with 24 hr voice mail)

- -

HARDWARE: ($125.00 takes all; make an offer by the piece)

ATARI 400 computer
Replacement Keyboard (REAL keys not membrane keys) (Triangle
Electronics)
TinyTeK 52k memory upgrade (not 48k but 52k)
R-VERTER Serial bus Modem Adapter (Advanced Interface Devices)
MPP-1100 Parallel Printer Interface (Microbits Peripheral Products)
Captronic 1200 Baud external modem
BMC-BX80 (Mannesman Tally Spirit 80) Parallel Printer
RANA 1000 Dual Density Disk Drive (RANA Systems)
ATARI 1050 Dual Density Disk Drive with US DOUBLER chip from ICD, Inc.
ATARI 410 Tape
4 joysticks
2 paddles

SOFTWARE: ($5.00 each or $75.00 takes all)

ATARI DOS 2.5 (ATARI)
SMARTDOS (RANA Systems)
SpartaDOS (ICD, Inc.)
DosXL (OSS Systems)
ATARI Basic Cartridge (ATARI)
BASIC XL Cartridge (OSS Systems)
ATARI Logo Cartridge (ATARI)
Kyan PASCAL (programming language) (Kyan Software)
LightSpeed C (programming language) (ClearStar Technology)
SYNCALC (Spreadsheet Software) (Synapse/Broderbund)
SYNFILE+ (Database Software) (Synapse/Broderbund)
AtariWriter Cartridge (word processing) (ATARI)
VT100 Terminal Emulator (Antic Publications)
Timewise (ATARI)
Complete Personal Accountant (FutureHouse Systems)
PrintShop (Broderbund)
Print Power (Hi Tech Expressions)

AwardWare (Hi Tech Expressions)
SpeedScript 3.0 (word processing) (Compute! Publications)
SpeedCalc (spreadsheet software) (Compute! Publications)
Magic Spell (spell checking software) (Analog Publications)
Creative Process 1.8 (outline software) (Antic Publications)
Analog Database (database software) (Analog Publications)
MultiCopy (Utility software) (Analog Publications)
MaxiCopy (Utility software) (Analog Publications)
Earnie's Magic Shapes (Hi Tech Expressions)
Big Bird's Special Delivery (Hi Tech Expressions)
Computer Chess Cartridge (ATARI)
Video Math Flash Cards Tape (ATARI)
States & Capitals Tape (ATARI)

GAMES: ($5.00 each; $45.00 takes all)

Star Raiders Cartridge (ATARI)
Kickback Cartridge (Thorn EMI Video Programs)
K-Razy Shoot-out Cartridge (CBS Software)
GORF Cartridge (Roklan Corporation)
Video Easel Cartridge (ATARI)
Centipede Cartridge (ATARI)
Missile Command Cartridge (ATARI)
Miner 2049er Cartridge (Big Five Software)
Wizard of Wor Cartridge (Roklan Software)
Submarine Commander Cartridge (Thorn EMI Video Programs)
Super Breakout Cartridge (ATARI)
Pac-Man Cartridge (ATARI)
Space Invaders Cartridge (ATARI)
QIX Cartridge (ATARI)
K-Razy Antics Cartridge (CBS Software)
River Rescue Cartridge (Thorn EMI Video Programs)
Galahad & the Holy Grail Disk (ATARI)
Humpty Dumpty & Jack & Jill puzzles Tape (Thorn EMI Video Programs)
Salmon Run Tape (ATARI)
Sammy the Sea Serpent Tape (ATARI)
Preppie Disk
Frogger Disk

BOOKS: ($5.00 each; $40.00 takes all)

6502 Assembly Language Programming (Wiley)
Top-Down Assembly Language Programming
for the 6502 Personal Computer (BYTE Books)
Atari Basic (Wiley)
Machine Language for Beginners (Compute! Publications)
The Second Book of Machine Language (Compute! Publications)
The Atari Sourcebook (Compute! Publications)
De Re Atari (ATARI)
Mapping the Atari (Compute! Publications)
Best of Softside (Softside Publications)

Atari Games (Compute! Publications)
Compute!'s First Book of Atari (Compute! Publications)
Compute!'s Second Book of Atari (Compute! Publications)
Compute!'s Third Book of Atari (Compute! Publications)

MAGAZINES: ($1.00 each; $40.00 takes all)

Complete set of ANALOG and ANTIC magazines. (I might be missing two
or three of the first issues and one or two of the last issues.)

--
+---+
| Larry Bennett usr2059a@tso.uc.edu |
| Madeira, Ohio USA at974@cleveland.Freenet.edu |
+---+

1316. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 05:05:26 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55985@cup.portal.com>
Source record: 111905

Daniel Martin (dam1@Ra.MsState.Edu) writes:

>The only problem I have ever had with util.exe is using a high-density
>drive on the IBM to write to the Atari floppies...my 1050 was not very happy.

Oh. I forgot to mention that. "UTIL only works with the '360K' type of
IBM drives." These are called "low-density" drives among the PC-literate.
UTIL specifically DOESN'T work wiht the '720K' or "high-density" PC drives.
I wish I could remember where I learned this, but it ought to be added to
the UTIL.EXE distribution on file at atari.archive ...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1317. Re: Digitized stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 05:16:17 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55987@cup.portal.com>
Source record: 111907

Bill Kendrick (Moom!Cyberden!PhBill@Well.SF.CA.US) writes:

>Does anyone have digitized stuff? (sound samples (music or instruments)
>or graphics (esp. animations... perhaps in COLOR?! :)) Very interested
>in starting a collection. I'm going to start making my OWN collection
>once I get my digitizers... (Parrot & CompEyes which threw me back a
>whopping 20 bux! God, I'm lucky!)

Heheh... I have a few Parrot Jr. samples of myself and some friends
goofing around and of a radio program "jingle" one of us made back in
high school... surely you don't want THOSE... ;-)

I also have a 256-level-grayscale image of ... mySELF! That I have
plans of converting to Graphics 16 and uploading here for all of my
fans (cough cough)... someday... :-)

>Also, does anyone know exactly what type of filters I need to do good RGB
>digitization? Do I need profe$$ional one$, or could I use just plain old
>3d glasses?? (that'd be interesting for a color & b/w digitized mix..?)

For best results your filters should approximate, as closely as possible,
the colors which will ultimately be used to reproduce/display the image.
In this case, something which closely approximates the exact Red, Green,
and Blue colors your Atari can cause to be displayed. This may or may
NOT mean matching a TV/monitor's R,G, and B phosphors, depending on whether
the Atari can even put out a "pure" R,G, or B signal. Given that you're
going to lose a lot of precision in even the best case, I'd say "screw
it," and just use any old red/green/blue filters and keep trying til
you get acceptable results! :-)

I work in color imaging and can tell you that color science fills many
thousands of books with many, often contradictory, theories about how
best to represent a "large" color range using a "small" number of pri-
mary colors. If you saw the books you'd give up on it altogether, so
just TRY stuff until you get an image up there!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1318. Re: Demos and DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 05:26:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <55988@cup.portal.com>
Source record: 111906

Adam J. Conover (a644690c@edinboro.edu) writes:

>Since there has been a bit of talk about demos and digital sampling
>lately, I thought I would throw in my $.02 on the subject(s).
> [...] the YOUR-BODY demo.
> [...] The BIG demo from the High-Tech Team (HTT)
> [...] an Expo II demo which came from Stiching Pokey
> [...] Perestroyka and The SKY Network demo
>
> [...] 3 demos called TOP parts I, II, III.

Good Lord, man -- you've waited all this time to mention these? Upload
'em! Upload 'em! :-)

>A good source of information on this kind of stuff is MEGA MAGAZINE a
>disk magazine that was an off-shoot of the High-Tech Team from Holland.

Which probably nobody here has ever heard of!!!

>I assume he/they are still putting it out and if anyone is interested,
>I will forward the info to MEGA MAGAZINE.

I'd LOVE to see this. Any available back issues, too. Is it free or what?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1319. Antic/STart Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 06:59:55 UTC
From: bsmorgan@netgroup.UUCP
Message-ID: <9203181953.AA19851@.sdrc.com>
Source record: 111909

Subject: Time:11:28 AM
OFFICE MEMO Antic/STart Magazines Date:3/18/92
Hello Atarians -
This is probably a FAQ, or at least old news, but does the publisher of Antic and STart Magazines still exist somewhere? When my Antic Disk subscription turned into a STart subscription (Nov. '90?), I called and cancelled because I'm still an 8-bitter, and it didn't look like much would apply. I was promised a $33 refund. Now, my cards and letters are returned, and they left no forwarding address of phone number. Any info on them?
Thanks for the help!
Brian Morgan
bsmorgan@sdrc.com

1320. Re: Demos and DIGIs

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 09:52:03 UTC
From: omf@smaug.hacks.arizona.edu
Message-ID: <18MAR92095203@smaug.hacks.arizona.edu>
Source record: 111908

In article <00957B2ABD22B8E0.20200BCE@edinboro.edu>, a644690c@edinboro.edu ("Adam J. Conover") writes...
>Since there has been a bit of talk about demos and digital sampling...
[much info on demos deleted]

I'm sure we'd all love to see some of the demos you mentioned. Do you have these and could you upload them to the archives? Do any of the members of these 'Demo Teams' have access to the inet?

Oscar M. Fowler - omf@smaug.hacks.arizona.edu

'Everybody's got the right to be a sucker once ...'

1321. Re: Questions...Assembly...Pascal...C...VT100..

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 18:04:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56018@cup.portal.com>
Source record: 111915

Well, I can't handle everything, but a few anyway (maybe). If you read your Lightspeed manual, I think somewhere in there the author says you can distribute Lightspeed DOS with your programs, so if you have something you want to distribute, you can just use DISCOM to send out the whole tamale. W/O the compiler/editor of course. Once someone has the DOS, further programs can just be sent out individually.
Most of the stuff you asked for can be had from B & C Computervisions in Santa Clara, but hope someone will offer to sell you the Carts used. I think The Atari Macro Assembler goes for about $20, but the OSS carts are over $70 each. May be an old number, but (408)759-1003.
A few more details would help, but to output text from ASM & it is just going to a graphics(0) screen you can just assume channel #0 is open. If it's for any other mode you have to use ch#6. Or I think you can use ch#6 if you don't want the normal cursor positioning [up,down,etc.] to work. I'll send a solid example, but you just load the IOCB #0 with the print line cmd (#9?) make the buffer length longer then your string, point the buffer address to your EOL terminated string, LDX #0, & JSR through CIOV. Whew! No wonder every one like basic!

1322. Re: need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 21:32:04 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Mar18.152942.2633@wvnvms.wvnet.edu>
Source record: 111910

In article <55507@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:

> ...
> on the system. Bill's original question/comment was, to paraphrase it
> rather badly, "I'm impressed that the BoulderDash game(s), e.g., can
> contain so many large levels without ever having to access the disk after
> the game first loads: how do they do that?" I.e., given a particular limit
> on memory, and ignoring how the contents of memory GET there, how the heck
> do some games cram so many different levels into, say, 48K or 64K?

>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

To the best of my knowledge, the way such games pack such huge backgrounds into 48 and less K is by the "stamp" method. Part of the graphics code defines "stamps," i.e. small sections of memory that make up the background picture. Such stamps could include grassy sections, rocks, moon bases, etc; basicly whatever your background is composed of. Then a number is assigned to each stamp. The background is then made up of the numbers corresponding to the stamp. A good example of this is the GR.0 screen. Each character in the character set is defined in memory, with a number assigned to it (ATASCII). Now when you create a screen filled with GR.0 characters, it takes around 1k of memory, + the few odd K for the character set. This takes up a lot less memory than a corresponding GR.8 screen of the same image would. If you think of twenty pages of text, using the GR.0 method you would be using somewhere in the region of 20K. A GR.8 representation of the same images would take up somewhere in the region of 140K (someone please correct me if I'm wrong). Now, I'm not saying that all games use this method, but as you can see (hopefully) this method does save a heap o' memory.

Joe Phlegm
Phlegm Bros.

1323. SpartaDOS and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 21:32:09 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Mar18.154827.2634@wvnvms.wvnet.edu>
Source record: 111911

> In article <9203060052.AA10594@ucbvax.Berkeley.EDU>, SOEF_16@leicester.ac.uk writes:
>>...
>> a menu system. You can run TURBO BASIC XL from it unlike
>> SPARTADOS or OS/A+.

If you use SpartaDOS X and have a machine with 128K+ you can use Turbo Basic.
Of course, SpartaDOS X is kinda expensive and hard to find now days, but is a
hell of a DOS no less. We wouldn't use anything else.

Joe Phlegm
Phlegm Bros.

1324. COLRVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 22:27:10 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Mar18.222710.18315@ge-dab.GE.COM>
Source record: 111914

To all those asking about using ComputerEyes digitizing cameras to
try to produce COLRVIEW (GR.9) picture files:

Obtain the following filters (Kodak Wratten Gelatin Filters):

No. 25 (Red)
No. 58 (Green)
No. 47 (Blue)

Make three exposures of your subject (preferably something that remains
still), one with each filter in front of your lens. Use a daylight
balanced light (BCA No.1) if you require artificial light. Name the
three files with the same (8-character or less) filename, with extensions
.R, .G, and .B. They should load correctly under COLRVIEW and display
in full color. Your quality may vary. These filter and light suggestions
are from a professional photographer who has produced such pictures for me.

I also wrote, a long while back, COLRCODE, which converts three GR.9 images
to one APAC file, if anyone is interested (it's on GEnie).

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1325. Have you sold an 8-bit lately?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-18 22:48:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <700985765.F00001@tdkt.kksys.com>
Source record: 111918

The Atari 8-bit club I am a member of buys and sells a lot of hardware amid ourselves and from those leaving the 8-bit community. Average prices, depending on condition, are:
800XL $50 - $75
1050 $40 - $75 doubler drives add about $10 - $20
Gemini 10X $75
1030 MODEM $15 - $25 (300 baud isn't too popular)
Hope that helps; if you decide to sell let me know as I will share with the other club members and maybe both parties can get a good deal.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1326. Dean Garraghty

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 00:17:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7aXuHB13w164w@cyberden.uucp>
Source record: 111952

(sorry newsfeed readers..)

Hey Dean, guess what? I'm having trouble reaching YOU! Interesting that neither of us can e-mail each other. Has your address changed? Mine is below. Thanks

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1327. Re: SpartaDOS and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 01:13:19 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Mar19.011319.16926@usenet.ins.cwru.edu>
Source record: 111912

In a previous article, un037406@wvnvms.wvnet.edu () says:
>If you use SpartaDOS X and have a machine with 128K+ you can use Turbo Basic.
>Of course, SpartaDOS X is kinda expensive and hard to find now days, but is a
>hell of a DOS no less. We wouldn't use anything else.

Is Turbo Basic XL different than Turbo Basic which came out a few years
back? If so, what added features does it have?

BRiTiSH
--
Welcome to my UnderWaterWorld!

1328. need compression code

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 04:11:02 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <700985765.F00002@tdkt.kksys.com>
Source record: 111917

Do you KNOW what that would mean? Music while screen on? You would have to be ready for the ANTIC to enter in. It is possibal to use VBI to know when ANTIC is accessing memory, and then timeing the program tightly so that ANTIC always takes over at a kowen time. BUT there isn'T really enough time as it is to continuellously update the screen. If you want digi music and a screen at the same time use two Ataris, one slaved to the other (through joystick ports)

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1329. De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 04:20:03 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <700985765.F00003@tdkt.kksys.com>
Source record: 111919

You'Ve proboly got a reply... DE RE ATARI is THE* atari reference book on programming the atari. THe Book is so well written that even if I sold all my ataris I would keep it so that when I wrote a book I would have an template to attempt to come close to. If you see it, GET IT, price should not be an object.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1330. Alf Crunch.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 05:23:51 UTC
From: a644690c@edinboro.edu
Message-ID: <00957CAC244C7F60.202027A2@edinboro.edu>
Source record: 111916

> >The only compacting method used by 8 bitters so far has been the
> >.ARC format.
>
> By the time you read this you will probably have had 1001 replies!
> What about the .ALF format? I use it regularly, in fact I always make
> an ARC and an ALF for anything I want to compress and then use the one
> that is the smallest, sometimes it's ARC and sometimes it's ALF! The
> actual ALF file is called LZ.COM.
> pandora@kcbbs.gen.nz
>

Actually, the .ALF format is almost identical to the _crunch_ that ARC does. SEA's ARC utility (and I assume Bob Puff's) use one or more of 4 different methods of compression, depending on the analysis of the file. STORE (obvious), PACK (repeating charactor compression), SQUEEZE (A Huffman encoding [weighted Binary Trees]), and Finally CRUNCH which is a Dynamic Lepel-Ziv-Welch encoding. ALF is just a form of this LZW compaction. LZW really works best with things like text, but can be adapted to work fairly well with Binary files (which Huffman trees were really designed for). In the 16bit world (and even 8080 - 8088 machines, I guess) LHA.COM (usually pronounced L H Arc) is fairly common compression program which uses LZW and creates .LZH files. I beleive this is just and improved method over that used by ALF.

Though I don't have LZ.COM, I bet that if ALF created a smaller file, ARC also tried to use its CRUNCH (denoted by a C in SEA's ARC) but was slightly less efficient. I guess its just a matter of point of view as to how many compression methods exist for the 8-bit.

If your interested in another 8-bit data compaction program, I might get motivated and finish work on one of my own I started long ago. It was not based on either of the 2 common methods but instead a rather strange way of shuffeling bits around and collapsing them. It was an idea that I came up with one day and sketched out on paper. Though it worked VERY well on paper, I was never really able to figure out an efficient way of coding it. Maybe I'll get back to it someday :-).

Peace, | NEW: Trix Rabbit foot in
-Adam J. Conover. | specially marked boxes of
a644690c@edinboro.edu | Lucky Charms.

1331. UTIL

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 05:27:50 UTC
From: darkwing@cis.umassd.edu
Message-ID: <1992Mar19.052750.15634@cis.umassd.edu>
Source record: 111920

Hi everyone,

Only 2 people have responded to me about the zip file (1 knew about it, and 1 didnt... nobody has this file ? the zip file of games ?)

Also, I thought I'd inform everyone about an annoyance of UTIL. It seems someone complained about the drive writing then tracking to track 0, then writing, then tracking to track 0, until finished. Well, a quick look at the ATARIO.ASM file (the PC assembly low level routines) shows the cause of the annyoance. The program resets the disk system after every write (why I dont know ?). This has the annoyance of also setting the heads to track 0 (thats part of the reset disk system bios function). When I get some free time, I plan on modifying it to only do a reset disk system upon an error or start of an io period.

While writing to a disk which should not have ran out of space, I got an out of sectors error, then the thing endlessly looped tracking all over the disk, doing who knows what ..... anyone ever experience this one ?????? I'll have to do some more examining of the source.

Also, a person mentioned having problems with UTIL's switches.... another quick examination of the source discoverred that UTIL uses the argc function to determine the number of arguments (switches, filenames, etc) however, a space must separate each item inorder for the method of parsing to work. Therefore, you must do:

UTIL /W /B a: myfile.ext

to write a file using binary transfer mode.... have fun listening to the heads go in out in out in out in out.... while this might be good for some things, I certainly thing its not good for disk drive head alignment !!!!!!

When I get around to straigtening out some of UTIL's inconveniences, I'll let everyone now, and will upload my modifications/discoveries/ documentation/etc ?

Also, If anyone is interested, I have made a XL/XE translator that loads the original Atari OS rev A OS. Reverse engineering the ANALOG Home made translator revealed an intersting modifcation choice that I believe should have been placed one byte later in memory... however, since I did not fully document what I had discovered, I cant elaborate further... but since the HM translator works, I put the change for OS rev A in the same location.

I also came up with a great idea on how to program a software backup tool that removes copy protection checking.... it works by allowing the

software to load, then dumps the entire memory along with the stack, and the system reset vectors and a few other things..... Does anyone out there know if this is how Chipmunk worked ? If not, does anyone know how Chipmunk worked ? Does anyone have Chipmunk ?

Also, does anyone have the Archiver/Chip II (for 1050 drives). How does it work ?

Anyone have an extra good Tandon head assembly for a 1050, or an extra Tandon mech. ? How about a 6507 1050 drive CPU ?

Anyone have an extra Omnimon XL with or without Omniview XL ?

Anyone have an extra 810 mechanism (the eject button type... early 810, not the ones with the IBM PC style flip out door...)

Anyone have an extra 800 preferably with 16K....

Also, I have an ATR8000... nice piece of equipment... however, it puts a hum in the audio of both the TV and the audio out line of the monitor jack. It appears to be generated by noise on the data in line to the Atari SIO connector. Anyone know how I can stop this ??????? PLEASE!

Well, enough is enough, and I'll let you all take a break after reading this unbearably long msg about so many things.....

One more thing: Anyone know if Mission Impossible by Epyx was released for the Atari 8-bits ?

Thanks,

-- Curt

darkwing@cis.umassd.edu

1332. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 05:31:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TVBVHB3w164w@cyberden.uucp>
Source record: 111949

jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:

> Does anybody know what's in the 3 files called DOS20S.ARC, DOS25.ARC,
> and DOS40.ARC which were recently uploaded to the 8bit section of the
> archives? Would whoever uploaded them please contact me? Thanks...

Ok.. I'm gonna guess... and probably be right. DOS20S.ARC is probably an ARC of Atari's DOS 2.0S (2.0, single density) back from the era of the 810 and 815 (which, BTW never came out to my knowledge.. people probably have them, just like people have the 1090xl). It is just the single density DOS for the 810. DOS2.0D (2.0, double density) is for the 815, which was a doubledenstiy drives. (yes...a drives... it was two stacked, I believe). It's a menu driven DOS (if you've never seen DOS2.x or MyDOS, this is just a DOS that lists selections between "A" and "P"(?) or "V"(?) (I forget, I never pay attention to the menus anymore. DOS2.5 has one more selection than 2.0_, and MyDOS has many more than either).. you enter the letter of the selection, and it will prompt you for parameters (ie."A"=disk directory, then you can enter [RET] for a full directory, a "*.BAS", for example, for a searched directory, and you can also add ",P:" to list it to printer, or any other device/file you want a copy of the directory written to other than the screen))

DOS 2.5 is an upgrade of DOS 2.0_, which was made for the Atari 1050 "enhanced" (1.5) density drives. This DOS looks much the same on the menu (the DUP.SYS file), but the DOS itself is made a bit different to handle the strange density of the good 'ole 1050 drives. This ARC will probably also contain some programs such as RAMDISK.COM (a RAMDisk installer), DISKFIX.COM (a disk verifier/file uneraser) and some other little tidbits.

As for DOS 4.0, I think it is for the XF551 drives? (the double density/double sided drives that I think Atari made MAILY because they were out of stock and not making any more 1050s, and they didn't want to get sued by Nintendo for false advertising the drive capabilities of the XEGS... this is only what I've heard, it's probably wrong...)

Other hybrid DOSes exsist, mainly PD versions of the 2.x's.. they handle such things as US Doubler and Happy 1050/810 upgrades. You can get them from a few PD suppliers (2 out of 2 I have lists of, 100%, but probably not THAT distributed..)

2.0S and 2.5 came with the 810s and 1050s (respectively..)
4.0 I'm not sure about. I'm not even sure if it is the xf551 DOS, but it probably is. From what I know, the DOSes came out like this:

DOS 1.0 -> for the 810s.. died quickly because of bugs, etc.
DOS 2.0 -> (S and D) for the 810s and 815s. Too bad the 815s never
really got around!
DOS 3.0 -> for the 1050s, but quickly removed and replaced with 2.5,
because of major incompatibility with the 2.0_ series (one
of the files on my 2.5 master disk is COPY32.COM, which
copies 3.0 files to 2.0 format)
DOS 2.5 -> replacement for DOS 3.0 (my 1050 box says 3.0 all over it,
but has big yellow stickers cering them up that say 2.5
is included.)
DOS 4??? not sure past 2.5.. well.. c-ya! Hope I helped in
choosing which one, if any that you're going to get! Bye!

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1333. Re: SpartaDOS and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 08:54:20 UTC
From: bmarcum@world.std.com
Message-ID: <BLCrEL.3Ly@world.std.com>
Source record: 111921

In article <1992Mar19.011319.16926@usenet.ins.cwru.edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
> Is Turbo Basic XL different than Turbo Basic which came out a few years
>back? If so, what added features does it have?
>
The original version of Turbo Basic could be run on a 48K 400/800 system.
Turbo Basic XL loads into the top 16K of an XL/XE system, giving a larger
FRE(0)[more free memory] than Atari Basic. Turbo Basic XL also comes with
a compiler and runtime package.

Bill Marcum

1334. ATR8000 noise

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 09:09:03 UTC
From: bmarcum@world.std.com
Message-ID: <BLCs34.41w@world.std.com>
Source record: 111922

In article <1992Mar19.052750.15634@cis.umassd.edu> darkwing@cis.umassd.edu (Curtis H. Wilbar Jr.) writes:
>
> Also, I have an ATR8000... nice piece of equipment... however, it puts
> a hum in the audio of both the TV and the audio out line of the monitor
> jack. It appears to be generated by noise on the data in line to the
> Atari SIO connector. Anyone know how I can stop this ??????? PLEASE!

The noise could be coming through the SIO connector's Audio In line. I think the only devices that actually use this line are cassette drives and the 1030/XM301 modems. You could cut or unsolder this line on the ATR8000, or make a special SIO cable with that line disconnected. The audio input line is pin number 11.

Bill Marcum

1335. How about ALF???

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 14:19:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920319141925.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 111928

Date: Fri, 13 Mar 1992 23:14 EST
From: noao!asuvax!cs.utexas.edu!wupost!waikato.ac.nz!aukuni.ac.nz!kcbbs!kc@arizona.edu
(Dawn Scotting)

>The only compacting method used by 8 bitters so far has been the
>.ARC format.

By the time you read this you will probably have had 1001 replies!
What about the .ALF format?

One reason not to use ALF format is that the programs that know how to
deal with it live only on Atari 8-bitters. That means that it's
impossible to look at, test, or extract things from them on anything
else. I know there are users out there that like to, for instance, copy
things from the archive onto their local vaxen or suns or PClones or
whatever, look at them there, and download pieces to their 8-bitters.

That's why just about everything in the archives is in ARC format; I
often use my ST or a sun to package stuff up, and it's much easier to
use a format that does the job, and is as close to universal as
possible.

1336. Re: DOS XE public domain? Other Atari DOSes now at archive.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 14:48:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar19.144803.8128@usenet.ins.cwru.edu>
Source record: 111929

In a previous article, jwd@en.ecn.purdue.edu (James W Dittmer) says:

>Does anyone know if Atari's DOS XE is in the public domain now? I bought it
>directly from Atari for $10 a couple of years ago. I don't use it anymore but
>it is nice in some ways since one may go to this DOS without first loading the
>equivalent of a DUP.SYS from disk even if you are using a
>600XL/800XL/1200XL/65XE without expanded memory. If someone can tell me for
>sure that it is indeed in the public domain I will upload a disk-commed image
>up to the archive just as I have uploaded DOS 2.0S, DOS 2.5, and DOS 4.0.
>--
>+ - +
>| Jim Dittmer email to: jwd@ecn.purdue.edu |
>+ - +
>

BRE Software lists DOS XE among its PD disks. So if you trust them...
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1337. TPJOY.ARC! Here it is!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 15:54:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7o5VHB7w164w@cyberden.uucp>
Source record: 111857

{
F{F

Ok...
some people have been asking about something that can control the cursor keys by using a joystick. The following is the JOY.TXT file (instructions), and the JOY.LST (assembly language listing) from the TPJOY.ARC ARC file. This routine was made mainly to control the cursor movement in TextPro, but can work in BASIC and DOS (why!?) and other programs. (I've tested AtariWriter+ and it didn't work. I also tested DeTerm, but needed to change from up/down/left/right to -/=/+/* (no CONTROL), but it was too fast.

After the 2 text files from the ARC are 2 BASIC listings I made that create JOY.COM and JOYINI.COM. These routines are just page 6 routines, and only take up 96 bytes. Remember to use the proper one!

If you want, just stick this post on a disk and ENTER it from BASIC. Then delete lines 1->20 for JOYINI.COM, or 101->120 for JOY.COM.

Note that I added a "." to each line from JOY.LST (the assembly language file), to keep those lines from being ENTERed as BASIC and give you tons of lines with "ERROR"s on them. If you want to extract the assembly, use a wordprocessor (can the asm.editor edit as well... perhaps use it.)

Files follow--

Joystick handler for TextPro.

Have you ever wanted to sit back and
just scroll through a long letter in
TP using a joystick? Well, here is
how.

The file JOY.COM is a ML routine to
add joystick scrolling (it can be
used with other programmes) which
adds the following commands to
TP456.

Moving a joystick in the first port:

Left: goes left
Right: goes right
Up: goes up
Down: goes down

Left, with trigger: goes left
one word.
Right, with trigger: goes
right one word.
Up, with trigger: goes up
one paragraph.
Down, with trigger: goes down
one paragraph.

How to use it...

With Sparta.DOS, have your startup
batch file load JOY.COM before TP...
with MyDos (4.53) put JOY.COM on as
JOY.AR0 and TP as TP.AR1 to load the
handler first.

If you are using DOS 2.5, do NOT use
JOY.COM... instead append TP to the
end of the JOYINI.COM file (use:

C [RETURN]
D:TP.COM,JOYINI.COM/A)

The reason for this is that SpartaDOS
is VERRY picky about how a file ends.
One cannot end it with an INIT
address, but MUST use a RUN address
(as JOY.COM does) while JOYINI.COM
ends with an INIT address (I BELIEVE
that JOYINI.COM could be loaded from
MyDos without a lock up, but NOT from
Sparta!)... thus JOYINI.COM has an
INIT address rather than run address,
and so can have a file appended to
it.

(The reason for this difference with
SpartaDos is that SpartaDOS ALWAYS
has a RUNAD EVEN IF YOU DO NOT
SUPPLY ONE... in that case it takes
the starting address of the file
load... so you can not run a Sparta
file with just an INITAD - unless
of course you start your file with
a load of an RTS to some unused
address... in that case, you can
use an INITAD, as the RUNAD does
nothing... but usually, one does
NOT write utilities for Sparta that

can be separately loaded or appended
to... usually it is one or the other
or two versions, as I have
done here)

The routine resides in page 6, so it
will be incompatible with other
routines you may have there... the
source code is included (JOY.LST) in
case you want to reassemble it to
some other location (for
compatibility with, say, the keyboard
buffer Ronnie Riche included with
TP4.54).

It is not protected from RESET (so if
you go to DOS and press reset, it
will have to be reloaded before going
back to TP)... but TP protects itself
(and the whole environment) from
VBI initialization on RESET, so
pressing RESET from TP will NOT
remove it (TP does not protect user
handlers, which is why the user mod
to the keyboard handler used in
the PROKEY buffer R.Riche included
with TP454 is not protected).

Try it, you'll like being able to
scroll about your letter with the
speed and ease of a joystick.

```
.10 .ORG $0600
.20 INIT PHP
.30 PHA
.40 LDA $0224 ;GET OLD DEFERRED
.50 STA A1+1 ;VB ROUTINE
.60 LDA $0225 ;END OURS BY
.70 STA A1+2 ;JUMPING TO IT
.0120 TXA
.0130 PHA
.0140 TYA
.0150 PHA
.0160 LDA #7 ;UPDATE DEFERRED
.0170 LDY # <NEW ;VBI VECTOR
.0180 LDX # >NEW
.0190 JSR $E45C ;WITH SETVBV
.0200 PLA
.0210 TAY
```

```
.0220 PLA
.0230 TAX
.0240 PLA
.0250 PLP
.0260 RTS ;END INIT CODE
.0270 NEW PHP ;NEW ROUTINE
.0280 PHA
.0281 TXA
.0282 PHA
.0290 LDA $02FC ;READY FOR KEY?
.0300 CMP #255 ;IF NOT
.0310 BNE A0 ;EXIT TO OLD
.0320 LDA 632 ;CHECK JOYSTICK
.0330 CMP #15 ;IF NEUTRAL
.0340 BEQ A0 ;EXIT TO OLD
.0350 LDX 644 ;CHECK TRIGGER
.0360 BNE NO ;IGNORE IF NOT
.0365 ; ;PRESSED
.0370 CLD
.0380 ADC #5 ;IF PRESSED,
.0383 ; ;CHANGE OFFSET
.0385 NO TAX ;PUT OFFSET IN X
.0390 LDA TABLE,X ;GET KEYCODE
.0400 STA $02FC ;PUT AS LAST CHAR
.3700 A0 PLA ;CLEAN UP
.3710 TAX
.3720 PLA
.3800 PLP
.3900 A1 JMP $FFFF ;JUMP TO OLD
.3905 ; ;DEFERRED VBI
.3910 TABLE .BYTE 143,142,143,142,143,143,142,135
.3920 .BYTE 143,143,142,134,71,143,142,142
.3930 .BYTE 70,142,79,78,143
.4000 .ORG $02E0 ;CHANGE TO $2E2
.4010 ; ;FOR COPY WITH
.4020 ; ;APPEND!!!!!!!!
.4100 .WORD INIT
.5000 ;DATA BYTES ARE KEYBOARD MATRIX
.5010 ;CODE

.--------cut here if you like for the BASIC LISTing...------------------

?"Now ENTERing lines 1-20, JOY.COM maker"

1 DATA 255,255,0,6,94,6
2 DATA 8,72,173,36,2,141,72,6,173,37,2,141,73,6,138,72,152,72,169,7,160,34

3 DATA 162,6,32,92,228,104,168,104,170,104,40,96,8
4 DATA 72,138,72,173,252,2,201,255,208,22,173,120,2,201,15,240,15,174,132
5 DATA 2,208,3,216,105,5,170,189,74,6,141,252,2,104
6 DATA 170,104,40,76,255,255,143,142,143,142,143,143,142,135,143,143,142
```

```
7 DATA 134,71,143,142,142,70,142,79,78,143,224,2,225,2,0,6
10 REM Creates the file JOY.COM
15 OPEN #1,8,0,"D:JOY.COM":TRAP 20:FOR A=0 TO 0 STEP 0:READ B:PUT
#1,B:NEXT A
20 CLOSE #1:? "Joy made."

?"Now ENTERing lines 101-120, JOYINI.COM maker"

101 DATA 255,255,0,6,94,6
102 DATA 8,72,173,36,2,141,72,6,173,37,2,141,73,6,138,72,152,72,169,7,160
103 DATA 34,162,6,32,92,228,104,168,104,170,104,40,96,8
104 DATA 72,138,72,173,252,2,201,255,208,22,173,120,2,201,15,240,15,174
105 DATA 132,2,208,3,216,105,5,170,189,74,6,141,252,2,104
106 DATA 170,104,40,76,255,255,143,142,143,142,143,143,142,135,143,143
107 DATA 142,134,71,143,142,142,70,142,79,78,143,226,2,227,2,0,6
110 REM Creates the file JOYINI.COM
115 OPEN #1,8,0,"D:JOYINI.COM":TRAP 120:FOR A=0 TO 0 STEP 0:READ B:PUT
#1,B:NEXT A
120 CLOSE #1:? "Joy(ini) made."

?"DONE! Posted by Bill Kendrick..."
?"Delete lines 1-20 for JOYINI.COM,"
?"or lines 101-120 for JOY.COM"

.Hope you guys like it!
. Bill Kendrick
.BTW: report any errors to me, incase my ASCII send messed up anywhere.
.(remember to be CAREful with new ML!)

_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1338. Re: UTIL

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 16:06:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56064@cup.portal.com>
Source record: 111861

I've got a 48k 800 with a REALLY busted keyboard. My son aka "The Teenage Village Idiot" pulled off & lost a dozen or so keycaps & broke the switches so it can't be saved without extensive hacking or a new keyboard. I've got an OMNIMON Xl that isn't plugged in, it may be a spare, if you need it I'll check. Computer can go for cost of shipping, I don't have access to a free copy machine right now, so I'd want about $15 for the Ominmon, wait, I may have the original doc somewhere? I'd still want $10 though 'cause I paid $39.xx for it.
I believe Chipmunk used a predefined backup scheme, but don't know for sure.
American Techna-Vision has all kinds of parts (800)551-9995
Oh & yes, you'll grow old waiting for me make it to the post office. Good intentions, but busy. Don't send money<grin>.

1339. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 16:57:37 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92079.115737JJMCWILL@MTUS5.BITNET>
Source record: 111930

Bill,

Yes, they are dropping the 8 bit, but said they would still support the products, whatever that means. I am hoping it means maybe he can at least have his cart sent in and looked at. Gods, it doesn't take that much to buy a $5.00 EPROM and copy a Action! cart lying around the ICD offices onto it, effectively repairing the damage done to the Action! cartridge...

Jeff
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU GEnie: J.MCWILLIAM3
CI$: 70714,523 or Internet:jjmcwill@mtus5.cts.mtu.edu
"Atari 8-bit die hards never run out of power"

1340. Re: Questions...Assembly...Pascal...C...VT100..

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 17:00:44 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92079.120044JJMCWILL@MTUS5.BITNET>
Source record: 111931

In article <56018@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>Well, I can't handle everything, but a few anyway (maybe). If you read your
>Lightspeed manual, I think somewhere in there the author says you can
>distribute Lightspeed DOS with your programs, so if you have something you
>want to distribute, you can just use DISCOM to send out the whole tamale.
>W/O the compiler/editor of course. Once someone has the DOS, further programs
>can just be sent out individually.
Wrong, you are linking in the wrong code. You are linking in the
little routine which loads the RUNTIME from DISK. Instead, link
in the whole RUNTIME package, whichever one is smallest and has the
routines you need, and then the whole program will be a complete package
capable of being run on "any dos".

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU GEnie: J.MCWILLIAM3
CI$: 70714,523 or Internet:jjmcwill@mtus5.cts.mtu.edu
"Atari 8-bit die hards never run out of power"

1341. Re: UTIL

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-19 17:07:26 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92079.120726JJMCWILL@MTUS5.BITNET>
Source record: 111863

In article <1992Mar19.052750.15634@cis.umassd.edu>, darkwing@cis.umassd.edu
(Curtis H. Wilbar Jr.) says:
>
>Hi everyone,
>
> I also came up with a great idea on how to program a software backup
> tool that removes copy protection checking.... it works by allowing the
> software to load, then dumps the entire memory along with the stack, and
> the system reset vectors and a few other things..... Does anyone out
> there know if this is how Chipmunk worked ? If not, does anyone know
> how Chipmunk worked ? Does anyone have Chipmunk ?

I have Chipmunk. I don't think this is how it worked, rather it
rewrote the original code that checked for the errors on the disk.
To learn more about all this stuff, one should read Atari Protection
Techniques and Advanced Atari Protection Techniques which covers
just about every protection scheme used in the Atari computers, and
gives an overview of what almost EVERY hardware or software package
did to remove the protection. Exceptions I think are some of the Newer
CSS stuff, but it still worked on the same principal. The Archiver
II, to my knowledge, just does the same as the Archiver except now it
also works in Enhanced Density.. I don't recall anything being
distributed like this, Maybe Silent Butler?

> Also, does anyone have the Archiver/Chip II (for 1050 drives). How
> does it work ?
>

See above..

> Anyone have an extra good Tandon head assembly for a 1050, or an
> extra Tandon mech. ? How about a 6507 1050 drive CPU ?
>
> Anyone have an extra Omnimon XL with or without Omniview XL ?
>
> Anyone have an extra 810 mechanism (the eject button type... early 810,
> not the ones with the IBM PC style flip out door...)
>
> Anyone have an extra 800 preferably with 16K....

Places like Best Electronics, American Technavision, and B&C Computer-
visions all carry just about everything you are looking for.
The omnimon xl can still be had directly from Newell Industries.

>
> Also, I have an ATR8000... nice piece of equipment... however, it puts

> a hum in the audio of both the TV and the audio out line of the monitor
> jack. It appears to be generated by noise on the data in line to the
> Atari SIO connector. Anyone know how I can stop this ??????? PLEASE!
A friend of mine has an ATR8000 and never experienced this problem.
Although his Scanner does go Berzerk when the ATR8000 was runnning.

>
> Well, enough is enough, and I'll let you all take a break after reading
> this unbearably long msg about so many things.....
>
> One more thing: Anyone know if Mission Impossible by Epyx was
> released for the Atari 8-bits ?
>
> Thanks,
>
> -- Curt
>
>darkwing@cis.umassd.edu
>
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU GEnie: J.MCWILLIAM3
CI$: 70714,523 or Internet:jjmcwill@mtus5.cts.mtu.edu
"Atari 8-bit die hards never run out of power"

1342. Re: UnZIPper?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 00:07:23 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <443.799215439@kcbbs.gen.nz>
Source record: 111862

>Ah.. and the extremely beta UnLZHer by Bob Puff.. I've killed BUnZIP
>From: moon!cyberden!phbill@well.sf.ca.us

I was told that the unLZHer by Bob was for unLZHing ST files on the
8bit ie for BBBS sysops, is this not true?
(and no I haven't distributed it to anyone else as asked by someone
in this newsgroup).

1343. How do you connect a Hard Drive to an 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 00:36:11 UTC
From: eg1n+@andrew.cmu.edu
Message-ID: <UdmHBvy00WA7QbPFNr@andrew.cmu.edu>
Source record: 111944

Hello, folks of the net!

How does one obtain an atari 8-bit hard drive interface? How much would one of these gems cost and where might I buy one?

Thanks!

1344. Re: Questions...Assembly...Pascal...C...VT100..

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 00:43:30 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56084@cup.portal.com>
Source record: 111932

Wrong huh? It'd work fine, but after some thought, I'd bet he's letting
LINK.COM make the link file vs doing it wrong himself. The thing defaults
to add RUNLOAD.OBJ if you don't create your own link file.

1345. Z-Magazine 205, VTEX.ARC up on archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 01:26:24 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Mar20.012624.2339@magnus.acs.ohio-state.edu>
Source record: 111936

I just sent up VTEX.ARC, an excellent text file viewer reviewed in the last Z-Mag. It even works under MyDos. I also uploaded the current issue of Z-Mag. Both are to be found in the atari/8bit/new directory on the archive.

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

1346. 800 keyboards..

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 05:12:44 UTC
From: jmk1@ra.msstate.edu
Message-ID: <1992Mar20.051244.8406@ra.msstate.edu>
Source record: 111950

Does anyone have the keyboard encodeing map thingie for an atari800 keyboard? I've found one for the 400 in an old compute, but It dosn't appear to work. =)

also.. is Best Electronix stil around? If so, anyone got their address? I keep having a problem with mold growing IN my 130xe keyboard. Well, not really mold, but that's what it looks like. Either way it kinda messes things up.

Yer potato peeler,
Kahn.

1347. Ok.. so I haven't been paying attention

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 06:37:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NL0wHB6w164w@cyberden.uucp>
Source record: 111953

I've FINALLY figured out the BART sender at the archive. FINALLY!
I'm wondering... cc65 is 'C' language, no? I have cc8, myself, but no
linker. Does cc65 need a non-pd linker? I didn't see a linker in the
cc65 directory (then again it may be within an ARC...?) I DID however
notice a runtime file. Can that be attached to any compiled file, or is
it like the TurboBASICXL compiler, where you need to first Load the
runtime and then tell it to load another file (or have the other file
named "AUTORUN.CTB").
I
I'd send for the doc.arc, but it's pretty big (I've already sent for a
ton of stuff I'm SURE I want), and also I'm going to be out of disk space
as it is! I just freed up a disk for the indexes (I accidentally
(unknowingly, actually) sent for the ST index as well.. gee- I ran out
of ink! >:-P) Oh well... (man does that happy face look like line
noise, or what!?) thanks for any info in advanced (so then if I forget
to thank you when you mail it to me, you won't feel as bad!!! j/k!)
|>|>
|h|>ill

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1348. Speaking of the archive.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 06:41:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZR0wHB7w164w@cyberden.uucp>
Source record: 111947

Why are there no "digi" areas. And why is the demo. section so small.
Looks like I'm going to have to send KAL.COM and STYX and whatever other
demo.s I've gotten here and there to the archive.

When I get my digitizers (well.. I haven't PAYed for them yet, but the
deal was send, test, pay) perhap's I'll see if I could get a section
there for demos. and pics. and sounds and the such.
How big IS the archive? How many megs. has it used up out of how much
free?? (digi's, esp. sound, can take a lot of space for what they do!)

Also, am I correct in assuming that "swandemo.arc" is actually
"fujispin"? (the 3d rotating fuji sign with a swan and "130XE"/"ATARI"
flipping below that..) That reminds me, I'll have to also send
"robtship" (robot/ship), yet another old demo straight from Atari. Nice
graphics, tho!

```
_____________________________________
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|_San_Francisco,_in_Marin._____ROCK!|
```

1349. Starting the 8-bit mag

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 08:16:01 UTC
From: kiernasj@craft.camp.clarkson.edu
Message-ID: <kiernasj.701079361@craft.camp.clarkson.edu>
Source record: 111942

I sent a reply message to recieve a packet about the 8-bit mag.
Where is the packet? I'd be MORE than happy to edit/write articles..
submit programs, whatever is needed.

If you didn't get my mail, please send me a packet!
I've supported the Atari 8-bit for 11 years now! (Started with a 400, with
16k and membrane keyboard, talk about DarkAges!)

My e-mail address is: kiernasj@logic.camp.clarkson.edu

And my US Mail address is:

Stephen Kiernan
Box 6360
Clarkson University
Potsdam, NY 13699-6360

SEND ME A PACKET!!!!!!!!

=-=-=-

1350. util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 11:23:56 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar20.112356.27967@aber.ac.uk>
Source record: 111937

Right, here are the problems I have discovered with util.exe so far. I use it with 1.2M drives which works but there are problems. The first problem is it won't read a disk formatted on the Atari. I get a "5 errros reading sector" error, or something like that. Therefore, you must format using the util program on the PC. But, the Atari then won't read that properly. The 1050 just hangs and the head steps back and forth. The way to get around this is to help the 1050 out. Before putting the disk in the 1050 manually spin the disk so the timing hole is visible. Thenput it in the 1050 and it will work.

I have also found the problem when it runs out of sectors on the disk. It tells you it has no more sectors, but still tries its hardest to write to the disk. There is no way of stopping this. If it happens, reboot the PC. The drive will make a horrible crunching noise. I don't think this does the drive any good!

One other problem is when formatting a disk using util. Sometimes I get a "error formatting track 0" error. But, when I format it again all is well. Very odd!

Dean Garraghty. djg0@uk.ac.aber

1351. Re: 800 keyboards..

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 11:29:35 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar20.112935.28669@aber.ac.uk>
Source record: 111859

It sounds like the 130XE keyboard is oxidizing (sp!?). This is a common fault with XE keyboards. Try using some electrical contact cleaner spray from Tandy (or Radio Shack or whatever you call it!). Give it a good spray and see if it helps. Where abouts is the mould growing? If it's growing inside the keyboard itself, i.e. inbetween the back plate and the front keys, then throw it and buy a new one. Repairing XE keyaboards can be damaging to your sanity!!

Dean Garraghty. djg0@uk.ac.aber

1352. SpartaDOS and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 14:45:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <701135659.F00001@tdkt.kksys.com>
Source record: 111951

American Techina Vision still sells the SpartaDOS X cart.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1353. How do you connect a Hard Drive to an 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 15:03:03 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <701135659.F00002@tdkt.kksys.com>
Source record: 111943

If you can find one, there's the MIO, or the Black Box that you can get from CSS, or VERY soon, ther will be The KPI (K Products Interface) from K Products (the owners of BBS Express Professional). If you don't want to spend alot of money, and are looking for a "straight" hard drive interface (without the RS-232 interfaces and other add ons), you may want to consider the KPI. It is based on the old Supra Hard Drive Interface. It has been modified to include a menu based system for configuring, and so it's a more flexable unit, meaning that it can easily accept many different types of hard drives. It'll be able to handle systems going up to 1 gigabyte (a MASSIVE amount of storage for a 8-bit computer) and will go for between $15 to $200 ($250 max depending on how they decide to put together the final product). It will connect to the PBI in the back of an XL, or with an adapter for the XE. This information comes from Bob Klass, owner of K Products, someone I consider a friend and have met on one of his many trips to the Twin Cities area. I also stay in CLOSE contact with him for I am a SysOp of a BBs and choose to run his bbs program (BBS Express Professional).

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1354. UTIL

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 15:44:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920320154420.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 111934

Date: Thu, 19 Mar 1992 00:27 EST
From: noao!ncar!elroy.jpl.nasa.gov!sdd.hp.com!uakari.primate.wisc.edu!caen!nic.umass.edu!cis.umassd.edu!darkwing@arizona.edu (Curtis H. Wilbar Jr.)

Hi everyone,

Only 2 people have responded to me about the zip file (1 knew about it, and 1 didnt... nobody has this file ? the zip file of games ?)

The huge zip file full of games has been removed from the archives because at least some of the games in there are pirate copies of copyrighted software. The guy that posted it is trying to figure out which one's are legal and which are not; when he does, the legal ones will be put in the archives.

No, I'm not trying to reignite the debate over copyrights, it's simply not worth the hassle. Besides, the archives are in a precarious enough position now; if the university management finds us publishing copyrighted software, that's just one more bit of ammunition they'll use to shut us down.

1355. Re: Have you sold an 8-bit lately?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 15:51:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J9yXHB13w164w@cyberden.uucp>
Source record: 111946

brj@terminator.cc.umich.edu (Brian Jarvinen) writes:

> Hi, has anyone reading this sold a 8-bit system
> lately? How much are they worth these days? Is there
> any kind of blue-book for used computer equipment?
> I have 2 800XLs, 2 1050s, a Gemini 10X printer,
> a 1030 modem, and miscellaneous other accessories
> that are just too much hassle to cart around with
> me when I move.
>

Hehehe.. I know someone who bought two 1050s for $5 and $4!
I offered him $20 for one of them (I'm sick of this little single-drive
system I've had for years!) but he declined.. I think he said he traded
one for an 800xl system..??

Just remember, don't ASK ATARI! They'll say "they're not worth anything
anymore!!"... big fat liars!!!

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1356. Re: Super UnLHArc

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 15:54:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RDZXHB15w164w@cyberden.uucp>
Source record: 111935

potter@sundae6.DAB.GE.COM (Jeff Potter) writes:

> I've recently talked to Bob Puff, who's the programmer who wrote the
> Super UnLHArc code that was released for beta testing *and no other purpose*.
> He is quite angry that it has gotten out and been posted on bulletin boards.
> Please respect his wishes to not release this program since it is not
> complete. Bob is one of the premier shareware developers for the Atari
> 8-bit, and if we don't respect his wishes, we have nobody to blame but
> ourselves if another programmer decides to leave the 8-bit computer for
> "greener pastures" (my words, not Bob's; Bob has no plans to abandon us).
>
> So don't distribute any copies of his UnLHArc program!
>
> --
> Jeff Potter
> ....potter@sundae6.dab.ge.com
> ....74030.2020@compuserve.com

I already told them! I never uploaded it myself, and requested that the
copy where I got it be deleted. I HOPE he doesn't leave us!

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
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|_San_Francisco,_in_Marin._____ROCK!|

1357. Re: Antic/STart Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-20 16:54:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56117@cup.portal.com>
Source record: 111856

Well, I don't want to jump into a flame, but there's quite a bit of stuff on the topic in the ST sig. From what I've heard, the owner solicited renewed subscriptions, articles, advertizing then used the money to start a PC mag (PC Home Journal????). In his defense, I've heard the rumor that a number of advertisers were a year behind in their payments to Antic/Start. Writting on the wall, with the Atari market dieing he then formed another company and transferred ownership of the PC rag to it. His line is something like he was just selling off assets to pay bills & it just happened that his new company just happened to get the PC rag. The new company is not responsible for the debts of the old. When & if it gets resolved, it will probably be in court. I've got a few lawyer friends & they said (about other stuff) that a contract that is just to avoid fiscal responsibility can be voided. For instance; just before you lose a $1,000,000 lawsuit you sell your house to your brother for $1 so it's not your asset. I don't think it'll go that far because the new entity does not have enough bucks to interest the lawyers <g>.

1358. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 00:03:26 UTC
From: ronh@sunriv.UUCP
Message-ID: <85@sunriv.UUCP>
Source record: 111945

I posted several items for sale a few weeks ago
and all are gone except the following:

1 Atari 850 serial & parallel interface $50.00
With power supply & data cable.

1 Atari 410 cassette program recorder $20.00
Built-in AC power supply & data cable.

1 Atari Writer Cart #RX8038 $ 5.00
No manual

The above stuff worked the last time I tried it.
UPS ground shipping (in the USA) is included. First
response at the listed price gets the unit, otherwise, the
best offer will be taken. Please respond via email as
I no longer receive this newsgroup.

Ronnie D. Hughes, N5CSE | ronh@sunriver.com or
SunRiver Corp. | uunet!sunriv!ronh
2600 McHale Court, #125 | (512) 835-8001 ext. 118
Austin, TX 78758 | (512) 331-2058 home

1359. Re: TERM settings, etc. for reading Usenet with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 04:01:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <V2wyHB3w164w@cyberden.uucp>
Source record: 111954

rdshepherd@lescsse.jsc.nasa.gov (Rickey D.) writes:

> Hi,
>
> I have been reading Usenet from my Apollo workstation at work.
> I now have an account on a bbs with Open Desktop, and a Usenet feed,
> and would like to be able to access it from home using my 800xl.
>
> I have Homepak's (Yuch) Hometerm, and I have Proterm, and a 1030
> modem. A friend MAY be able to get me a copy of Chameleon (vt100
> emulator for atari).
>
> The questions I need answers to are:
>
> 1) What should TERM be set to, to get Usenet in a form that is
> readable, without losing ends of lines, or having everything
> unformatted, making it hard to read?
>
> 2) Are there any particular things I should set using the stty
> command, to make things function properly? (Like linefeed,
> erase, etc.)
>
> Any help would be much appreciated. Also, please post it here.
> Email does not usually work at this location. Hopefully, that will
> be remedied when I get the new account working properly.
>
> Thanks in advance,
>
> Rick Shepherd
> --
>
>
>
>
> "Moving parts in rubbing contact require lubrication to avoid excessive wear.
> Honorifics and formal politeness provide lubrication where people rub togethe
> Often the very young, the untraveled, the naive, the unsophisticated deplore
> these formalities as empty, meaningless, or dishonest, and scorn to use them.
> matter how pure their motives, they thereby throw sand into machinery that do
> not work too well at best." From "The Notebooks of Lazarus Long" by Heinlein.
> --

Well... I'm not exactly sure. Is TERM like Translation on most other
term. programs? I'm on a remote BBS (it's run on an IBM, I believe). I
have duplex to full, translation to Atari. That, as well as baud, are

all I need set (and they are all auto-matically set, I believe, when I make a new board on the bbs list of BobTerm's dial menu)

Perhaps you need to get a better terminal program. Have you got a disk drive? Is the s/w you have now on cart.?

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1360. Re: Digitized stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 04:05:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <m9wyHB4w164w@cyberden.uucp>
Source record: 111940

You said >256< grey scale?! Are you sure you don't mean >16<?

Also, you said Graphics 16.. That's just graphics 0, "without a text window", but since it HAS none, all it is is gr.0. You must mean graphics 9 (16 shade). What APACView is is gr.9 (16 shade)+ gr.11 (16 color) to make 256 COLORS. What ColrView is is 3 gr.9's (r/g/b) making 4096 colors. Can't WAIT. Finally figured out the archive! Yipee!

_____
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|_San_Francisco,_in_Marin._____ROCK!|

1361. Atari SUES Nintendo!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 04:13:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5kXyHB5w164w@cyberden.uucp>
Source record: 111939

Sued Nintendo for $160 million, and will get 3 times that amount
if they win the case. Atari says that Nintendo has monopolized the video
game industry, not only hurting it, but obliterating it.
Nintendo has retaliated saying that Atari Inc. (the Atari before Atari
Corp., back when Warner Bros. owned it) had a chance to introduce the
/
that Nintendo is having a hard time with competition from Sega
Enterprises.

I read the article about this in _The_Atari_Zone_, the newsletter of the
Atari Video Club (A.V.C.). The original article was written by Dan
Iacovelli, editor of _TAZ_, and he compiled it from information he
aquired
on the Dow Jones section of Prodigy.

A.V.C. is an Atari 2600/5200/7800/Lynx supporting club, and the
newsletter
also includes puzzles, contests, and information on Atari, like what's
going on with the Jaguar, the sueing of Nintendo, etc.

If you'd like a sample of the newsletter, mail a request to the below
address (please say that I mentioned it to you, and that you read it here
on Internet). If you'd like to join the club (which is a quite
official
thing, with a membership card and all that), send $4.25 to the address
below.

Please note that I'm not affiliated with A.V.C., and that A.V.C. is not
affiliated with Atari.

The address is:
Dan Iacovelli
(Atari Video Club Chairman)
1411 North 36th
Melrose Park, IL 60160-2726

Remember, it's $4.25 (check or M.O.) to join the club.
Thanks...
Bill Kendrick (still owns his 2600!)

There ya go..

_____
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| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1362. Atari 800xl - system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 04:21:49 UTC
From: at45403@uxa.cso.uiuc.edu
Message-ID: <1992Mar21.042149.5206@ux1.cso.uiuc.edu>
Source record: 111938

r S a l e * * * * *
---
* * * A t a r i 8 0 0 X L S y s t e m * * *

- Atari 800XL - 64K computer. Good, working condition.
- Minor problem with joystick port 1. I have a
temporary solution for it.
- Atari 1050 Disk Drive - Double Density. Great condition. Used only
for 6 months.
- Magnavox mono monitor - Green screen, 80 column monitor, great condition.
Used for 6 months.
- Supra interface - Parallel interface for Atari. Works great.
- Star LV 1027 printer - 8 pin NLQ printer, very fast in draft mode.
- Prints great graphics, better than my 24 pin!
- Atari 410 Tape Drive - Working condition. Old.
- 150 to 200 floppies - Many utilities, applications, and games.
- AtariWriter Plus - word processor
- Rembrant - graphics
- Koala Pad (for joystick) - graphics
- Pokey Player - Music
- Many programming languages.
- Many other applications
- Pac Man
- Goonies
- Many many other games.
- A couple cartriges - dumb games.
- a few issues of Antics Magazine
- Atari 1020 color Plotter - Does not work very well, one of the gears is
- broken. If you can find a right sized gear,
it is easily replaced.

If you are interested, please send me email with a *reasonable* offer.
I'm a poor starving college student. :)

Andy Tan
at45403@uxa.cso.uiuc.edu
tan@uxa.cso.uiuc.edu

1363. Re: Atari SUES Nintendo!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 05:09:39 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <s7ZyHB1w164w@cyberden.uucp>
Source record: 111855

Isn't this old news? Atari lost that case years ago. Something to the
extent of NES games having to be reverse engineered so as others could
figure out how to get into the monopoly...

Personally, I think Atari is pretty stupid and childish to go about this
in this manner... The should concentrate on creating rather then
debating.
<X>

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

1364. Re: Atari SUES Nintendo!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 05:14:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <De1yHB1w164w@cyberden.uucp>
Source record: 111948

moon!cyberden!system@well.sf.ca.us writes:

> Isn't this old news? Atari lost that case years ago. Something to the
> extent of NES games having to be reverse engineered so as others could
> figure out how to get into the monopoly...
>
> Personally, I think Atari is pretty stupid and childish to go about this
> in this manner... The should concentrate on creating rather then
> debating.
> <X>
>
> _____415_472_5527__V32/V42bis__Cyberdustrial Mayhem_
> | / |\
> | H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]
>
> The CyberDen accepts liability or responsibility for no one-You're on your ow

Well.. there was also the case of all of this company that made a bunch
of games and were promised by Nintendo that their system design wouldn't
be changed. But when Nin. finally released it, these peoples carts.
wouldn't work with it. Talk about wasted r&d money! I never heard any
more about that case. I hope they won. I never did like Nintendo. I
don't particularly LOVE Atari Corp. (crap) anymore, either. Really bugs
me. At least there are nice guys out there supporting the 8-bits.
BTW: Thanks for your $.02, <x>...

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1365. How do you connect a Hard Drive to an 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 05:15:03 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <701167490.F00003@tdkt.kksys.com>
Source record: 111941

You would need an MIO (very hard to get) or a Black Box (available from CSS).
The basic Black Box runs about $200. Once you start running a hard drive you'll
wonder why you ever put up with floppie drives.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1366. Re: UTIL

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 07:03:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <56164@cup.portal.com>
Source record: 111933

In a recent article, Curtis Wilbar (darkwing@cis.umassd.edu) writes:

> Also, a person mentioned having problems with UTIL's switches.... another
> quick examination of the source discoverred that UTIL uses the argc
> function to determine the number of arguments (switches, filenames, etc)
> however, a space must separate each item inorder for the method of
> parsing to work. Therefore, you must do:
>
> UTIL /W /B a: myfile.ext
>
> to write a file using binary transfer mode....

You may also find that the command switch characters (e.g. /W) must be entered in UPPERCASE; I vaguely remember someone pointing out that this is due to a munged test somewhere in the C mainline... using " = " instead of "==" in a check for identification of the switch(es) or something...

> Also, does anyone have the Archiver/Chip II (for 1050 drives). How
> does it work ?

I believe I've heard that the Archiver/Chip II works by reading TRACKS, rather than SECTORS, from the disk. You see, in much the same way that standard file-oriented operations "hide" the details of boot sectors, VTOC sectors, directory sectors, next-sector links, etc., the "get sector" operation itself hides, in the drive controller chip, additional information that tells the controller itself, where to find "sector # such-and-such" on the disk. The Archiver/Chip II would read an entire track, including sector-address and sector-identification information. This is how you can "look up" such things as the specific sector order on the disk, duplicate sectors (two sectors on the disk with the same number), extra sectors, etc. etc. etc. -- just write the disk at a "lower level" than the standard "sector-level" available through the standard Atari disk controller. That'd be the Track level.

Forgive me if this doesn't make sense; I'm writing it at 2AM and I'm a little groggy!

Chris Chiesa

Chris_F_Chiesa@cup.portal.com

1367. Re: COLRVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 20:44:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Pg8ZHB10w164w@cyberden.uucp>
Source record: 111858

> ...
> I also wrote, a long while back, COLRCODE, which converts three GR.9 images
> to one APAC file, if anyone is interested (it's on GEnie).
> ...

HEY! Why not upload that to the archive!? Huh Huh!? I don't have a
GEnie account... Don't particularly want one, either...$$$

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1368. American Technavision/ChromaCad

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-21 20:53:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7u8ZHB11w164w@cyberden.uucp>
Source record: 111860

Hey.. why did I not know about ChromaCad!? When did this come out? I just got a catalog from Amercan Technavision and was totally surprised to see those wonderful pictures of rendered stuff! My GOD! I want this! I'm wondering, though, what the memory/system requirements are. I only have a 48k (64?) 1200xl. (in my little 1200xl booklet, it said 48k, with an extra 16k only certain software can use...??) Would this include something like Turbobasic which can "hide"??

Also, this goes mainly to Jeff Potter, is "Technicolor Dream" an APAC program? It says "The Ultimate 256 color Graphic Art Program"... I might get this for $9.95 from them if it is. If it's just another paint program, no thanks. I wonder, was RAMBrandt ever fixed up to do APAC pictures? I know of a company that made a version for xmm801 printers which I'm going to get (hopefully soon). (need ca$h!)

Please give me any info. on these 3 subject, people! Thanks...
bill

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1369. Re: American Technavision/ChromaCad

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-22 17:41:46 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Mar22.174146.13725@mnemosyne.cs.du.edu>
Source record: 111865

Bill,

Why didn't you know about ChromaCAD? I don't know, since both Atari Interface and Current Notes had reviews of the program, and Marver (the program's author) placed full page ads in both those publications.

Speaking of AIM in particular, the review of ChromaCAD appeared in the January, 1992 issue, written by Bob WOlleey.

According to information I heard from American TechnaVisions, they based their carrying of ChromaCAD on that review! (pardon my horn blowing)
grin!

Pattie Rayl (Atari Interface)

1370. Re: Starting the 8-bit mag

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-22 22:05:25 UTC
From: jonc@status.gen.nz
Message-ID: <q833HB1w164w@status.gen.nz>
Source record: 111864

kiernasj@craft.camp.clarkson.edu (J.R.R. Tolkien) writes:

> SEND ME A PACKET!!!!!!!!
Stephen,

Who did you send a request for the packet to?

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1371. Shamus II

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 05:32:05 UTC
From: usgcjsx@gsusgi2.gsu.edu
Message-ID: <usgcjsx.701328725@gsusgi1.gsu.edu>
Source record: 111866

Just got out the old 8bit and played the BEST game of all time
Shamus Case II, has anyone ever solved all the levels??
I have been playing for almost 10 years now and have not solved it!
What a great game!

Let me hear your opinions..??

1372. Sound samples

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 12:49:37 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar23.124937.17125@aber.ac.uk>
Source record: 111867

Bill Kendrick mentioned putting lots of samples up at the archive. Sounds a good idea, but it depends what he means by samples. Are we just talking about sample files, or about mixed sample demos, like my rain comes down demo and all the others I've done (I will get round to putting these at the archive, honest!)? If you took the .SPL file out of the rain demo and played it, it would simply be an awful mess! All that file contains, is all the musical passages which will go into the final edited demo. Then they are edited to create proper music. These edits are coded in a simple looking Basic program, whose job it is to simply keep sending the right memory page numbers to the machine code player. Straight sample files will be useless on their own. You need something like Digi-Studio (yes, had to get some more free advertising here!!) to make any use of them.

I would like to say at this point, that although I can't really claim copyright on sound samples included with Digi-Studio, I would be grateful if samples included with any Digi-Studio packages are not posted at the archive. This would be unfair to people who have paid for sample packs (when I get around to creating some sample packs!). Thanks in advance!

BTW, Bill, my email address hasn't chnaged! I still can't mail you either!

Dean Garraghty. djg0@uk.ac.aber

1373. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 17:29:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Mar23.172926.16042@usenet.ins.cwru.edu>
Source record: 111868

Atari developed DOS 4 for the built in drive in the 1450XLD. That computer
was never released by Atari - neither was DOS 4. Only later did DOS 4
make it directly into the Public Domain.

DOS XE was developed and sold by Atari to support the XF551 drive. It
was packaged as if it would eventually be included with the XF551, but as
far as I know all XF551's came with DOS 2.5.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1374. campaign update

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 17:43:00 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92083.124300JJMCWILL@MTUS5.BITNET>
Source record: 111869

Campaign Update
March 22, 1992

Approximately 60 more info kits will be mailed by myself to individuals later this afternoon, with more info-kits being mailed to user groups tomorrow. To date approximately 1200+ Info Kits have been shipped to individuals and user groups. Out of this, only 270 info kits have been received. There are only 25 days left before the April 15th deadline. If you have received an info kit, don't procrastinate, fill out the card and drop it in the mail.

If you haven't received an info kit, but have already sent me your address, then you should receive an info kit withing several days. If you don't, please do not hesitate to contact me. I try to be as careful as possible when processing addresses for the database, but every now and then mistakes are made. Sometimes the postal service can also lost mail, or return it for unknown reasons. Sometimes the address gets entered into the Database incorrectly. This has already happened once, and it was found and corrected.

If you haven't written in yet for an info kit, what are you waiting for? Now is your chance to help create a magazine for us, the 8 bit Atari computer users. No where else will you have the opportunity to obtain a magazine with regular columns, product reviews, and special sections just for the 8 bit user. Time is running out, the fate of your computer lies in your hands.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU GEnie: J.MCWILLIAM3
CI$: 70714,523 or "Internet:jjmcwill@mtus5.cts.mtu.edu"
"Atari 8-bit die hards never run out of power"

1375. campaign

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 17:43:47 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92083.124347JJMCWILL@MTUS5.BITNET>
Source record: 111870

Heads Up, Atari 8-Bitters!!

This Is For YOU!

Beginning 1992, the Atari 8-bit computers- and the community of USERS who still cherish these machines- have been officially discarded by Atari Corporation.

BUT WE REFUSE TO ROLL OVER AND DIE AT ATARI'S COMMAND!!

We believe there are enough of us left to pursue our 8-bit interests independently of Atari Corporation.

Would you like to see a common forum in which users, developers, and vendors can communicate? A print medium wherein advertisers can be assured of reaching their intended audience, and where users can look with confidence for information about new products? A user-oriented publication to fill the void left by the collapse of ANTIC and ANALOG?

My name is Jeff McWilliams, and I'm a dedicated 8-bit user. I want to present the Atari 8-bit community the chance to gather under one publication, one that's exclusively for the Atari 8-bit computers. A magazine that will unite our community and give it the strength it needs to survive. A forum where users can ask tough questions and find unvarnished product reviews. A magazine that will contain advertisements exclusively from 8-bit vendors.

I propose a write-in campaign to Atari Interface Magazine, asking for a separate exclusively 8-bit magazine called "Atari Classics". Atari Interface Magazine already has a strong presence in the Atari community. For several years AIM has been a combined ST/8-bit magazine whose publishers have indicated their willingness to support the Atari 8-bit community as long as interest warrants it. NOW is the time to ask them for our own magazine!

As Campaign Manager, I will act as the focus for this effort. Now, you might be wondering, "WHAT CAN I DO TO HELP?". That part is EASY!

Just SEND me your NAME and POSTAL MAILING ADDRESS. I will mail you a FREE Information Kit describing our goals in greater detail. Included with the Kit is a stamped postcard on which you can express your interests and willingness to subscribe to an exclusively 8-bit publication. (Or, if you disagree with our approach, you can just toss it away and that will be the end of it- BUT WE DON'T THINK YOU WILL!) You'll also be able to indicate your willingness to PARTICIPATE in the magazine DIRECTLY by being a regular columnist, editor, or just writing

about a special project you did or a review of a product you've used.

Ben Poehland, the former 8-bit Editor of Current Notes Magazine, is fully supporting this campaign and has offered to donate his services to "Atari Classics" when repairs to his fire-damaged home are completed later this year.

The cutoff date for receiving the postcard responses is:

APRIL 15, 1992.

If by that time I have received 500 positive commitments by postcard, they will all be sent to AIM along with a petition requesting the formation of our proposed exclusive 8-bit publication "Atari Classics". If I receive less than 500 replies, then we will know that the 8-bit community has indeed become a lost and hopeless society.

TIME IS RUNNING OUT. THIS MAY BE THE LAST OPPORTUNITY YOU WILL HAVE TO KEEP YOUR MACHINE ALIVE AND SHARE EXPERIENCES WITH FELLOW USERS.

IMPORTANT!! Only the OFFICIAL Campaign postcards will be accepted! Those responding by other means will be mailed an Information Kit with which they can register their official response.

PLEASE DO NOT SEND MONEY! If anyone wishes to assist the Campaign, they can do so by posting this release in its unmodified entirety to other on-line services, Bulletin Board Systems, usergroups, friends, and vendors. Additional assistance can be rendered by gathering names and addresses of Atari 8-bit owners and furnishing them to me so I can mail them an Information Kit.

If you're REALLY SERIOUS about keeping your Atari 8-bit classic computer alive, be sure to obtain the Information Kit and return the included postcard appropriately filled in. Every day more 8-bits get stashed in attics or closets, or simply thrown away. Atari's Classic 8-bit computers- the 800/XL/XE machines- are every bit as useful and productive today as they were in the heyday of 8-bit technology. They deserve a better fate than the local landfill!

CONTACT ME:

Jeff McWilliams
2001 G Woodmar Drive
Houghton, MI 49931-1017
GEnie: J.MCWILLIAM3
INTERNET: jjmcwill@mtus5.mtu.edu
CI$: 70714,523

1376. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 18:09:50 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92083.130950JJMCWILL@MTUS5.BITNET>
Source record: 111871

In article <1992Mar23.172926.16042@usenet.ins.cwru.edu>,
aa700@cleveland.Freenet.Edu (Michael Current) says:
>
>Atari developed DOS 4 for the built in drive in the 1450XLD. That computer
>was never released by Atari - neither was DOS 4. Only later did DOS 4
>make it directly into the Public Domain.
>
>DOS XE was developed and sold by Atari to support the XF551 drive. It
>was packaged as if it would eventually be included with the XF551, but as
>far as I know all XF551's came with DOS 2.5.
>--
My wife's XF551 came with DOS XE. I think I formatted the disk.

Jeff McWilliams

> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1377. Re: SpartaDOS and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 18:37:10 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Mar23.131150.2673@wvnvms.wvnet.edu>
Source record: 111872

In article <1992Mar19.011319.16926@usenet.ins.cwru.edu>, ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
> In a previous article, un037406@wvnvms.wvnet.edu () says:
>>If you use SpartaDOS X and have a machine with 128K+ you can use Turbo Basic.
>>Of course, SpartaDOS X is kinda expensive and hard to find now days, but is a
>>hell of a DOS no less. We wouldn't use anything else.
>
> Is Turbo Basic XL different than Turbo Basic which came out a few years
> back? If so, what added features does it have?
>
> BRiTiSH
> --
> Welcome to my UnderWaterWorld!

Probably not. As far as I know the origional Turbo Basic is also called Turbo Basic XL just because it will only work on 64K machines with one bank of memory under the OS (ie XL, XE). From what I understand there was a later version that would work with the 800's, thus the diff in the names.

If there is indeed a new (post '88) v. of TB, then by all means correct me.

Theo Phlegm
Phlegm Bros.

1378. BART index

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 20:56:58 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <75418.82921484@kcbbs.gen.nz>
Source record: 111873

> I just freed up a disk for the indexes (I accidentally
>(unknowingly, actually) sent for the ST index as well.. gee- I
>ran out of ink! >:-P) Oh well... (man does that happy face look
>like line

Ok Bill (Kendrick) how about letting us all into your secret huh? I
just CANNOT get BART to send me the 8bit/Index, can you please tell
me your EXACT message wording? I do have the right address as I managed
to get the HELP file but zilch else!

1379. Re: Shamus II

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 20:59:20 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1992Mar23.205920.31008@uokmax.ecn.uoknor.edu>
Source record: 111874

usgcjsx@gsusgi2.gsu.edu (Craig Stadler) writes:

>Just got out the old 8bit and played the BEST game of all time
>Shamus Case II, has anyone ever solved all the levels??
>I have been playing for almost 10 years now and have not solved it!
>What a great game!

Oh yeah, I solved it, but I had to hack the code to get rid of the snakes
and to make your character invincible to bullets or collisions with the
beasties. That does make playing a little easier :).

The ending is really quite a let down, actually...spoiler follows.

You reach a room with 4 vertical bars going up and down like so:

```
|||| ||||| ||||| |||||
|||| ||||| ||||| |||||
4 bars that go |||| ||||| ||||| |||||
up and down |||| ||||| ||||| |||||
|||| ||||| ||||| |||||
|||| ||||| ||||| |||||
```

You ->to other room
======== ======= ======== ===== ======== ===============

You have to jump across to the other side without getting smashed by
the bars. Once you make it there, there's this room where you set
off the bomb, and it says "You've set off the bomb, now get out of here!"

So then you have to trek back through the whole place, and once you
reach where you started, it says "Congratulations! The shadow's dead
on this level." And you go to the next level.

That's it....

Norman
--
Norman Lin | ROT26 this .sig to view it properly.
University of Oklahoma |
norlin@uokmax.ecn.uoknor.edu | FREE ACCOUNTS! Just login to 127.0.0.1,
norlin@129.15.22.2 | with your current name and password.

1380. Automated 8bit Posting Posting

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 21:16:02 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9203231616.AA01320@bitsy.cooper.edu>
Source record: 111875

Hi Everyone.
Is it possible for someone to arrange for the atari archive to
automatically list 8bit postings to this list? I still suscribe to the
16bit list but Im growing tired of the flame wars they have. The only reason
I still suscribe is to see a listing of 8bit postings on the archive, (and
because I have an ST in the closet & my 8bit on my desk!)
Here's a copy of the latest one:

....

Info-Atari16 Digest Sat, 21 Mar 92 Volume 92 : Issue 163

... flame, flame, a few interesting articles... (aren't I sarcastic! :)

From:
noao!asuvax!cs.utexas.edu!wupost!gumby!destroyer!terminator!usenet@arizona.edu
(Atari Archive Robot)
Subject: Weekly Posting of New Stuff
To: Info-Atari16@naucse.cse.nau.edu

drwxrwxr-x atari 1024 Mar 15 21:10 .
drwxrwxr-x jrd 4096 Mar 16 09:11 ./8bit
-rw-rw-rw- jrd 36761 Mar 16 09:11 ./8bit/bashdrum.arc
drwxr-xr-x jrd 512 Mar 16 09:11 ./8bit/demos
-rw-rw-rw- jrd 41989 Mar 16 09:11 ./8bit/demos/raindemo.arc
....

I would be willing to post any listings for a while... but would rather
see if this process can be automated.
Also, this is the editted version... I cut out a ton of ST/TT/STE program
postings... I wonder if that can be automated as well.
Who should be contaced for this? John Dunning? Perhaps someone knows.

Sincerely,
Tony

Anthony Michael Falcone The Cooper Union School of Engineering
FREENET: bf802 41 Cooper Square N.Y., N.Y
INTERNET: a.falcon@bitsy.cooper.edu

1381. Re: American Technavision/ChromaCad

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-23 23:41:53 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Mar23.234153.1022@ge-dab.GE.COM>
Source record: 111876

In article <7u8ZHB11w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
|>
|> Also, this goes mainly to Jeff Potter, is "Technicolor Dream" an APAC
|> program? It says "The Ultimate 256 color Graphic Art Program"... I
|> might get this for $9.95 from them if it is. If it's just another paint
|> program, no thanks.

Technicolor Dream is indeed an APAC paint program (I have a copy). The program appeared to be made in England(?). It uses a non-standard disk save format (not DOS 2.5, MyDOS, or SpartaDOS compatible, from what I could see). The user interface isn't very powerful, but it does allow you to do some weird things (like logical XOR the entire picture with a pattern). It does have some good sample images, but on the whole I can't heartily endorse it.

|> I wonder, was RAMBrandt ever fixed up to do APAC
|> pictures? I know of a company that made a version for xmm801 printers

Another guy and I talked about patching an APAC mode into RAMBrandt, but we never got very far.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1382. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 01:56:43 UTC
From: darekm@microsoft.com
Message-ID: <1992Mar24.015643.25726@microsoft.com>
Source record: 111877

In article <28979@cbmvax.commodore.com> farren@cbmvax.commodore.com (Mike Farren) writes:
>JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>>
>>Gee, funny how it takes a processor with "the Trememdous horsepower"
>>like the 386SX chip to even come close to running at full speed an
>>emulation of the Atari 8 bit. What does that tell you, folks?
>
>It tells you only that to implement custom graphics chips entirely
>in software is no easy task.

No it doesn't. Any time you emulate any processor in software you will require a faster processor to do it on, typically 5 or 10 times faster. That's why the 386SX emulates the 6502 at full speed and no faster or slower. It has NOTHING to do with the custom chips like ANTIC or POKEY. Emulation of those guys takes up less than 5% of the processor time.

If you wanted to emulate the 386SX on the 6502 (absurd as that would be) you would have the 10:1 slowdown due to the 6502 being about 10 times slower than the 386SX, along with the 10:1 slowdown due to emulation, resulting in a 386SX emulator running about 1/100th of the speed of a real 386SX. You could then make a bogus statement along the lines of "the 6502 runs 386SX software 100 times slower than the real thing. What does that tell you?". That you shouldn't write emulators on a 6502.

Look folks, realize one thing: a software emulator consists of two main parts: an emulator that converts one CPU's instruction into anothers (e.g. 6502 to 68000, 68000 to 386, etc) and a hardware emulator that emulates one machine's hardware on another. The speed of you emulator has very little to do with the hardware being emulated and it has a lot to do with the speed of the processor emulation. The Apple II emulator runs just as slow as the 8-bit emulator, even though the 8-bit has far superior graphics to the Apple II. So Jeff's conclusion is for the most part bogus.

Look at this way. A 68000 and a 386SX have almost identical "horsepower". Both are 32-bit internal and 16-bit external. At 8 MHz, the 68000 can emulate the 6502 at 50% of the normal speed, and that's not surprising since a 68000 is about 5 times faster than a 6502. At 16MHz, both the 68000 and 386SX can emulate the 6502 at full speed. So what does that tell you? It tells you that the results are completely consistent with the general characteristics of emulators, and has nothing to do with emulating player missle graphics, etc. The only reason the ST Xformer couldn't do it on the ST was because the ST hardware was not capable of emulating all of the 8-bit graphics modes. Any PC with even an EGA display is fully capable of emulating any Atari 8-bit graphics mode.

It's the same things as if you say that "because a VHS VCR can't play
beta tapes, it must be inferior." Well, yes, they're inferior, but
for different reasons. A Beta VCR can't play VHS tapes, so using the
same logic you have to conclude that Beta is inferior to VHS.

- Darek

--

Darek Mihocka. Creator of Quick ST & Gemulator. Views expressed are my own.
Branch Always Software, 14150 NE 20th Street, Unit 302, Bellevue, WA 98007

1383. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 02:05:49 UTC
From: darekm@microsoft.com
Message-ID: <1992Mar24.020549.26250@microsoft.com>
Source record: 111878

In article <macaHB6w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
>> In article <1992Mar1.183009.24284@usenet.ins.cwru.edu>, al885@cleveland.Freen
>> > Does anyone know where I can get a copy of the 8-bit emulator for the IBM?
>>
>> Darek explicitly stated (at Chicago) that his 8-bit emulator for
>> MS-DOS would NOT be distributed due to legal difficulties with Atari and

I said two things in Chicago. First, Atari has not authorized me to release
the Atari 800 emulator for the PC platform because it requires the use of
the 8-bit operating system. Secondly, demand for such a product is very low.
Very few people have called me to ask about 8-bit emulation on the PC. And
when I tried to demo the PC version of the 8-bit emulator, I was literally
laughed at by other 8-bit users.

So what does that tell me? It tells me that I shouldn't waste my time
working on the 8-bit emulator on the PC, even though you get full speed
emulation on a 386SX and 5 times the speed on a 486. I could see that
being useful to some people who want more speed out of their 8-bit software
but obviously I was foolish to waste the time.

If you really must run your 8-bit software on a PC, what you will be able
to do is run ST Xformer on the Gemulator (Atari ST emulator for the PC)
and you'll get "8-bit emulation on a PC". It will be inferior to the
real PC Xformer because you have to put with the limits of the ST version
of Xformer, which didn't do player missle graphics, etc.

Again, when I polled people asking if you'd like to see a set of sockets
on the Gemulator card for 8-bit ROMs, 3 people out of about 500 said yes.
Well, that's not worth doing to satisfy a handful of people. So as it is,
the Gemulator card has sockets for 6-chip TOS ROMs, 2-chip ROMs, and
Mac ROMs.

Please stop complaining about the lack of an 8-bit emulator on the PC.
3 people does not constitute a market!

- Darek

--

Darek Mihocka. Creator of Quick ST & Gemulator. Views expressed are my own.
Branch Always Software, 14150 NE 20th Street, Unit 302, Bellevue, WA 98007

1384. asking for a recap of info on the 825 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 02:09:00 UTC
From: v001gyzs@ubvmsb.cc.buffalo.edu
Message-ID: <1992Mar24.020758.1983@acsu.buffalo.edu>
Source record: 111879

I missed out on all the discussion of 825 printers recently. Now I see
San Jose Computer is selling them for $45. Could someone send me a quick
synopsis of what was said: is this printer worth buying (for $45), is it
compatible with other printers (will it work with software easily?), what are
its disadvantages?
Please mail to me directly so everyone else won't have to read the info
all over again. Thanks.

Richard Ho
v001gyzs@ubvms.cc.buffalo.edu

1385. how do you read the trackball and touch tablet?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 02:14:00 UTC
From: v001gyzs@ubvmsb.cc.buffalo.edu
Message-ID: <1992Mar24.021234.2203@acsu.buffalo.edu>
Source record: 111880

I have an Atari TRackball and an Atari Touch Tablet that I would like
to use as input devices to various programs. Can someone tell me how one does
this? I can use flowchart, BASIC, Action!, or even assembly language examples.
Are routines for doing this documented somewhere?
Thanks

Richard Ho
v001gyzs@ubvms.cc.buffalo.edu

1386. Re: American Technavision/ChromaCad

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 02:18:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <99B5HB2w164w@cyberden.uucp>
Source record: 111881

GUESS WHAT!? I found the ChromaCad thing in the American Technavision
catlog I got Saturday!! Hehe. I could've SWORN that was something for
the ST that I ignored in all of my old magazines. Now if I only had $60
and 128k... The "girl's head" pictures totally remind me of Lawnmower
Man (no, didn't see it, but the "I am GOD HERE!" bit looks like it! hehe)
OOhh, the power of 8bits! BTW: What exactly >IS< a 61k screen!?

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1387. Marilyn Monroe collection...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 02:29:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JRc5HB4w164w@cyberden.uucp>
Source record: 111882

Ok... I'm going to see if I can get a bunch of pics. of MM (the most beautiful creator to walk the Earth.. next to my ex-girlfriend.. hehe.. actually she does have a few alike aspect.. she's not suicidal tho.. making ME! hehe) and perhaps some digi.sounds once I get CompEyes and the Parrot. I'm massively in need of the GRAPHICS 9 Capture software, though!

Does anyone know where I can get the GRAPHICS 9 Capture software for ComputerEyes???!!! I think the last time I talked to Alpha Systems, they said the only 8-bit items they have is the Parrot II, I believe. I guess I could always check, now couldn't I!? I hope someone has it for cheap, tho.. Thanks... Bill

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1388. 800xl system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 03:46:51 UTC
From: "Manuel M. Flores" <U15803@uicvm.uic.edu>
Message-ID: <92083.214651U15803@uicvm.uic.edu>
Source record: 111883
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers,chi.forsale

F O R S A L E

Hardware:

1050 Disk Drive
800XL
Two 410 Recorders
XM301 Modem

Games:
River Raid
Rear Guard
Miner 2049er
Star Wars
Super Cobra
Centipede
Krazy Antiks
Atariwriter
Couple of disks with misc games and utils (Turbo Basic, C compilers, etc.)

Books:
Computes First Book of Atari Graphics
Your Atari Computer
Mapping the Atari
Computes Second Book of Atari
Atari Basic A Self Teaching Guide
Atari Sound and Graphics
Atari Programming with 55 Programs
A few back issues of Antic Magazine and Run
Analog Magazines #12-58 !!!

Asking for only $165

Respond by Email - U15803@UICVM
Manuel M. Flores

1389. Atari System for Sale Update

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 04:02:35 UTC
From: "Manuel M. Flores" <U15803@uicvm.uic.edu>
Message-ID: <92083.220235U15803@uicvm.uic.edu>
Source record: 111884
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers,chi.forsale

OOops, forgot the PR: gizmo.

F O R S A L E

Hardware:

1050 Disk Drive
800XL
Two 410 Recorders
XM301 Modem

Games:
River Raid
Rear Guard
Miner 2049er
Star Wars
Super Cobra
Centipede
Krazy Antiks
Atariwriter
Couple of disks with misc games and utils (Turbo Basic, C compilers, etc.)

Books:
Computes First Book of Atari Graphics
Your Atari Computer
Mapping the Atari
Computes Second Book of Atari
Atari Basic A Self Teaching Guide
Atari Sound and Graphics
Atari Programming with 55 Programs
A few back issues of Antic Magazine and Run
Analog Magazines #12-58 !!!

Just added: PR: Connection, serial and parallel with cables

NEW PRICE: $190

Respond by Email to U15803@UICVM

Manuel M. Flores

1390. Kaleening 1200xls...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 04:10:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <701429608.F00001@tdkt.kksys.com>
Source record: 111885

THe Atari keys on my 800xl pull off, most stores sell a tool to do that, But
don'T get the one labled for IBM keyboards only (which is alot easyer to find)
It takes a strong pull, so be careful not to break the parts.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1391. Re: Ok.. so I haven't been paying attention

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 04:59:44 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92083.235944AKH104@psuvm.psu.edu>
Source record: 111886

CC65 is a complete (almost) C environment.....it does have a linker..
it does have a runtime file...it does compile to .COM files to run
by itself....its a little slow in the compiling...but it is nice.
Andrew

1392. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 05:02:45 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92084.000245AKH104@psuvm.psu.edu>
Source record: 111887

Anyone have a copy of DOS2.0d?
Andrew

1393. Re: Kaleening 1200xls...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 05:06:07 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92084.000607AKH104@psuvm.psu.edu>
Source record: 111888

The 1200 keyboard is connected with a pin connector...it simply slides off toward the back of the computer as I remember...then there are two screws in the back left and right that hold the mother board in to the shell. After that there are a bunch of "punch" tabs that you simply press out with a screwdriver or somthing....then you are at the chips! Just to the reverse to put it back..also I do believe the key caps pop off. As for taking all those screws out...dont unless a key doesnt work well at all... they hold very little together but there are too many screws to keep track of! 8-)
Andrew

1394. Software Info Requested

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 05:42:30 UTC
From: slv4b@cc.usu.edu
Message-ID: <1992Mar23.234230.53936@cc.usu.edu>
Source record: 111889

Attention all present and former Atari gamers:

My Atari 8-bit has been dead for the past several years, and I've since moved on to another computer. My questions to you regard a game I once owned and enjoyed 4 or 5 years ago:

1) Is anyone familiar with "The Seven Cities of Gold?" What company manufactured this game, and if possible, what is their address?

2) Was "Seven Cities" ever produced in IBM format? If so I'd like to get my hands on a copy.

Any help in this matter would be greatly appreciated.
Please either E-mail or post any responses as soon as possible.
Thanks,

Lance Robinson
Smithfield, UT

1395. Re: Shamus II

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 06:49:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Lso5HB4w164w@cyberden.uucp>
Source record: 111890

usgcjsx@gsusgi2.gsu.edu (Craig Stadler) writes:

>
> Just got out the old 8bit and played the BEST game of all time
> Shamus Case II, has anyone ever solved all the levels??
> I have been playing for almost 10 years now and have not solved it!
> What a great game!
>
> Let me hear your opinions..??

I must admit... I had a pirated copy of that game for a while.. when I thought all hope of having software was lost.. but I destroyed it, fearing the SPA... hehe... Yes.. very good game. I miss the music from the C=64 version, tho.. VERY difficult, too. I never beat the first level, I believe. Oh well

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1396. Several...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 15:31:28 UTC
From: rwt@thedog.cis.ufl.edu
Message-ID: <34807@uflorida.cis.ufl.EDU>
Source record: 111891

Anyone else out there have problems getting APAC22.ARC from the archive?
I get corrupt files.

Anybody know of a program that will do a color screen dump to an Epson jx-80?
It's the 9-pin with 4 color ribbon.

I have a busted 1050, 810, and Indus GT drive. Any suggestions on getting
them repaired?

Thanks alot
r.t

1397. Several

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 15:39:34 UTC
From: rwt@thedog.cis.ufl.edu
Message-ID: <34809@uflorida.cis.ufl.EDU>
Source record: 111892

Anyone else have difficulty with the file APAC22.ARC in the archive
at umich? The files are corrupted.

Are there any color screen dumps out there for the Epson jx-80 color
printer (9-pin 4 color ribbon)??

I have a 810, 1050, and 1050 drives all in need of repair. Any suggestions?

Thanks in advace...
Bob Trabucco

1398. IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 17:03:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <701476444.F00001@tdkt.kksys.com>
Source record: 111893

Hey, I just noticed your part of the country. A part that I will be showing up in VERY shortly as a matter of fact, for that is "home". Seattle to be exact! Maybe we can stay in touch, and you could help me connect with some mainstreem Atarians when I get there. I will be setting up my bbs when I get there, so that is one hat I will stay in touch with the Atari Community. I also have many contacts throughout the U.S. on up and comming Atari products. So what's the scoop on Atari in good 'ol Washington State?

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1399. IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 18:00:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92084.130013JJMCWILL@MTUS5.BITNET>
Source record: 111894

==========

Darek Mihocka writes:

In article <28979@cbmvax.commodore.com> farren@cbmvax.commodore.com (Mike Farren) writes:
>JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>>
>>Gee, funny how it takes a processor with "the Trememdous horsepower"
>>like the 386SX chip to even come close to running at full speed an
>>emulation of the Atari 8 bit. What does that tell you, folks?
>
>It tells you only that to implement custom graphics chips entirely
>in software is no easy task.

No it doesn't. Any time you emulate any processor in software you will require a faster processor to do it on, typically 5 or 10 times faster. That's why the 386SX emulates the 6502 at full speed and no faster or slower. It has NOTHING to do with the custom chips like ANTIC or POKEY. Emulation of those guys takes up less than 5% of the processor time.

If you wanted to emulate the 386SX on the 6502 (absurd as that would be) you would have the 10:1 slowdown due to the 6502 being about 10 times slower than the 386SX, along with the 10:1 slowdown due to emulation, resulting in a 386SX emulator running about 1/100th of the speed of a real 386SX. You could then make a bogus statement along the lines of "the 6502 runs 386SX software 100 times slower than the real thing. What does that tell you?". That you shouldn't write emulators on a 6502.

Well, what Darek says here is true. I was implying that I thought it was silly that a 386SX can only emulate a 6502 at 6502 speed when the 386SX is running at 16mHz. I still think it is silly. Think about it. You have a $1500.00 machine on your desk, with all the latest bells and whistles. You run this program, and poof, it runs 8 bit software from a 1.79mHz 6502 no faster, even though it has a 16mHz 16/32bit CPU. I am not saying this is any fault of Darek's, just that only the Pentagon would buy a $1500.00 computer to run software that is just as happy on a $60.00 computer. Use the Clone for IBM software, and use the Atari for Atari software. It's that simple.

One thing I have always been mystified about though, is why translate the code from 6502 to 68000 or 80386SX on the fly? Why not do it ONCE and then run the code as a native processor program? Then only the Hardware emulator would be running, wasting time, not the translator emulator program.

Previous experience has led me to believe that no emulator can replace the real thing. Every emulator has its quirks. Even the Spectre GCR for the ST doesn't like certain programs, and currently doesn't run System 7. Buying an emulator to run the occasional program that isn't available on that platform is fine, but expecting that emulator to act just like the REAL thing is ridiculous. You'll always be let down.

Jeff McWilliams

1400. First Zmag Distribution sent out!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 21:30:39 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar24.163039.10303@miavx1.acs.muohio.edu>
Source record: 111895

Well, I just sent out Z*Mag #205 out over the distribution list, so
if you asked to get it, and you don't receive this Z*mag, let me know,
and I'll try to fix it.

You should get the Zmag before you read this message, since E-Mail
is a lot faster than NEWS.

Also, if you would like to be put on the list, just send me some
E-Mail. There are currently 12 people receiving it now.

Later.......

```
-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((( My 1040STF Rocks!! ))))))))}}}}}}}}=======--------
```

1401. Various

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 21:33:31 UTC
From: rwt@palmetto.cis.ufl.edu
Message-ID: <34818@uflorida.cis.ufl.EDU>
Source record: 111896

Does anybody know of a program that will perform a color screen dump
for the epson jx-80 printer (9 pin 4 color ribbon)? If anyone has one
I would really appreciate it.

Last but not least,

I have dead 810, 1050, and indus gt drives (bad luck with disk drives huh?)
Anyone have an idea who could fix them without costing this poor college
student an arm and a leg?????

Thanks,
Bob Trabucco

1402. Atari Equipment for Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 22:41:28 UTC
From: seanm@terapin.com
Message-ID: <seanm.03dk@terapin.com>
Source record: 111295

I have alot of Atari equipment for sale.

1 meg MIO Exc. cond. $175
1 1050 US DD w/power & IO $75
2 850's No power or IO $25each
2800xls No power $25each
1 ACB 4000a MFM to SCSI controler $50
1 ST225 20meg HD $50
1 ST251 (not working) $10
1BXL with docs $25
1BXE with docs $25
1 broken 130xe $10
1 flip top AT style case w/135w ps $25
Misc cables etc... just ask

1 collectors item Atari Color Organ. Works? (seems to) $??

I will sell the whole bunch for a discount. Make offers! Ya never know!

---Sean---

1403. Re: Marilyn Monroe collection...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 23:48:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8ZZ6HB7w164w@cyberden.uucp>
Source record: 111897

(oopps... spelt CREATURE CREATOR... I've seen that dumb mistake done
before, but never thot I'd do it! :))

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1404. Re: American Technavision/ChromaCad

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-24 23:54:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <u0Z6HB8w164w@cyberden.uucp>
Source record: 111898

(mainly to Jeff Potter...)

Has anyone made a good APAC or ColrView paint program that'll work on a 1200xl? I know about the 128 (256?) k ColrView (?) paint program.

Also, Jeff, could you mail me the .DOCs to APACView 2.2, or is 2.3 real? (remember, I accidentally crashed the BBS, so I didn't have a chance to read the browse on it) Thanks... Bill

____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1405. SpartaDOS and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 00:39:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-03-24-16:39:11.96*UJ1G"@DKAUNI2.BITNET>
Source record: 111899

In some previous articles there was a lot of talking about Turbo Basic.
I understand that it is Public Domain. In that case I wonder why
a software distributor in Germany is actually selling it? He claimes
that he purchased the copyright for TB from its original owner.
Does it mean that Turbo Basic XL is public domain in the States while
it is a copyright program elswere?
I would like to know if it's possible that some software is PD in
some countries and in some it isn't. :-)

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
Freenet: bn137 | /
--| / for the 21st century
/

1406. Re: IBM emulating 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 00:41:47 UTC
From: eg1n+@andrew.cmu.edu
Message-ID: <ldnwl=e00VocAGv1Is@andrew.cmu.edu>
Source record: 111900

I must disagree, or at least request a clarification, of the statement made that there's a 10:1 speed reduction in emulating a processor, _AND_ a 10:1 speed reduction emulating the computer. The Amiga AMAX program, only emulating the Macintosh since the 68000 is taken care of, actually operates about 20% faster than a Macintosh running at the same clockspeed, +/- 10%.

Why?

1407. Das_Omen and 1200xl's

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 00:56:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-03-24-16:56:27.20*UJ1G"@DKAUNI2.BITNET>
Source record: 111901

Bill,

is it possible that the 1200xl has a totally different operating
system than other XL and XE machines? This could be your problem.
On my 130XE (PAL) 'Das_Omen' works fine. There is no trouble with it.
No problems with flickering of the screen. It is the best demo I've
seen on my Atari so far.
(Don't forget pressing the OPTION-key while booting, it may helps :-))

Marek Tomczyk

\ ATARI 8-BIT
---------------------------------------| \ the
E-mail: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
---------------------------------------| / for the 21st century
/

1408. how do you read the trackball and touch tablet?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 06:38:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <701537080.F00001@tdkt.kksys.com>
Source record: 111902

The Atari touch tablet is programed as if you had 2 paddles, and turned them (etch-a-sketch style) I'm not sur how to read paddles, but any decient book should be able to tel you.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1409. Re: Das_Omen and 1200xl's

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 06:42:17 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92085.014217AKH104@psuvm.psu.edu>
Source record: 111903

The 1200xl does have different O/S than the other XL/XE's.
In fact every computer has a slightly different ROM O/S.
If you can run DAS OMEN on an 800 then load in the translator on the
1200xl and see if that works....if not well..its a hardware thing.
Anyways...DAS Omen will jerk on U.S. atari machines.
Andrew

1410. Re: IBM emulating 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 08:02:20 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9203250802.AA26087@hal.gnu.ai.mit.edu>
Source record: 111904

>I must disagree, or at least request a clarification, of the statement
>made that there's a 10:1 speed reduction in emulating a processor, _AND_
>a 10:1 speed reduction emulating the computer. The Amiga AMAX program,
>only emulating the Macintosh since the 68000 is taken care of, actually
>operates about 20% faster than a Macintosh running at the same clockspeed,
>+/- 10%.
>why?

Because Spectre and Amax are NOT emulators! There is no opcode-by-opcode
interpretation needed! Just a matter of loading up the Macintosh ROM and
some system specific routines in a Mac-like memory map and then let the
machine run full speed! An ST running Mac software under Spectre is no
different than an ST running ST software under TOS. It simply IS a Mac.

>operates about 20% faster than a Macintosh running at the same clockspeed

Hmmm.. I believe that this difference WAS due to clockspeed and only on
early Macs due to screen refresh. Now that this is handled by
special-purpose hardware, this remark is outdated.

Paul Steffen
STratoHAKster
Amiga/ST MegaCoders
psteffn@gnu.ai.mit.edu

1411. More PD at the archive!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 14:17:07 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar25.141707.27299@aber.ac.uk>
Source record: 111755

AS promised, I have just posted my Journey into Sound Demo at the archive. It is currently in the new directory, and is split into 2 .DCM files called journeydemo_s1.dcm and journeydemo_s2.dcm. I have also put a text file with these called journeydemo.txt. Please read this first. It contains details on how to get the demo up and running. You will need a 1050 or equivalent, because the demo is some 250K long! It runs on 800/800XL/130XE/65XE and probably the 1200XL as well.

Next, I will be away for 4 weeks on hoiday from 28th March (Saturday) to 28th April. During this time I will have no email or newsnet access. I am having the news mailed to me when I come back. Any email sent will not get answered until April 28th. However, if anybody needs to contact me, then my home address is:
DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

Or telephone: +0302855026

Digi-Studio Package 1.5 (sample editor and tune compiler, loads of samples and tunes) is currently being beta tested. I will make it available over my Easter break. The price will be 5pounds UK, or 10pounds US orders. But, you can buy package 1 (keyboard player, tune player, samples and tunes) and package 1.5 together for 8pounds UK, or 13pounds US orders. Buy them togther and save loads of cash! I will post full info of the new package here sometime before I leave on Saturday.

Dean Garraghty. djg0@uk.ac.aber

1412. Re: IBM emulating 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 14:25:04 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar25.092504.10319@miavx1.acs.muohio.edu>
Source record: 111756

In article <Idnwl=e00VocAGv1Is@andrew.cmu.edu>, eg1n+@andrew.cmu.edu (Eli Brian Goldberg) writes:
> I must disagree, or at least request a clarification, of the statement
> made that there's a 10:1 speed reduction in emulating a processor, _AND_
> a 10:1 speed reduction emulating the computer. The Amiga AMAX program,
> only emulating the Macintosh since the 68000 is taken care of, actually
> operates about 20% faster than a Macintosh running at the same clockspeed,
> +/- 10%.
>
> Why?

On the Mac (at least the Mac Plus) Apple decided to let the 68000 do everything, and didn't put in any custom chips to ease up the load on the CPU. Well, with the Classic, they redesigned a lot of the motherboard, eliminating chips and such, allowing it to run faster than a Plus. (I'm not sure, but I imagine that AMAX and Spectre (ST) don't run quite as fast as a Classic.) Anyway, the Amiga and the ST have other chips to help ease the load on the CPU, and I would imagine that the emulators take advantage of them.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{{=======--------

1413. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 16:50:39 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar25.165039.12898@aber.ac.uk>
Source record: 111757

I don't think DOS 2.0d was ever released, or even finished?? I have a copy of DOS 1.0 though! Somebody earlier said DOS 4 was developed for the XLD1450. Well DOS 3 was developed for this really. The 1450XLD is mentioned all over the DOS 3 manual. DOS XE is PD, but the manual isn't. Most libraries in the UK (inc. mine!) carry DOS XE.

Dean Garraghty. djg0@uk.ac.aber

1414. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 17:51:12 UTC
From: slattery@mentor.cc.purdue.edu
Message-ID: <42226@mentor.cc.purdue.edu>
Source record: 111758

>I said two things in Chicago. First, Atari has not authorized me to release
>the Atari 800 emulator for the PC platform because it requires the use of
>the 8-bit operating system. Secondly, demand for such a product is very low.
>Very few people have called me to ask about 8-bit emulation on the PC. And
>when I tried to demo the PC version of the 8-bit emulator, I was literally
>laughed at by other 8-bit users.

I appreciate your programming effort. I have always wanted an
emulator for the IBM. I don't like having to carry around two
computers, and the IBM has a much bigger storage capacity at a
lower cost. I am disappointed that your efforts have gone without
support. I would pay for such a program without hesitation.
As far as your problems with the O.S. couldn't you emulate the OS
directly instead of actually having a copy. I mean write the OS
in native 8086 and simply interupt execution of 6502 code whenever
an OS routine is called? Or/and maybe have the user supply the
OS. The 800 translator would work just fine for many programs!

1415. Re: IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 18:12:06 UTC
From: slattery@mentor.cc.purdue.edu
Message-ID: <42237@mentor.cc.purdue.edu>
Source record: 111759

> Well, what Darek says here is true. I was implying that I thought it was
> silly that a 386SX can only emulate a 6502 at 6502 speed when the 386SX
> is running at 16mHz. I still think it is silly. Think about it. You
> have a $1500.00 machine on your desk, with all the latest bells and
> whistles. You run this program, and poof, it runs 8 bit software
> from a 1.79mHz 6502 no faster, even though it has a 16mHz 16/32bit

I think your missing the point. I have an atari and an IBM clone.
I am short on space, and I live at a university campus, meaning I
take only what I need. Having two computers is a pain. It is nice
to be able to turn on one machine and run ANY program you like. I
already have 2 apple emulators, a CP/M emulator, and a nasty Amiga
emulator. But I really like some of those good ol' atari games.
Having another monitor and keyboard is a pain. Also, the IBM
has a much larger capacity. I know of the SIO2PC, but that means
two computers, both running at the same time.
You seem to express conflicting opinions. You say that
the code should be converted to 8086. But this would mean MANY
compatibility problems. A problem that you also complain about.
Besides, it runs at the same speed of an atari. Any faster would
mean games would be unplayable.
You may think it is silly to use a $1500 computer to emulate a $60
one. And maybe it is. But, for me and many others, this is the only
alternate way that we are willing to still use our old atari software.
And finally you say that no emulator can run without quirks. Well,
I say no atari can run without quirks, period. Compatibiliy between
A ROMS, old 800, XL, XE, rambo, etc. are many in number. We live.
I am sure that I could live with 90% compatiblity without a wimper.
I've done it before.

1416. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 20:01:18 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92085.150118JJMCWILL@MTUS5.BITNET>
Source record: 111760

From what I understand, DOS 4 was the DOS Atari spent several thousand dollars on developing, then never releases. I booted it once, but didn't like it much. Sparta and Mydos are my favorites!

Jeff

1417. Re: IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-25 20:04:07 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92085.150407JJMCWILL@MTUS5.BITNET>
Source record: 111761

In article <42237@mentor.cc.purdue.edu>, slattery@mentor.cc.purdue.edu (Michael Slattery) says:
>
>> Well, what Darek says here is true. I was implying that I thought it was
>> silly that a 386SX can only emulate a 6502 at 6502 speed when the 386SX
>> is running at 16mHz. I still think it is silly. Think about it. You
>> have a $1500.00 machine on your desk, with all the latest bells and
>> whistles. You run this program, and poof, it runs 8 bit software
>> from a 1.79mHz 6502 no faster, even though it has a 16mHz 16/32bit
>
> I think your missing the point. I have an atari and an IBM clone.
>I am short on space, and I live at a university campus, meaning I
>take only what I need. Having two computers is a pain. It is nice
>to be able to turn on one machine and run ANY program you like. I
>already have 2 apple emulators, a CP/M emulator, and a nasty Amiga
>emulator. But I really like some of those good ol' atari games.
>Having another monitor and keyboard is a pain. Also, the IBM
>has a much larger capacity. I know of the SIO2PC, but that means
>two computers, both running at the same time.

Okay, you have a point. I didn't think the Atari 8 bit emulator emulated graphics very well, so had mentally discarded someone wanting to play games using an Atari emulator. Which left mainly applications and Atari type utilities. Obviously, anyone using a 386 in all probability wouldn't use Textpro when he could just as easily boot Wordperfect or a Windows application. That is where my logic about emulating the 8 bit came from. If the 8 bit emulator could successfully emulate all the fancy graphics, which Darek seems to indicate would be possible on an IBM Compatible, then my argument DOES FALL APART. As an extra note, my friend played all his Infocom Games on his ST using the XFORMER program. Really enjoyed it that way too.

I too go to a university, and married housing doesn't have much more room than a dorm. At least not for me, becuase my computer needs to be in the bedroom or the two year old daughter would murder the poor thing. I can see where I could benefit from having an ST/TT with a MAC emulator and IBM emulator running, maybe UNIX too if/when it arrives. The campus has all of the above computers available to the student.

> You seem to express conflicting opinions. You say that
>the code should be converted to 8086. But this would mean MANY
>compatibility problems. A problem that you also complain about.
>Besides, it runs at the same speed of an atari. Any faster would
>mean games would be unplayable.

Not really, since the emulator has to translate the 6502 code into
something the 8086 can understand anyway, why do it on the fly? Why
not do it ONCE and be done with it, except for self modifying code
of course. I guess that is the tricky part.

Regarding the speed problem, I understand there are some IBM games that
don't run properly on high speed IBM clones either. Suppose you
did want to run an Atari application though, like Textpro. Wouldn't
it be nice to have it run three times as fast? I think so.

> You may think it is silly to use a $1500 computer to emulate a $60
>one. And maybe it is. But, for me and many others, this is the only
>alternate way that we are willing to still use our old atari software.
> And finally you say that no emulator can run without quirks. Well,
>I say no atari can run without quirks, period. Compatibiliy between
>A ROMS, old 800, XL, XE, rambo, etc. are many in number. We live.
>I am sure that I could live with 90% compatiblity without a wimper.
>I've done it before.

No computer runs without quirks. The MACS in the Math Dept. where I
am a workstudy student have all kinds of problems. IBM's got lots
of idiosyncracies (bad sp.), as do all computers. Look at the Atari ST
its compatability problems between OS/TOS revisions, and between the ST
and the TT. You can't pick on the Atari 8 bit alone.
There wouldn't have been compatibility problems
if the programmers had just followed the rules Atari set up, instead
of accessing parts of the OS which ended up being moved, although
their vectors were left in tact.

I think I already said that emulators aren't bad. They are just not
perfect that is all. I am not really bitching about it, just making an
observation. I stated that anyone purchasing an emulator expecting it
to run 100% of the software will be disappointed. This is true is it
not? In general, I think emulators are the best thing since sliced
bread. They can certainly help bridge gaps left by the different
platforms produced by IBM, Apple, Atari, etc. If you want to play
Atari games on your IBM, I sure wish you could. I think it is really
stupid that even though Atari officially kicked us 8 bitters out the
door, they still refuse to give Darek a break on the operating system
rights. I am not one to regularly bash Atari, but this move was
foolishness.

Regards,
Jeff

1418. atari 8 bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 02:46:08 UTC
From: megamax@maple.circa.ufl.edu
Message-ID: <1992Mar26.024641.15229@math.ufl.edu>
Source record: 111762

atari 8 bits for sale; 150 for both and u pay shipping...

atari 130xe and atari 800
percom master drive
1050 drive w/doubler (US) chips
voicemaster sound digitizer
computer eyes video digitizer
joystick and trackball
1000's of programs

or make an offer...

for sa faser ser
for faster service replies go to:

synthgenius@maple.circa.ufl.edu

thanx!

no resonable offer refused. also atari st for sale;
check st board for that thanx!

-=-=-=

1419. Re: BART index

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 04:21:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <3a88HB11w164w@cyberden.uucp>
Source record: 111763

To all who don't know.. to get the index, send this message to
atari@atari.archive.umich.edu (let me find it, now!!!)

send 8bit/index

I believe.. someone correct me if I'm wrong, because I did this a
while ago... been buzy with TONS of other stuff...

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1420. Re: Ok.. so I haven't been paying attention

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 04:26:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <DJ88HB12w164w@cyberden.uucp>
Source record: 111764

Cool! No all I have to do is send for EVERYTHING from /CC65 on the archive..

Oh.. and of course, learn C...

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1421. Re: SpartaDOS and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 04:29:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Fo88HB14w164w@cyberden.uucp>
Source record: 111765

Yes.. I believe that (c) may have the same rules as patents. You have to get an international one to have it be international. I'm just guessing, tho.

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1422. Re: Das_Omen and 1200xl's

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 04:31:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9q88HB15w164w@cyberden.uucp>
Source record: 111766

UJ1G@DKAUNI2.BITNET writes:

> (Don't forget pressing the OPTION-key while booting, it may helps :-))
>
> Marek Tomczyk
>

Hmm... I think I tried that. I don't think that would do anything with
ANY program. The [OPTION] key is for disabling BASIC on boot on the
xl's/xe's. BUT!! 1200xl's have no built-in BASIC, so I never need to do
it. Thanks anyways... Wish I could get it 2
work! Bill

_____
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|

1423. Another batch of PD at the archive!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 10:53:55 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar26.105355.26638@aber.ac.uk>
Source record: 111767

I have just put some more of my PD at the archive. They are all in new at the moment, and are called: digidemos2_s1.dcm and digidemos2_s2.dcm (a DS/SD disk containing 4 digitized music demos), deansdesktop.arc (a little desktop style thing written in turbo-basic), pst.arc (Programmers Speech Tool allows you to add any of the 14 voice files on the disk to your own programs), thisnthat1.arc (a collection of some of my early software. Contains graphics demos, music, utils, games, and bits of everything really!). BTW, the desktop disk should not be write protected, because it write to the disk when you set the clock.

Tomorrow I will put some more PD up there. If I get the time, these should be: DSIL, digidemos 1, Education Disk 1 (with speech!), thisnthat 2, megablast 128k. It takes so long for you to get news from here that by the time you read this I will have probably already put them in the archive!

Dean Garraghty. djg0@uk.ac.aber

1424. Atari 520ST for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 15:31:51 UTC
From: lawrence@techpub3.isc-br.com
Message-ID: <3601@isc-br.ISC-BR.COM>
Source record: 111768
Cross-posted to: misc.forsale.computers,comp.sys.atari.8bit,pnw.forsale

```
Atari 520 ST (not FM) $200.
1 Meg RAM (not expandable)
First Word Word Processr
BASIC, LOGO
DD-DD External Floppy (720 K) $ 75.
SM-124 Monochrome Monitor $100.
Supra 32 Meg Hard Drive $300.
Panasonic 1092 9-pin printer $ 90.
Miscelaneous Software
Phasar Home Accounting $ 20.
Gold Rush (game) $ 15.
Outrun (game) $ 5.
Tanglewood (game) $ 5.
Universal Item Selector, Ver 3 $ 10.
More

The whole package (hardware & software) for $675 or I will piece it out
as priced above. All prices are in U.S. dollars. I will ship UPS
C.O.D. Buyer pays shipping and C.O.D. charges. No reasonable offer
will be refused.

Everything sold as is. All hardware is in good working order. All
software worked the last time I used it.

I can be reached via the following

e-mail lawrence@access.isc-br.com

Voice (509) 927-5600 x5413 (7-4 M-F PST)

--
******************************************************************************

The opinions expressed herein are purely fictional. Any resemblence to real
opinions, mine or anyone else's is strictly coincendental.
```

1425. IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 16:14:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920326161439.3.JRD@MOA.SCRC.Symbolics.COM>
Source record: 111769

Date: Tue, 24 Mar 1992 13:00 EST
From: noao!asuvax!ukma!darwin.sura.net!jvnc.net!yale.edu!qt.cs.utexas.edu!zaphod.mps.ohio-state.edu!sol.ctr.columbia.edu!hamblin.math.byu.edu!shamu.caedm.byu.edu!yvax.byu.edu!byuvm!cunyvm! (Jeff McWilliams)

[...]
One thing I have always been mystified about though, is why translate the code from 6502 to 68000 or 80386SX on the fly? Why not do it ONCE and then run the code as a native processor program? Then only the Hardware emulator would be running, wasting time, not the translator emulator program.

No, you miss the point. Most emulators don't translate the code of the emulated processor to that of the native one, they implement a simulation, in software, of what the emulated processor does in hardware. In many cases it's difficult, if not impossible, to actually translate the bits in a non-trivial program, because the details of operation of the processor. Consider a trivial case; vaxen vs 68000s. Both have 16 registers, but the vax has 16 general registers, whereas the 68K has 8 data and 8 address. You can't build a translator that simply maps the 68K registers to the vax registers, because even though there are the same number of them, they don't do the same things. You of course have worse problems trying to translate code that knows things about, for instance, wierdo banked-memory schemes. And things such as the Atari 8-bits, which have lots of funny addresses which cause wierd effects when accessed, force you to do lots of special casing whenever you access any address that can't be computed at translate time. And I won't even mention things like pc-relative addressing, or self-modifying code. The upshot of all this is that at the absolute best, the generated code will expand by a large amount, and at worst, it may simply not be feasible to generate code that "does the same thing".

That's why they're called emulators, not code translators.

1426. Re: Das_Omen and 1200xl's

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 22:28:18 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Mar26.222818.17608@usenet.ins.cwru.edu>
Source record: 111770

Here's what you should try, if you haven't already.

If I think you're at the point that you are, on the screen you see:

[A] Das_Omen

and that is all, if that is true, then go ahead and hit the 'A' key.
It should load from there. I know other people have been stuck at that
point; if you got past that and it doesn't work, then I dunno what to tell
you, perhaps try the translator on it.

--
Welcome to my UnderWaterWorld!

1427. Re: Das_Omen and 1200xl's

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 23:48:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wBP0HB5w164w@cyberden.uucp>
Source record: 111771

WILL Das_Omen work with 800s?? (NOT 800xls!) Hmm!? Bill

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1428. Re: Several

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-26 23:52:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2HP0HB6w164w@cyberden.uucp>
Source record: 111772

Yes... the ApacView 2.2 ARC is corrupted (thought I might be the only one), but ONLY the .DOCs don't work. What you should do is use (if you're using SuperUnARC 2.4 or something of that sort) the "extract w/ querey" mode (under [P]arams.. use the arrow keys to highlight the selections up top). Then it will ask you "Dirs [1]-[9], Extract this file?" or something like that. Select [N]o for the .DOCs, and [Y]es for everything else. Or maybe get however much of the .DOCs out first, then skip everything up to them with "w/Querey" on so you can get the files after it, because they're ok. Actually, Jeff, why haven't you uploaded 2.3 to the archive? I might if you don't want to. Also, what's up with 2.4? Still in developmental stages?? Thanks! Bill

Hope I helped!! Bill///

```
_____________________________________
| PhBill: Bill Kendrick Atari/|\| Remember: The more buttons you push,
| Moom!Cyberden!PhBill@Well.SF.CA.US | the better chance you have of
| about 20 miles North of 8-bits| getting something to happen!
|_San_Francisco,_in_Marin._____ROCK!|
```

1429. Re: IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 00:02:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56446@cup.portal.com>
Source record: 111773

AARRGGGHH! Soap Box Attack! Jeff, you shouldn't back down so easily. Not to try to get anmybody P.O.'ed, but I can think of a few cases where the chip set in the 8 bit helps it perform faster then an emulator. For example: You've got a GR.(0) screen stored as screen bytes. To move them to the screen the 6502 only has to move 960 bytes Antic takes care of the rest. For an ST to do the same thing it's got to modify the entire 32k of screen memory. How about even a simple non-hardware scroll? Same story! ST is a great machine, but you'll notice a lot of programs just use the standard print routines & it seems to take forever for a menu to print out vs the way you can pop one up with a simple Moveblock routine, I assume they have to do it this way to save 30k for very help screen. When you get your Action! cart, scroll through a few screens (or do it with Speed Script) then use anybody's ST with ST writer & you'll see the dif. No joke, I wish my ST had an ANTIC in it (albiet 80 column one). It would blow the doors off any bit map screen display computer for certain app(s) like WP, modeming, etc.

1430. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 03:07:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FJy0HB3w164w@cyberden.uucp>
Source record: 111774

djg0@aber.ac.uk (Dean John Garraghty) writes:

> DOS 1.0 though! Somebody earlier said DOS 4 was developed for the XLD1450. We
> DOS 3 was developed for this really. The 1450XLD is mentioned all over the DO

Hmmm... the 1050 box has DOS 3 all over it, but mine has stickers saying
"now with 2.5" on it covering them up... hmmm... perhaps they
were the same type of drive!?!??! They LOOK pretty close (the 1450xld's
drives and the 1050s)... are they? me,
this guy:

____
|>>>>>> PhBill: Bill Kendrick <<<<<<| (Atari 8-bits ROCK!)
|_Moon!Cyberden!PhBill@Well.SF.CA.US_| achoo! excuse me!

1431. Softline Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 05:00:02 UTC
From: rfs@uunet.uu.net
Message-ID: <RFS.92Mar27000002@kepler.unh.edu>
Source record: 111775

I'm interested in aquiring issues of `Softline' magazine. The last issue or few issues were called `St. Game'.

I'd take photocopies if you wanted to keep the actual magazine.

email me at rfs@kepler.unh.edu

This magazine was incredible. Does anyone else remember it?

--
-rfs@kepler.unh.edu

1432. Controlling Servos Trough Joyports

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 06:01:43 UTC
From: U54136@uicvm.uic.edu
Message-ID: <92087.000143U54136@uicvm.uic.edu>
Source record: 111776

I recall reading an Antic article about the controlling of servos through
the Atari's joystick ports. Does anyone have this article? Does anyone
Know how I can set up my Atari to do this?

Thanks

1433. 1200XL, 2600 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 06:53:46 UTC
From: cdowns@eve.wright.edu
Message-ID: <1992Mar27.015342.27390@eve.wright.edu>
Source record: 111777

For sale:
Atari 1200XL
Atari 1050 Drive
300 baud modem with software (plugs in joystick port)
Software including:
M.U.L.E., The Pawn, One on One, AtariWriter, Pinball Construction
Set, Racing Construction Set, Seven Cities of Gold, Music
Construction Set...
some public domain including my Video Sketchpad XIII (nice, but I
never got around to writing docs, but it is easy to figure out),
my Triple Yahtzee (not to brag, but it's nicer than ANY Yahtzee
simulation I've seen for ANY computer and no it's not on the
Michigian archive, but if you ask I might put it there), Football,
much much more (some stuff I typed from Compute!@, etc.).

Atari 2600 (the one with the switches on the front)
about 30-40 games (ask for list, includes many popular titles)
Nice storage container (holds machine, games, and joysticks, paddles,
driving controllers)

Make me an offer! I don't know the current going rates, but I'll find
out.

reply to: cdowns@discover.wright.edu

1434. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 07:17:51 UTC
From: farren@cbmvax.commodore.com
Message-ID: <29822@cbmvax.commodore.com>
Source record: 111778

darekm@microsoft.com (Darek MIHOCKA) writes:
>
>Any time you emulate any processor in software you will
>require a faster processor to do it on, typically 5 or 10 times faster.
>That's why the 386SX emulates the 6502 at full speed and no faster or
>slower. It has NOTHING to do with the custom chips like ANTIC or POKEY.
>Emulation of those guys takes up less than 5% of the processor time.

Well, a couple of points. First point: I was mostly joking.

Second point: When you say "emulate those guys", do you mean *realtime*
emulation? If so, then my respect for your abilities goes up to
stratospheric heights (seriously!). I wouldn't have believed that
it was *possible* to emulate fully functional DLI's, character set
graphics in several resolutions, GTIA modes, or audio stuff on a
standard PC platform of *any* type.

Mike Farren - no longer employed by Commodore. Still only my opinions,
and not those of any organization.

1435. Atari Mega ST4 For Sale CHEAP

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 16:29:30 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Mar27.162930.11895@usenet.ins.cwru.edu>
Source record: 111779

Atari Mega ST4: TOS 1.2, in excellent condition. Works great. The 68000 is socketed, so it's ready for an easy expansion to an accelerator, or other mods. Asking $450 or make offer.

If interested, please leave me mail here, or call me voice at 804-971-6919. Please leave a message on my machine if I'm not around. Thanks!

Rob

1436. A BIG batch of PD at the archive!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 16:55:56 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar27.165556.3623@aber.ac.uk>
Source record: 111780

As promised in my last posting, I have uploaded a load of PD up to the archive.
The full list of today's postings is as follows:

atomit.dcm - Great game! Got to build molecules out of bits in a limited time.
Ignore the other file "atomit". That was a screw up on my part!!
Density: single.
Boot 1 without Basic.

digidemos1_s1.dcm and digidemos1_s2.dcm - Digitized music demos disk 1.
Density:single (double sided).
Boot 1 and 2 with Basic.

dsil_s1.dcm and dsil_s2.dcm - Digital Sounds Instruction Langauge (DSIL).
A very simple digitized sounds manipulator.
Density:enhanced (double_sided).

Boot 1 and 2 with Basic.

education1.dcm - Education disk 1 (counting and maths). This was a project I
initially worked on in 1986. Software speech was added later.
Density:single. Boot 1 with Basic.

bingames.dcm - A collection of binary games. Docs. on disk are in French!
Density:single. Boot 1 without Basic.

mblastdemoXE.dcm - Megablast digitized music demo. Requires 128K or more to
run.
Density:double. Boot 1 with Basic.

menudisk.dcm - "Howfen Menu" disk with disk-disk tape-disk transfers a lots
more!
Density:single. Boot 1 without Basic.

secsurgeon.dcm - Sector surgeon - a nice sector editor/fixer.
Density:single. Boot 1 without Basic.

thisnthat2.dcm - This n that disk 2. More early efforts from me. Includes more
graphics demos, and other stuff.
Density:single. Boot 1 with Basic.

Make sure you format your disk with DOS 2.5 in the densities shown before
using diskcomm.

I still have about 200 more sides of atari disks to post up to the archive!
I will slowly do this when I get back from my easter holiday in 4 weeks time.

As I mentioned the other day, I will have no email or news access during my 4
weeks off. However, my home address is:

DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

phone: +0302855026.

Don't forget: Digi-Studio PACKAGE 1.5 will be available very soon. This package contains new extra programs forming part of the Digi-Studio suite. This is NOT just a new version of Digi-Studio! Package 1 will still be available.

Package 1 contains the keyboard player, tune player, 29 samples, 5 tunes.

Package 1.5 contains: Sample editor/creator, tune compiler (allows you to add Digi-Studio tunes to your own Basic programs), 15 tunes, and 20+ new samples.

Cost: Package 1 alone - 10pounds UK sterling for US orders (5pounds UK orders)
Package 1 and 1.5 pack - 13pounds UK sterling for US orders
(8 pounds UK orders).

Package 1.5 is no use on its own, so will only be sold with package 1, or separately to people who have alreday bought package 1 (this doesn't apply to any US people, because I still haven't sold a single copy to a US person!).

Have fun! See you all in 4 weeks!!

Dean Garraghty.

1437. Re: A BIG batch of PD at the archive!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 17:01:58 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Mar27.170158.4282@aber.ac.uk>
Source record: 111781

Woops! A couple of mistakes in the last article!

When I say "double" on the megablast disk I mean enhanced!

Also, I forgot to mention that payment for digi-studio must be in UK pounds sterling by international money order.

Dean Garraghty.

1438. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 17:10:52 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Mar27.171052.18286@infoserver.th-darmstadt.de>
Source record: 111782

In article <1992Mar24.015643.25726@microsoft.com> darekm@microsoft.com (Darek MIHOCKA) writes:
>In article <28979@cbmvax.commodore.com> farren@cbmvax.commodore.com (Mike Farren) writes:
>>JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>>>
>>>Gee, funny how it takes a processor with "the Trememdous horsepower"
>>>like the 386SX chip to even come close to running at full speed an
>>>emulation of the Atari 8 bit. What does that tell you, folks?
Nothing really...

>>
>>It tells you only that to implement custom graphics chips entirely
>>in software is no easy task.
>
>No it doesn't. Any time you emulate any processor in software you will
>require a faster processor to do it on, typically 5 or 10 times faster.
>That's why the 386SX emulates the 6502 at full speed and no faster or
>slower. It has NOTHING to do with the custom chips like ANTIC or POKEY.

Mike is right, it's no easy task. Of course the 6502 isn't comparable to a 368.
But the 8-bit Atari is not just a 6502 . It is the combination of all the
chips POKEY, ANTIC (a co-processor!), C/GTIA (and PIA).

Consider a switch of character sets.
On the 8-bit you just do LDA #>Newbase STA CHBASE, and ANTIC does it for
you. On a bitmapped screen like the ST or the PC, your gonna redraw a lot
(if your doing Display Lists properly (which you should), not only once
but every VBI).

Now you also got to tangle with P/M and possibly fine scrolling at the same
time (not forgetting DLIs). Even a 486 will croak on this.

>Emulation of those guys takes up less than 5% of the processor time.
I would't call what you are doing emulation, its more like a crutch for the
software to work in your 6502 enviroment..

Sure, application programs may run a dozen times faster on a 486, but
can you play your cool games on it ? I am not saying that a 'limited' emulator
hasn't its purposes, but I don't see it a feasible hardware replacement (yet).

And as not to come off negative, I think that the Xformer (I am a registered
user) is nevertheless a formidable effort.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

1439. Dos 4

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 18:11:31 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Mar27.124300.2721@wvnvms.wvnet.edu>
Source record: 111783

From my understanding, DOS 4 was commissioned by Atari sometime after they finished 3 (which bombed). According to the account I heard they spent A LOT of dough on it, and then never released it, letting the author keep it, who then released it to PD. Supposed to have tonnes of help screens, use recognize diff. densities, etc. I've never used it, though, so I really don't know.

Joe Phlegm
Phlegm Bros.

1440. keyboard needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 18:19:53 UTC
From: civiled@wkuvx1.bitnet
Message-ID: <1992Mar27.131953.1161@wkuvx1.bitnet>
Source record: 111784

Anybody know where I can get a keyboard for a 130XE?
I've had it for about 3 years and I couldn't get the option,help,select,
and start keys to work.Of course I bought it used from this guy but
he neglected to tell me about them.I took it apart and cleaned the contacts
but no luck.Any help in finding one would be appreciated. Thanks.

1441. Hello Todd Green!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-27 18:45:08 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <27MAR92094508@acad3.alaska.edu>
Source record: 111785

Sorry, I can't email Todd sans bounce (like your congressperson's checks). Todd, I may get the schematics we spoke of earlier, from the source you mentioned.... do you still want to see them?? I get your email to me, but we can't seem to deliver it the other way.... j harris/fairbanks

1442. Power supply problem.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 01:00:25 UTC
From: a644690c@edinboro.edu
Message-ID: <00958399D4C67AA0.20209D43@edinboro.edu>
Source record: 111786

This is for all you fellow hardware hackers out there....

I think the power supply for my 800xl may be bad, but I'm not sure.
When my entire system is cold and I power it up, I get a fairly loud
hum from my monitor speaker and several distinct, slowly scrolling, horizontal
bars of distortion on the screen. When everything warms up, It stops.
I know it is rare to have a 'cold only' thermal problem, but its there.
I was thinking it may be the voltage regulator simply producing a low
voltage until it gets warm and produces the proper resistance, but the
hum and bars make me think it may be the filter capacitor or rectifiers.
Has anyone ever experienced this type of problem and/or fixed it?

Oh, Someone mentioned problems with there 1050 reading.... I recently
had a 1050 go bad as well. It had a US doubler and would not work
properly in DD. It actually had two problems (I got it used). One was
the doubler chip had a solder contact come loose and it would time out
a lot. It finally quit all together and I discovered it was the stepper
motor. Luckily I had another mechanism with a good stepper motor but a
bad drive motor. I just swapped drive motors and placed the, now good,
mechanism back into the 1050 and it worked perfectly. I don't know
if any of that helps but rambling about Disk Drives is a lot more fun
that working on the COBOL program that I should be at the moment :-).

Peace,
-Adam Conover.
a644690c@edinboro.edu.

1443. Controlling Servos Trough Joyports

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 05:00:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <701784263.F00001@tdkt.kksys.com>
Source record: 111787

I recall an artical about controlling STEPping moters through a joystick port. Servos might hav e been discussed in the early 83 issues, as part of a robotic series, but I didn'T get Antic then.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1444. Re: how do you read the trackball and touch tablet?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 05:04:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5LyBiB2w164w@cyberden.uucp>
Source record: 111788

Henry.Miller@f47.n282.z1.tdkt.kksys.com (Henry Miller) writes:

> (etch-a-sketch style) I'm not sur how to read paddles, but any decient book
> should be able to tel you.
>
(BTW: you're not a famous writer, are you Henry?)

Anyhow... the paddles!? In BASIC, the function PADDLE(x) returns a
value between 0 and 228 for the position of paddle #x. (x goes:
0 - port 1, paddle 1
1 - port 1, paddle 2
2 - port 2, paddle 1
3 - port 2, paddle 2
if you have a 400 or 800 (4 port system), just keep going)

In ML, etc., the memory location is 624, I believe (for PADDLE(0))..
check some books (with memory maps). (I'm not hope right now, so I can't
look it up... sorry!) Hope you guys figure it out!!

____
|>>>>>> PhBill: Bill Kendrick <<<<<<| (Atari 8-bits ROCK!)
|_Moon!Cyberden!PhBill@Well.SF.CA.US_| achoo! excuse me!

1445. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 07:09:08 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Mar28.070908.15523@visual.spk.wa.us>
Source record: 111789

In article <42226@mentor.cc.purdue.edu> slattery@mentor.cc.purdue.edu (Michael Slattery) writes:
>
>>I said two things in Chicago. First, Atari has not authorized me to release
>>the Atari 800 emulator for the PC platform because it requires the use of
>>the 8-bit operating system. Secondly, demand for such a product is very low.
>>Very few people have called me to ask about 8-bit emulation on the PC. And
>>when I tried to demo the PC version of the 8-bit emulator, I was literally
>>laughed at by other 8-bit users.
>
...
> As far as your problems with the O.S. couldn't you emulate the OS
>directly instead of actually having a copy. I mean write the OS
>in native 8086 and simply interupt execution of 6502 code whenever
>an OS routine is called? Or/and maybe have the user supply the
>OS. The 800 translator would work just fine for many programs!

Another possible solution is to get ahold of Chuck Steinman of Dataque.
I believe that he has a custom Atari 8-bit O.S. that he might be willing
to distribute.

(Jeez, you would think that Atari would give it up already... It's not
as if THEY are selling Atari 8-bits any more...)

|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~
~~~~~~

1446. Re: IBM emulating 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 07:52:05 UTC
From: jason@edsi.plexus.COM
Message-ID: <1992Mar28.075205.17006@edsi.plexus.COM>
Source record: 111790

eg1n+@andrew.cmu.edu (Eli Brian Goldberg) writes:

>I must disagree, or at least request a clarification, of the statement
>made that there's a 10:1 speed reduction in emulating a processor, _AND_
>a 10:1 speed reduction emulating the computer. The Amiga AMAX program,
>only emulating the Macintosh since the 68000 is taken care of, actually
>operates about 20% faster than a Macintosh running at the same clockspeed,
>+/- 10%.

>Why?

AMAX does not emulate a processor. Both systems use a Motorols
68000.

And it emulates an old Mac+ (Black and white crap model)
--
Jason White | I am Amiga
jason@edsi.plexus.COM | hear me roar!
| /
SYSOP of Commodore Kingdom | \/

1447. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 18:42:09 UTC
From: dam1@ra.msstate.edu
Message-ID: <1992Mar28.184209.1632@ra.msstate.edu>
Source record: 111791

In article <FJy0HB3w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>djg0@aber.ac.uk (Dean John Garraghty) writes:
>
>> DOS 1.0 though! Somebody earlier said DOS 4 was developed for the XLD1450. We
>> DOS 3 was developed for this really. The 1450XLD is mentioned all over the DO
>
>Hmmm... the 1050 box has DOS 3 all over it, but mine has stickers saying
>"now with 2.5" on it covering them up... hmmm... perhaps they
>were the same type of drive!?!??! They LOOK pretty close (the 1450xld's
>drives and the 1050s)... are they? me,
>this guy:
>

the 1450xld's drive was supposed to be a double-sided 1050 (enhanced density),
supposedly DOS 3 used 1024 blocks to make it easy to address blocks on either
side (0-127 on one side and 128-255 on the other)...I always thought that
Atari, Inc. failture to release a true double density drive was one of their
greatest mistakes (IMHO :).
--

|Danny Martin |
|dam1@Ra.MsState.Edu|

1448. CIS Article: The Long Lost

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 21:33:26 UTC
From: omf@jab.tucson.az.us
Message-ID: <Fe9ciB3w164w@jab.tucson.az.us>
Source record: 111792

I just got my CompuServe magazine and noticed that there will be an article next month entitled: The Long Lost - classic computers and creative users. Just wondered if someone in the Atari forum at CIS had been contacted about the article. Seems like the Atari should definitely be mentioned in the article, especially after just having celebrated 10 years on CIS...

&^%$#%^@#$&&)*$@@!$^!&*#!!!!#!^@&**)
@ Oscar omf@jab.tucson.az.us *
^ Fowler dt@coyote.datalog.com #
(+@#$%(&^!+_&(*+@#$%~@#$#$&(*_@#)*(_

1449. PD demo.s from B&C

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 21:33:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9e9ciB3w164w@cyberden.uucp>
Source record: 111793

Has anyone got the demo.s that B&C Computers sell PD as "PD Graphic Demo #2" and "PD Atari Graphic Demo"?? They're both called "stunning demo.s from Germany", but I'm not going to get both, because I'm mighty sure that one of them has got to be "Awesome #1", like on the archive. I called them up once asking, but they said "we don't know what they are, because people just send them in" (geeze.. they could be HD formatters for all they know!! :)).. well? Anyone seen them? (or have a good guess? or know of anywhere that I can get PD for less than 4 bux a peice!?) Thanks!! Bill... (being cheap now!)

|>>>>>> PhBill: Bill Kendrick <<<<<<| (Atari 8-bits ROCK!)
|_Moon!Cyberden!PhBill@Well.SF.CA.US_| achoo! excuse me!

1450. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-28 22:15:05 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Mar28.221505.2349@msuinfo.cl.msu.edu>
Source record: 111794

dam1@ra.msstate.edu (Daniel A. Martin) writes:

>the 1450xld's drive was supposed to be a double-sided 1050 (enhanced density),
>supposedly DOS 3 used 1024 blocks to make it easy to address blocks on either
>side (0-127 on one side and 128-255 on the other)...I always thought that
>Atari, Inc. failture to release a true double density drive was one of their
>greatest mistakes (IMHO :).

In my OWN humble opinions, Atari's worst failings where the classic
8-bits were concerned was the absence of a useful 80-column driver
in it's first few years of existence. Certainly the XL series should
have been 80-col capable, the XE series was nothing less than absolute
BLUNDER.

-MOlin "do not spindle or mutilate"

1451. CSS WANTS A 6502 PROGRAMMER!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-29 04:41:03 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9203290441.AA20879@smithkline.com>
Source record: 111795

<<<<<<<<<<<<<<<<<<<< 6502 PROGRAMMING OPPORTUNITY >>>>>>>>>>>>>>>>>>>>

I was recently informed that Bob Puff of Computer Software Services in Rochester, New York is looking for a *competent & dependable* 6502 M/L programmer. Pay would be in the form of royalties based on sales of your work thru CSS.

This is serious stuff. CSS is one of the last major 8-bit developers left in the market. If you have ever used BOBTERM, SUPERARC/UNARC, or used any major CSS products such as the Black Box, Archiver, or 3.5" floppy upgrades, you have an idea of the impeccable style crafted into Bob Puff's products & the high standards he has established for CSS since he took over the operation of the company last year.

If you think you're good enough to crunch code for Bob Puff, contact him at:

Computer Software Services
P.O. Box 17660
Rochester, NY 14617

voice: 716-429-5639
FAX : 716-247-7158
BBS : 716-247-7157

If this opportunity interests you, be aware CSS is looking for someone with the following qualifications:

1.) You MUST have your 6502 down cold, be able to code *concisely*;
2.) You MUST be a dependable/reliable/responsible individual who can deliver quality work on time.

Bob didn't go into detail on this, but I rather suspect he would be most favorably impressed with someone who could furnish examples of their coding expertise & provide references to vouch for their dependability.

If ever there were an opportunity to make a little money for yourself, support CSS & the 8bit community, & dazzle your 8bit friends by telling them you work with Bob Puff, this has to be IT.

SERIOUS INQUIRIES ONLY, PLEASE!

[NOTE: Don't contact me, contact CSS directly at the address above.]

- BEN POEHLAND
The Alchemist

****

1452. Re: how do you read the trackball and touch tablet?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-29 08:28:41 UTC
From: rkim@MARS.CALSTATELA.EDU
Message-ID: <9203290828.AA17911@mars.calstatela.edu>
Source record: 111796

Richard Ho asked if there were documentation on programming the Atari
Trackball and Touch Tablet.

The Atari Trackball model CX-22 had a switch setting on the bottom:
Joystick and Trackball modes

On the Joystick setting, the trackball gives out signals just like a
regular joystick. On the Trackball setting, it gives a different
set of signals: X and Y directions, X and Y speed rates.

All of this is documented in a short essay written by William Bartlett
entitled "Programming the CX-22 Trackball". In it is a brief discussion
of trackball theory, coding strategies, and a couple of BASIC and
assembly code demos. This was sent to me by the old, old Atari Corp.

Yes, I have this info. Unfortunately, I don
't have it with me right now...have to search for it... :(

If there is a big demand, I will post it as it's only 6-8 pages long.

Later,
Rich K.

email > rkim@opus.calstatela.edu || rkim@mars.calstatela.edu

1453. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-29 12:48:59 UTC
From: omf@smaug.hacks.arizona.edu
Message-ID: <29MAR92124859@smaug.hacks.arizona.edu>
Source record: 111797

In article <1992Mar28.070908.15523@visual.spk.wa.us>, jprevost@visual.spk.wa.us (Jack Prevost) writes...
>In article <42226@mentor.cc.purdue.edu> slattery@mentor.cc.purdue.edu (Michael Slattery) writes:
>>
>>>I said two things in Chicago. First, Atari has not authorized me to release
>>>the Atari 800 emulator for the PC platform because it requires the use of
>>>the 8-bit operating system. Secondly, demand for such a product is very low.
>>>Very few people have called me to ask about 8-bit emulation on the PC. And
>>>when I tried to demo the PC version of the 8-bit emulator, I was literally
>>>laughed at by other 8-bit users.
>>
> ...
>> As far as your problems with the O.S. couldn't you emulate the OS
>>directly instead of actually having a copy. I mean write the OS
>>in native 8086 and simply interupt execution of 6502 code whenever
>>an OS routine is called? Or/and maybe have the user supply the
>>OS. The 800 translator would work just fine for many programs!
>
>Another possible solution is to get ahold of Chuck Steinman of Dataque.
>I believe that he has a custom Atari 8-bit O.S. that he might be willing
>to distribute.
>
I made this suggestion about a year ago to both Chuck and Darek. Neither seemed particularly excited about the idea. At the time, Chuck was working on an 8bit emulation CARD for the PC, so I didn't really care if we had a software emulator all that much, but now that the card idea appears to be dead, I wish someone would get a software emulator running.

What do you think would happen if we got a bit of a campaign going to have Atari release the stupid ROM code into the public domain for the purpose of "keeping us poor 8bit saps happy"??? Naw, Atari is probably afraid we'd start modifying 8bits to be more powerful that their ST line...

:)

Oscar M. Fowler - omf@smaug.hacks.arizona.edu

'Everybody's got the right to be a sucker once ...'

1454. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-29 22:57:15 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Mar29.225715.20946@visual.spk.wa.us>
Source record: 111798

In article <FJy0HB3w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Hmmm... the 1050 box has DOS 3 all over it, but mine has stickers saying
>"now with 2.5" on it covering them up... hmmm... perhaps they
>were the same type of drive!?!??! They LOOK pretty close (the 1450xld's
>drives and the 1050s)...

The 1450XLD was never produced by Atari except as a prototype. It was a
new computer in the XL line, and included such things as a built-in 1050
drive, a built-in modem, speech synthesizer, etc. I have never seen
one, but I have seen a 1400XL, (also never produced) which has
everything except the disk drive. I assume that DOS 3.0 was made for
the 1050 drive as part of the 1450XLD, was then used for the 1050 by
itself, and then ended up going the way of the dinos because it wasn't
compatible.

```
_____________________________________________________________________________
|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1455. User group meeting notice

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 00:33:25 UTC
From: njd@cbnewsd.cb.att.com
Message-ID: <1992Mar30.003325.7246@cbnewsd.cb.att.com>
Source record: 111799
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Meeting Notice
--------------

Suburban Chicago Atarians (SCAT) will hold its April
monthly meeting on Saturday 4/11/92 at 10 AM, at the
College of DuPage (in Glen Ellyn), in room SRC 1048. Software for
the Atari ST/Mega/STe/TT and 800/XL/XE computers and the Lynx
portable entertainment system will be demonstrated.
```

1456. FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 00:55:41 UTC
From: Archangel <RHR101@psuvm.psu.edu>
Message-ID: <92089.195541RHR101@psuvm.psu.edu>
Source record: 111800

I have a few Atari 8-bit items for sale, if anyone is interested.

Software: $15 each OBO
1) Fooblitzky
2) Witness
3) Cutthroats
4) The Pawn
5) Flight Simulator II
6) E-Factor
7) Caverns of Khafka
8) Carina BBS
9) Carina II BBS
10) Atari Protection Techniques
11) Advanced Atari Protection Techniques
12) Brimstone
13) Enchanter
14) Ultima 4
15) Basic Turbocharger
16) Sparta Dos Construction Kit

Cartridges: $10 each OBO
1) Centipede
2) Basic XE
3) Wizard of Wor
4) Eastern Front

Books: $10 each OBO
1) Compute's Second Book of Atari
2) Mapping the Atari
3) Adventures with Atari

Hardware:
1) Parot II - $30 OBO
2) Supra 2400 modem - $50 OBO
3) Atari 800XL with 256k Rambo - $100 OBO
4) Atari SMM 804 printer - $50 OBO

Well, that's about all of it, except for 50+ disks filled with files
and digitized pictures and digitized sound and the like. I'll sell all
misc. discs for $100 OBO....

- Archangel

1457. Re: IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 01:21:55 UTC
From: cyberden!phbill@nbn.com
Message-ID: <9mDFiB3w164w@cyberden.uucp>
Source record: 111801

Amen! I brought my modem to a friends house and he had this Windows terminal program. GOD it was slow! So I asked if he had a DOS program, and it's STILL a bit slow, compared to BobTerm... and GOD IT SUX!!! I love BobTerm! I hate IBMs!! :)

|>>>>>> PhBill: Bill Kendrick <<<<<<| (Atari 8-bits ROCK!)
|_Moon!Cyberden!PhBill@Well.SF.CA.US_| achoo! excuse me!

1458. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 01:30:32 UTC
From: cyberden!phbill@nbn.com
Message-ID: <L2DFiB4w164w@cyberden.uucp>
Source record: 111802

molin@crs.cl.msu.edu (Michael Olin) writes:

>
> In my OWN humble opinions, Atari's worst failings where the classic
> 8-bits were concerned was the absence of a useful 80-column driver

Yep! I mean, what exactly is the point of the XEP80 and the useless COL80HND.COM I have? It's pointless. I must admit the .COM file runs fairly fast for what it does, but it's SOFTWARE. SOFTWARE STINKS! (I should talk! I don't even TOUCH hardware!! God... I live in BASIC.. how pitiful! :)) The prob. with software handlers is the fact that they can be so EASILY overwritten!!! Also, from what I've heard of the XEP80, all it is is a h/w version of this software routine I've come upon. The thing that ticks me the most with it tho, is the [ESC] sequences are ALWAYS on, except for [DEL] and [CLEAR]!!! It STINKS! I think they (someone) should make a hardware upgrade or something close to the XEP80 that emulates the "E:"ditor FULLY, AND also lets you POKE TO THE SCREEN! Now THAT would be nice! LOCATEing would be a snap, and EVERYTHING would be handled by the upgrade. OR.. how about a 2k (rather than 8k in 80col or 1k in 40col) 80col screen. Have 1/2s of character sets and then flip between two screens and two character sets (or even just scroll 1/2 character). Hmm... some expert on VBIs and the sort had better take over from here! :) Hmm.. I feel I've actually come up with a GOOD IDEA!! (it's been weeks now! :( ) hmm

____
|>>>>>> PhBill: Bill Kendrick <<<<<<| (Atari 8-bits ROCK!)
|_Moon!Cyberden!PhBill@Well.SF.CA.US_| achoo! excuse me!

1459. XF551 drive for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 02:28:31 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92089.212831AKH104@psuvm.psu.edu>
Source record: 111803

I have used Atari XF551 double sided double density drive for sale
with power and cable. Here's the problem: The drive will NOT work with
the drive mech in the unit as of right now....it will however work
with any other IBM type drive.....and the drive in the unit will work in
any IBM machine...they just dont like one another I guess...
I get format timeouts in double density whenever I use the mech that atari
stuck in it. No one know what is wrong. Offer is $75 plus shipping and
handling or come pick it up yourself. The case is in perfect condition
and the rom is the latest burned revision.
Ben...is it you that specializes in XF drives?
Andrew
Write me at AKH104@PSUVM.PSU.EDU
Tanx.

1460. Ataris in Europe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 04:16:13 UTC
From: trag@pnet01.cts.com
Message-ID: <1992Mar30.041613.17819@crash.cts.com>
Source record: 111804

Greetings from San Diego, Calif.,

I'm doing a story on Amiga and Atari computers' market share outside the United States; specifically in Europe. I'm interested in observations, opinions, facts, figures and just plain ruminations from Atari/Amiga users in Europe. As a U.S. user, I'm unfamiliar with the set-ups of the Atari and Amiga computers sold in Europe, particularly as we hear that both machines are popular due to their Unix capabilities. Any information on non-icon desktop OSs on Amiga and Atari is greatly appreciated. Also, we in the U.S. hear that Ataris and Amigas are vastly more influential on the overall European computer scene than is true in our country. Again, any comments reflecting the accuracy/inaccuracy are appreciated.

The story will run in San Diego's ComputorEdge magazine in mid-May, and I will e-mail an ASCII copy of it to all who respond (as well as the general conversation groups, if an interest is noted.)

If those in Japan, Latin America and Australia/New Zealand wish to respond as well, it would make an interesting sidenote to the situation in Europe. Too, C-64 and Atari 400/800/XL/XE users familiar with the role of those computers in their home countries should also respond if so inclined. All information on Atari and Commodore products is welcomed, and all responses will be likewise responded to.

Please e-mail all responses to the above address, and many, many thanks for your help, cooperation and loyalty to non-IBM platforms.

Jim Trageser

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

1461. Can't find UTIL.EXE !*@?><&!

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 04:44:59 UTC
From: gsrfy@levels.unisa.edu.au
Message-ID: <17303.29d72263@levels.unisa.edu.au>
Source record: 111705

I must be going blind from looking into dark monitor
screens; I can't find the distribution of "util.exe"
on the ATARI archive.
completely bklind ? /rick YuaSouth Australia

Can some kind soul tell me where to find that utility before I go
bl

1462. Death of Atari.Archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 06:36:16 UTC
From: mfrank@nmt.edu
Message-ID: <1992Mar30.063616.23167@nmt.edu>
Source record: 111706

I recall reading on two occasions of the impending close of
atari.archive.umich.edu--or at least the 8bit atari part.
Would it be possible to persuade the people who work at
wuarchive.wustl.edu or perhaps wsmr-simtel20.army.mil to take over
that service?

This space intentionally left blank.

1463. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 14:32:02 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Mar30.143202.14005@cbnewsc.cb.att.com>
Source record: 111707

From article <1992Mar17.055248.3847@ra.msstate.edu>, by (Daniel A. Martin):
> The only problem I have ever had with util.exe is using a high-density
> drive on the IBM to write to the Atari floppies...my 1050 was not very happy.
> I am using the util.exe in the file util.arc at the archive...there is also
> a ataridsk.arc and pcxfer.arc but the util.exe files on these arc files have
> earlier dates...util.arc includes the source code util.c and atario.asm...
> I have used util.exe several times with no problem as long as I used a 360K
> drive to do the copying...

I would like to know where I can get a copy of UTIL.EXE (or how to get it
from the atari archive). I have tried ATARIO without success. I could not
get it to even read the directory of an atari DD disk that was written
with an Indus GT drive. It had been formatted using SpartaDOS 3.2d. I tried
an MS-DOS machine using both a standard density drive and a high density with
the same results on both. I would like to try the UTIL.EXE.

Thanks...

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1464. Re: Death of Atari.Archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 15:13:28 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.701968408@pv0547.vincent.iastate.edu>
Source record: 111708

In <1992Mar30.063616.23167@nmt.edu> mfrank@nmt.edu (Matthew Frank) writes:

> I recall reading on two occasions of the impending close of
>atari.archive.umich.edu--or at least the 8bit atari part.
> Would it be possible to persuade the people who work at
>wuarchive.wustl.edu or perhaps wsmr-simtel20.army.mil to take over
>that service?

wuarchive.wustl.edu just started mirroring the umich archives,
including the atari 8bit stuff. Of course, if umich shuts
down, they wouldn't have anything to mirror. If I recall
correctly, the atari part of umich is going to continue.
BTW, the atari stuff is in mirrors/archive.umich.edu/atari/8bit
on wuarchive, or something like that.

Don't know if they would handle it directly.

--
Todd Greenfield
tgreen@iastate.edu

1465. RE: Power Supply Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 15:57:19 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9203301557.AA26772@smithkline.com>
Source record: 111709

I read with interest Adam Conover's description of his "cold only" power supply problem.
The fact that the problem gradually clears up after awile indicates that his regulator & diodes are OK. The culprit is the large electrolytic filter cap (typically 10,000uF or 6800uF). Adam doesn't say which type supply he has (I named them Type I,II,II,& IV in my power supply article in the Nov. 1990 issue of Current Notes. whoops- that's I,II,III & IV I mean.)
My guess is that most likely Adam has a type I (white case) or a type III (black case but same size/shape as the type I). If so, the unit is a snap to repair, Best should be able to supply the cap. If the supply is a Type II (black, totally sealed in @#$%&!!! potting compound, alias "The Klunker" or "The Brick"), forget about repair & buy a new one.
Adam's XL is likely 7-8 years old & has seen heavy use. The heavy current drain, high internal temperatures, & hundreds of on-off cycles are borne most heavily by the big cap. Eventually they either vent their juices &/or dry out. This lowers the effective capacitance & increases the unit's internal impedance. When that happens, unacceptable levels of 60- or 120-Hz AC ("ripple") appear on top of the +5V, reproduced as audible hum on the audio output & classic "hum bars" on the video display. Hum bars typically appear as thick dark horizontal bands that migrate slowly up the screen.
This already happened to one of my five 800XL's, I repaired it (it was a type III supply).
Sooner or later this problem will happen to virtually every XL ever made, especially if the machine is left on a lot &/or you have hung a bunch of extra power-hungry goodies onto it. A souped-up XL should have a beefed-up supply such as the Squeezed Queen I described in the Nov.-Dec. 1991 issues of Current Notes.

- BEN POEHLAND
The Alchemist

****

1466. Re: American Technavision/ChromaCad

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 18:16:38 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Mar30.124115.2733@wvnvms.wvnet.edu>
Source record: 111710

In article <1992Mar23.234153.1022@ge-dab.GE.COM>, potter@sundae6.DAB.GE.COM (Jeff Potter) writes:

> Technicolor Dream is indeed an APAC paint program (I have a copy). The
> program appeared to be made in England(?).

Technicolor Dream was produced by Red Rat software in England.

> It uses a non-standard disk
> save format (not DOS 2.5, MyDOS, or SpartaDOS compatible, from what I could
> see).

I have a slideshow disk with technicolor dream pics on it from Red Rat. I assume for promo purposes. The disk came with and ran under spartaDOS, so I'd think that was what TD itself ran under. Then again I have never used the program so I cannot be sure.
> --
> Jeff Potter
> .....potter@sundae6.dab.ge.com
> .....74030.2020@compuserve.com

Joe Phlegm
Phlegm Bros.

1467. Cheap sources of 360K DS/DD atari floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 21:44:57 UTC
From: eg1n+@andrew.cmu.edu
Message-ID: <MdpsjN_00WA7BG_G9S@andrew.cmu.edu>
Source record: 111711

Can anyone recommend a source of high quality and preferably cheap disks that I can use in my 1050? And, preferably, a place that will sell me a disk hole-puncher? *AND* a place from whom you've bought stuff and you're satisfied? I'm *HOPING* to pay .40 cents per disk or less for _GOOD_ disks!

Any volunteers? :-)

1468. Re: Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 23:35:34 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92090.183534AKH104@psuvm.psu.edu>
Source record: 111712

Atario can ONLY be used with MYDOS4.5 disks or LJK dos disk...SPARTA DOS
is not support at all!
As for Util Ill get the recent copy off compuserve and upload it.
Andrew

1469. My address for a while

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 23:36:23 UTC
From: cyberden!phbill@nbn.com
Message-ID: <cF4giB4w164w@cyberden.uucp>
Source record: 111713
Cross-posted to: alt.sex,comp.sys.atari.8bit

The WELL is down for a few dayz, so if I don't reply to mail, I'm not ignoring you, I'm just not getting it (yet). It shouldn't bounce, I don't believe. If you MUST, for the next few days, my address will be:
cyberden!phbill@nbn.com
but not for too long (unless the WELL runs dry.. sorry.. pun!)

_____________________ "They think I'm crazy! But I know better!
| PhBill: Bill Kendrick | It is not >I< who am crazy! It is >I<
|CyberDen!PhBill@NBN.COM| who am >>MAD<< !!!" - Ren Hoek
|_____________________| My Atari 1200xl RULES!

1470. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-30 23:56:30 UTC
From: cyberden!phbill@nbn.com
Message-ID: <Vc5giB6w164w@cyberden.uucp>
Source record: 111714

farren@cbmvax.commodore.com (Mike Farren) writes:

> Second point: When you say "emulate those guys", do you mean *realtime*
> emulation? If so, then my respect for your abilities goes up to
> stratospheric heights (seriously!). I wouldn't have believed that

I agree. An IBM platform doing an 8-bit!? THAT HAS GOT TO BE HARD!!!
Too bad those lil #@!$&?*'s over at Atari won't just release or at LEAST
sell the rights to those damned chips to someone and then that company
could make something like the XEC130. I suppose BEST or someone with
plenty o' parts could sell a package of the XEC130 with the GTIA, etc.,
included. I could easily see a motherboard of an 8-bit jammed into a
card slot of an IBM and running fairly well.. Bill

_____________________ "They think I'm crazy! But I know better!
| PhBill: Bill Kendrick | It is not >I< who am crazy! It is >I<
|CyberDen!PhBill@NBN.COM| who am >>MAD<< !!!" - Ren Hoek
|_____________________| My Atari 1200xl RULES!

1471. Re: Death of Atari.Archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 00:04:37 UTC
From: cyberden!phbill@nbn.com
Message-ID: <eq5giB9w164w@cyberden.uucp>
Source record: 111715

I heard that since the archive for the 8-bits is done voluntarily, it's pretty stable. It was the Mac/IBM archives that had to move because of misuse or something by the people who ran it. They got fired. Oh NO! :) I've never heard anything about it dying....

```
_________________________ "They think I'm crazy! But I know better!
| PhBill: Bill Kendrick | It is not >I< who am crazy! It is >I<
|CyberDen!PhBill@NBN.COM| who am >>MAD<< !!!" - Ren Hoek
|_______________________| My Atari 1200xl RULES!
```

1472. Monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 00:32:14 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920331003214_71450.1050_EHB57-1@CompuServe.COM>
Source record: 111716

For Sale:

Commodore 1902 Color Monitor w/Composite video, separate video, and RGB inputs

Will work with the Apple, Atari, Commodore, or IBM.

$150 plus shipping

Excellent condition

If interested, please leave a message to 71450.1050@COMPUSERVE.COM or call
(812) 948-6278 and leave a message.

Thanks,
Lawrence Estep

1473. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 02:40:17 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92090.214017JJMCWILL@MTUS5.BITNET>
Source record: 111717

In article <L2DFiB4w164w@cyberden.uucp>, cyberden!phbill@nbn.com says:
>
>molin@crs.cl.msu.edu (Michael Olin) writes:
>
>>
>> In my OWN humble opinions, Atari's worst failings where the classic
>> 8-bits were concerned was the absence of a useful 80-column driver
>
>Yep! I mean, what exactly is the point of the XEP80 and the useless
>COL80HND.COM I have? It's pointless. I must admit the .COM file runs
>fairly fast for what it does, but it's SOFTWARE. SOFTWARE STINKS! (I
>should talk! I don't even TOUCH hardware!! God... I live in BASIC..
>how pitiful! :)) The prob. with software handlers is the fact that they
>can be so EASILY overwritten!!! Also, from what I've heard of the XEP80,
>all it is is a h/w version of this software routine I've come upon. The
>thing that ticks me the most with it tho, is the [ESC] sequences are
>ALWAYS on, except for [DEL] and [CLEAR]!!! It STINKS! I think they
>(someone) should make a hardware upgrade or something close to the XEP80
>that emulates the "E:"ditor FULLY, AND also lets you POKE TO THE SCREEN!
>Now THAT would be nice! LOCATEing would be a snap, and EVERYTHING would
>be handled by the upgrade. OR.. how about a 2k (rather than 8k in 80col
>or 1k in 40col) 80col screen. Have 1/2s of character sets and then flip
>between two screens and two character sets (or even just scroll 1/2
>character). Hmm... some expert on VBIs and the sort had better take
>over from here! :) Hmm.. I feel I've actually come up with
>a GOOD IDEA!! (it's been weeks now! :( ) hmm
>
Woa Bill. The XEP80 is hardware. There is a special display chip in
the XEP80 that outputs a VERY NICE 80 column screen, much better than
any Graphics 8 rendition of 80 columns will ever approach. The reason
it is slow is because there is only ONE WIRE going from the
joystick port to the XEP80 on which all data is sent. I agree about the
80 column handler program though, it is too volatile and touchy, doesn't
work with everything. You could get someone to write a ROM version I
suppose, say something in a Paralle Bus chip.

Dataque Software WAS developing an 80 column card that did just what
you asked. Plugged into the parallel bus, the driver was in ROM,
and you could poke to memory. Nice output too. Write him and ask
what happened, maybe if he gets enough replies he will finish
development and put it out on the market. I saw it at a show, and
almost bought a betaversion.

Dataque Software
P.O. Box 134

Ontario, OH 44862

Oh, one thing I must mention, programs expecting 40 column screen will
still look wrong if they try poking to memory. Why? there are now
80 bytes per line, instead of 40. Do the math, you see that two
40 column lines if they are poked, will end up on one line in 80
column mode. So it still doesn't look right. What programs do this?
Part of SD-X does, and also Flashback! There are others!

I THINK this is one of the main reasons Dataque didn't release the
80 column card, there just isn't an easy way around this problem.

Jeff McWilliams

>_____________________________________
>|>>>>>> PhBill: Bill Kendrick <<<<<<| (Atari 8-bits ROCK!)
>|_Moon!Cyberden!PhBill@Well.SF.CA.US_| achoo! excuse me!

1474. IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 04:11:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <702030855.F00001@tdkt.kksys.com>
Source record: 111718

I don'T want to start compute wars, and this proboly should go elsewhere, but I ca'T be sure you will see it.

First on the IBMs windows is slow in the fastest speed. Also there are many terms, Try Amodem version 1, or something like that on the atari, and compare to bobterm. Your Atari is good enough, unless you need to work on IBM files.
Since to know what to use and what not to use takes time, stick with the Atari.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1475. 1050 Disk Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 04:48:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-03-30-20:48:49.37*UJ1G"@DKAUNI2.BITNET>
Source record: 111719

> >I have 2 1050 disk drives that fails to read. Has anyone had any success in
> >making repairs to these units? Is the SAMS manual useful?

I've had a similar problem with my 1050 drive some time ago.
The drive was OK but from time to time it failed to read. Finally
it wasn't able to read anymore, it even stuck while formatting.
The solution to this problem was very simple. The drive was simply
too fast! All you had to do was to moderate the tourning speed of
the drive. Opening the drive you can find a potentiometer which is
responsible for the speed of the drive, though it's hard to
explain with text where exactly you can find it. Perhaps you'll try.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1476. XF551 reading MS-DOS disks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 06:30:13 UTC
From: a644690c@edinboro.edu
Message-ID: <009586236685A660.2080083C@edinboro.edu>
Source record: 111720

Hi,

Does anyone think that an unmodified XF551 drive could read a 360k MS-dos
format disk. I'm not to sure of the flexibility of the ROMs but I think
it could be done (maybe it already has and I'm just clueless, but....).
If anyone knows a bit about the XF drives, please let me know.

-Adam Conover.
a644690c@edinboro.edu.

P.s.
Oh, I mentioned by defunct power-supply the other day..... It
definitely was the filter capacitor. It was so hot, the plasic casing
of the capacitor was actually starting to melt. Luckly I have an older one
that can be repaired for about $.87.

1477. Power Supply Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 23:03:17 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9203312303.AA03804@smithkline.com>
Source record: 111721

From: INET::"tribe@ted.cs.uidaho.edu" 31-MAR-1992 17:11:37.66
To: phvax::poehland
CC:
Subj: Re: Power Supply Problem

[I am replying as I can't post for some reason...]

I just recently had my own power supply experience, which I will breifly relate:

I have two supplies: one $#!+ filled "brick" supply (came with my 800XL) and a rectanular black supply that is hollow and has XL-style vents (type III? IV?) (came with my 600XL) Tried to fix the brick (HAHA!), then the vented supply. The problem with the latter was that after heating up, the cap put in by Atari would back out of the board (really short leads) enough to change resistance. (?? I'm no EE, my best guess...) Dissasembling and re-soldering would fix it for a couple of weeks only. I went to Radio Shack and bought a new cap with longer leads and all is now well.

In article <9203301557.AA26772@smithkline.com> you write:
> Sooner or later this problem will happen to virtually every XL ever made,
>especially if the machine is left on a lot &/or you have hung a bunch of extra
>power-hungry goodies onto it. A souped-up XL should have a beefed-up supply
>such as the Squeezed Queen I described in the Nov.-Dec. 1991 issues of Current
>Notes.

I would be interested in reading these articles. How can I get ahold of them?

Thanks,

Duane Tribe (tribe@ted.cs.uidaho.edu)

1478. Power Supply Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 23:06:17 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9203312306.AA03815@smithkline.com>
Source record: 111722

Duane, back issues of CN are available for $2.50 ea. (1991) or $2.00 ea. for 1990 & 1989. I recommend to *EVERYONE* to purchase as many back issues of ANY magazine that supported 8bits as you can afford. Magazines- old or current- are STILL the best source of info for our 8bits.

Contact CN:
(703)450-4761 business line, ask for Joyce Waters

Current Notes Inc.
122 N. Johnson Rd.
Sterling VA 22170

BTW, the situation you describe- where the cap kept pulling itself loose from the board- is also a sign of a defective cap. A cap that develops high internal impedance will tend to heat up when it is exposed to AC (such as the very high amount of ripple present at the output of the rectifier diodes). Electrolytics that get hot will tend to swell, or bulge (if they get hot enough fast enough, they blow up!). In your case the cap pulled its leads loose when it swelled. Merely resoldering it back into place could provide at best only a temporary cure- as you found out! An ironclad rule is that capacitors should NEVER be hot! There are only 2 ways a cap can be hot: A.) it's defective & should be replaced; B.) it is situated too close to some heat-producing component & is absorbing that componet's heat via conduction thru a circuit board foil trace. The cure there is to add extra heatsinking to the hot component to reduce the thermal load on the cap. If allowed to continue, the hot component will eventually dry out the cap & destroy it.

The pwr supply you describe is a type III, they were mostly shipped w/600XL's but I got mine with an 800XL. The filter cap in the the type III is the cheapest piece of junk I ever saw, Atari mustah got a deal on them. The value of the cap in those supplies- 4700 or 6800uF, is I think too low to provide adequate hum filtering for an 800XL which draws more current than the 600XL. The voltage rating should be 25V minimum, higher is better.

- BEN POEHLAND
The Alchemist

****

1479. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-03-31 23:27:47 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Mar31.232747.11541@visual.spk.wa.us>
Source record: 111723

In article <29MAR92124859@smaug.hacks.arizona.edu> omf@smaug.hacks.arizona.edu writes:
>>Another possible solution is to get ahold of Chuck Steinman of Dataque.
>>I believe that he has a custom Atari 8-bit O.S. that he might be willing
>>to distribute.

>I made this suggestion about a year ago to both Chuck and Darek. Neither
>seemed particularly excited about the idea. At the time, Chuck was
>working on an 8bit emulation CARD for the PC, so I didn't really care if
>we had a software emulator all that much, but now that the card idea
>appears to be dead, I wish someone would get a software emulator running.

The XEC died? <sigh> I've been out of it up on GEnie for waaaayy too
long. I should have known.

>What do you think would happen if we got a bit of a campaign going to
>have Atari release the stupid ROM code into the public domain for the
>purpose of "keeping us poor 8bit saps happy"??? Naw, Atari is probably
>afraid we'd start modifying 8bits to be more powerful that their ST
>line...

Truly. It'd be nice to be able to use the OS code... Opens the doors
to emlators on a lot of different computers, much less really good, easy
OS modifications.

____
|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~
~~~~~~

1480. Re: XF551 reading MS-DOS disks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-01 05:08:16 UTC
From: bmarcum@world.std.com
Message-ID: <BM0JLs.6IE@world.std.com>
Source record: 111724

In article <009586236685A660.2080083C@edinboro.edu> a644690c@edinboro.edu ("Adam J. Conover") writes:
>Hi,
>
>Does anyone think that an unmodified XF551 drive could read a 360k MS-dos
>format disk. I'm not to sure of the flexibility of the ROMs but I think
>it could be done (maybe it already has and I'm just clueless, but....).
>If anyone knows a bit about the XF drives, please let me know.
>
An unmodified XF551 can't do it. It can only read 128-byte or 256-byte sectors, and MS-DOS uses 512 bytes per sector. CSS sells an upgrade that is supposed to be able to read MS-DOS disks. Has anyone on the net used this, or the Black Box with floppy interface? Inquiring minds want to know!

Bill Marcum bmarcum@world.std.com "K-FUDD Wadio: Westful Whythms for Weawy Wayfawews"

1481. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 01:06:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uLRmiB6w164w@cyberden.uucp>
Source record: 111725

Hmm... maybe I'll ask Bob (Wooley) about the PBI thing as well as the GR9Capturer. Any problems with the PBI hooked up to a 1200xl??

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1482. Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 02:31:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2iVmiB2w164w@cyberden.uucp>
Source record: 111726
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey! Guess what I saw earlier today!? A LYNX COMMERCIAL! And a NEW one at that! (At least to me, over here by San Francisco) It had some of the old scenes like the kid by the brick wall who gets all of the bullet-holes through him, and the 4 kids playing Gauntlet. But they also showed pics (enhanced of course) of some games I've never seen (I'm inthe dark tho. I've HEARD of most of them, but not actually fiddled with them) like Ninja Gai-den and stuff. WAY COOL! :) I wish Nintendo would just give up on their little GameBoy peice of trash. How can one compare 4 colors to 4096!?

Sorta like CrApple// or Timex Sinclair to a SVGA IBM or Amiga or TT or something!!!! hehe >>ATARI SPENDS MONEY USEFULLY FOR ONCE IN A BLUE-MOON!<< happy... sort of.. Bill

---
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1483. comp.sys.atari.8bit Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 03:18:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GIDWTXJI4090N61B@carleton.edu>
Source record: 111727

Frequently-Asked Questions

comp.sys.atari.8bit

Revised 2-Apr-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is this Usenet newsgroup, dedicated to the free exchange of information pertaining to the 8-bit Atari computers: the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st. Users of Atari Portfolio computers refer to comp.sys.palmtops. Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest consists of postings to comp.sys.atari.8bit, collected and e-mailed to subscribers on the Internet who do not have access to Usenet. To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to Info-Atari8-Request@naucse.cse.nau.edu.
Cross-posting from the Info-Atari8 Digest to comp.sys.atari.8bit is not implemented at this time. Thus, one should NOT post to Info-Atari8@naucse.cse.nau.edu. Rather, one should send his/her posting to comp-sys-atari-8bit@ucbvax.berkeley.edu to ensure that the message will appear on comp.sys.atari.8bit.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning, jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

BART automatically UUEncodes binary files before sending them to you.
Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/new". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to jrd@stony-brook.scrc.symbolics.com. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file at the top of the message so he knows what directory to place it in at the archive.
3. If you can neither FTP to the archive nor e-mail to John Dunning, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International 8-Bit Atari Online Magazine, published bi-weekly. It covers the 8-bit Atari computers exclusively.
Z*Mag is NOT the same thing as Z*Net, though they are published by some of the same people.
To have Z*Mag delivered "right to your own mail box," send a message to Ryan 'Goz' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board system. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG members-list are automatically members of the official Atari users' group CAIN - Central Atari Information Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers.

Are there any magazines still supporting the 8-bit Atari?
There are several:

Atari Explorer Atari Interface
Subscriptions Unicorn Publications
P.O. Box 6488 3487 Braeburn Circle
Duluth, MN 55806 Ann Arbor, MI 48108
$14.95/1 yr (6 issues) $18/1 yr (12 issues)
8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) $27/1 yr (10 issues)

New Atari User 8:16
Page 6 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England [prices, frequency?]
&15.00/6 issues surface; /pn=colin.w.hunt/o=sprintintl/admd=
&21.00/6 issues air tmailuk/c=gb/@sprint.com

Are there any product developers or vendors still supporting the 8-bit Atari?
Ben Poehland has created quite a long list of firms devoted to the 8-bit Atari market. This file is called vendlist.arc in the /atari/8bit directory of the atari.archive.
Ray Wilmott maintains a similar list. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
Yes! There are three files at atari.archive that claim to do this. They are: atario21.arc, pcxfer.arc, and util.arc. Each of these programs runs on

an MS-DOS type of computer. For disks written on your PC to be read on your 8-bit Atari, you must have an Atari disk drive capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT or equivalents, but not an unmodified 1050 or 810. There is no way to write 128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is an extension of Atari DOS 2.0S/2.5 that provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon. It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

1484. Cleveland Free-Net Atari SIG

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 05:33:49 UTC
From: zdenekjs@NeXTwork.Rose-Hulman.Edu
Message-ID: <1992Apr3.053349.19679@cs.rose-hulman.edu>
Source record: 111728

How do I access the Cleveland Free-Net Atari SIG ???
when I telnet to it, I get the following:

Connected to 129.22.8.82.
Escape character is '^]'.

CWRU INS 4.3 BSD (cwns16) (ttyp4)

Password:
Login incorrect
Login: go atari
Password:
Login incorrect

Is there a special login name that I should be using??
The FAQ list didn't help.

Thanks
Jerry Zdenek
zdenekjs@NeXTwork.Rose-Hulman.edu

1485. WANTED: : ATARI 800XL ::WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 06:09:38 UTC
From: experts@teal.csn.org
Message-ID: <1992Apr3.060938.29394@csn.org>
Source record: 111729

WANTED::

Atari 800XL with drive(s) and (extras??).

I don't remember the next model--130something--would also work.

Birthday present for my 9 year old son - 13 year old already has some
software and games for Atari.

Nice if extra software is included - nice if printer (even the original
Atari type) is included.

E-mail WITH PRICE and what is included to: experts@csn.org

Thanks.

If you happen to need one, I have an internal 2400 baud modem
(Hayes compatable) for IBM PC for partial trade - works great, my employer
provided me with another model.

1486. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 15:45:30 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92094.104530JJMCWILL@MTUS5.BITNET>
Source record: 111730

In article <uLRmiB6w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>Hmm... maybe I'll ask Bob (Wooley) about the PBI thing as well as the
>GR9Capturer. Any problems with the PBI hooked up to a 1200xl??
>
I don't know, as i don't have a PBI modified 1200XL at this time.
Ask him about it, he can tell you.

Jeff McWilliams

>_____________________________________
>PhBill: Bill Kendrick
>moon!cyberden!phbill@well.sf.ca.us
>_____________________________________

1487. Re: DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 15:47:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Apr3.154712.8968@usenet.ins.cwru.edu>
Source record: 111731

In a previous article, aq115@cleveland.Freenet.Edu (Robert C Glover) says:

>
>Someone said a week or more ago that they were going to upload
>DOS XE to atari.archive. Has anyone seen it there yet, and if so,
>where it is? I've seen a lot of 8-bit files make it into the ST
>directories.
>
>Thanks!
>
>Rob
>
>--
>| Robert Glover GEnie: R.GLOVER3 |
>| Internet: rg@turing.acs.virginia.edu |
>| Cleveland Freenet: aq115@cleveland.freenet.edu |
>~~~~~~
>

It's not there yet.

If you're anxious for a new Index, tell BART send 8bit/new/Index
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1488. Re: Cleveland Free-Net Atari SIG

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 15:51:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Apr3.155139.9408@usenet.ins.cwru.edu>
Source record: 111732

In a previous article, zdenekjs@NeXTwork.Rose-Hulman.Edu (Jerrold S Zdenek) says:

>
>How do I access the Cleveland Free-Net Atari SIG ???
>when I telnet to it, I get the following:
>
>Connected to 129.22.8.82.
>Escape character is '^]'.
>
>CWRU INS 4.3 BSD (cwns16) (ttyp4)
>
>Password:
>Login incorrect
>Login: go atari
>Password:
>Login incorrect
>
>Is there a special login name that I should be using??
>The FAQ list didn't help.
>
>Thanks
>Jerry Zdenek
>zdenekjs@NeXTwork.Rose-Hulman.edu
>

This is intersting. You're on a NeXT, I gather? I have seen the same thing
when connecting to the Free-Net directly from a NeXT. What's happening is
it's skipping over the first menu choice where it asks you if you're a
visitor or already have an account. I get around the problem by telnetting
to the local VAX/VMS system before telnetting to Free-Net.

Does this make sense to you?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1489. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 16:17:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56821@cup.portal.com>
Source record: 111733

BTW: Bob Wooley did add an 80 column chip. I can't recall just exactly what newsletter(s) the project was in, but I believe he piggy-backed a 6545 VDI and some ram onto the GTIA. REAL foggy on this, but I believe he asked for someone who'd do the programming for a handler, got a response, but I haven't heard anything since. It's another one of a long list of projects waiting on my work bench.

1490. Re: Percom drives hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 16:40:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56822@cup.portal.com>
Source record: 111734

Hmmm, just read the other response about some Percoms being single density.
=>SOL. Shot in the dark, but except for the XF551 Atari drives are supposed
to recognize the disk density when you 1st insert the disk. I've got my
MyDOS manual. For 5.25" disk 0=6ms 1=12ms 2=20ms 3=30ms step rate/track.
Just saw a blurb in the manual that says, "The density used for most MYDOS
commands is determined by the data written on the diskette and the operator
need not worry about setting it. The 'P' command is provided to allow forcing
the density setting for the format ("I") command etc..." so a last stab.

1491. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 16:59:49 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92094.115949JJMCWILL@MTUS5.BITNET>
Source record: 111735

In article <56821@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>BTW: Bob Wooley did add an 80 column chip. I can't recall just exactly what
>newsletter(s) the project was in, but I believe he piggy-backed a 6545 VDI
>and some ram onto the GTIA. REAL foggy on this, but I believe he asked for
>someone who'd do the programming for a handler, got a response, but I haven't
>heard anything since. It's another one of a long list of projects waiting on
>my work bench.

Gee I almost had forgotten he had did that, I think I will email him
and ask him about it, see if anything came of it. As I recall, it
wasn't very easy to program though. I will let you all know what
he says.

Jeff McWilliams

1492. Re: DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-03 21:57:27 UTC
From: jwd@en.ecn.purdue.edu
Message-ID: <1992Apr3.215727.26085@en.ecn.purdue.edu>
Source record: 111736

In article <1992Apr3.154712.8968@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, aq115@cleveland.Freenet.Edu (Robert C Glover) says:
>
>>
>>Someone said a week or more ago that they were going to upload
>>DOS XE to atari.archive. Has anyone seen it there yet, and if so,
>>where it is? I've seen a lot of 8-bit files make it into the ST
>>directories.
>>
>>Thanks!
>>
>>Rob
>>
>>--
>>| Robert Glover GEnie: R.GLOVER3 |
>>| Internet: rg@turing.acs.virginia.edu |
>>| Cleveland Freenet: aq115@cleveland.freenet.edu |
>>~~~~~~
>>
>
>It's not there yet.
>
>If you're anxious for a new Index, tell BART send 8bit/new/Index
>--
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

Due to a couple of requests for Atari DOS 2.0S and 2.5 I ftped arc-ed, diskcomm-ed files of 2.0S, 2.5, and 4.0 to the archive. I also placed DOS XE in my account but did not ftp it since I wasn't sure if it was PD.

I wanted to send a description of the files to jrd but didn't know the rest of his address so I sent it to Info-Atari8@NAUCSE.CSE.NAU.EDU which appears in the "8-bit.text" file.

I uploaded the files late at night, the next morning jrd posted the following: "Does anybody know what's in the 3 files called DOS20S.ARC, DOS25.ARC, and DOS40.ARC which were recently uploaded to the 8bit section of the archives? Would whoever uploaded them please contact me? Thanks..."

So, I emailed the same description to jrd@STONY-BROOK.SRC.SYMBOLICS.COM. Mail to Info-Atari8 is apparently lost or ignored.

Later I ftped the archive and found that the DOSes had been deleted. I did find the file readme.txt in the "new" directory.

```
---- readme.txt ------------------------------------------------------------
If you're uploading things into this directory for inclusion in the
8-bit archives, please take the time to put together a brief description
of whatever you're uploading. Include it as a separate file, or stick
in a .ARC, or whatever, but please include it. Dumping random files
with random names simply encourages things to get lost or misfiled.
Thanks for your support.

-- The Management
------------------------------------------------------------------------------
```

Pet Peeve: I hate it when people use phony pseudonyms.

I don't know if anyone's noticed this but it is ironic that there are now a bunch of files sitting in the directory. Some documented, some not. But isn't that what ftp sites are all about, searching through files and files just to find a few jewels? (Debatable I admit. <-- This is a disclaimer. It is meant to avoid starting a string on the net.)

In the meantime Michael Current has posted that a PD house is selling DOS XE as public domain. Due to storage limitations I had to delete the files from my Purdue account. Therefore the several hours that went into diskcomming, arcing, and kermitting have been lost.

Insurmountable, evil forces are obviously at work here. Oh well, I tried. Sorry it didn't work.

```
--
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
| Jim Dittmer email to: jwd@ecn.purdue.edu |
+ - - - - - - - - - - - - - - - - - - - - - - - - - - - - - +
```

1493. Hail, Hail, The Gang's All Here!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 01:13:20 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9204040113.AA24756@smithkline.com>
Source record: 111737

I was perusing my INET mail yesterday when suddenly I noticed a new face in the Digest (or should I say, faceS?).

My, my it looks like Bill & Pattie Rayl have found their way to the IA8 Digest. Welcome, guys! Hope we'll be seeing more of you!

And yes, I would encourage everyone to buy back issues of AIM as well as CN!

- BEN POEHLAND
The Alchemist

**********\

1494. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 04:03:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aHuoiB2w164w@cyberden.uucp>
Source record: 111738

You said perhaps an Amiga could handle the job of emulating an 8-bit.
Well of COURSE it could! :) Some of the same designers (from what I
know) worked on the graphics for both systems. Hence the funky sprites
and all of that. Also, what about the COPPER list of the Amiga. Isn't
that pretty close to a Display List? Or is it. Hmm..
Hey.. there are no Amiga emulators for IBMs, are there?
Sorta strange that almost every system can emulate an IBM...
but very few systems are emulated BY IBMs.. heheh... Bill

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1495. BART Mailer info

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 04:37:23 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920404043722_71450.1050_EHB45-1@CompuServe.COM>
Source record: 111739

Can someone please send me detailed instructions on how to use the BART mailer for those of us who don't have ftp access?

Thanks,
Lawrence Estep

1496. RS232 on MIO bad?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 05:47:24 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92095.004724AKH104@psuvm.psu.edu>
Source record: 111740

I have recently acquired a used 1meg MIO and everything appears to
work except the RS232 connector. Everything works perfect on my 850
but when the cables are switched to the mio and the mio setup changed
the machine locks up when doing a close. For example in basic..
if I open #1 as R1: and write data to it..all the while the little red
LED is lit..and then close R1: the machine locks...and the LED stays a
nice bright red. Anyone have this problem before?
Any help as to what to look for?
Andrew

1497. atario2.1 and util

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 06:18:25 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92095.011825AKH104@psuvm.psu.edu>
Source record: 111741

I just upload atario2.1 and util to the archive. For those of you IBMers out there. Util reads and writes mydos disks and atario reads mydos and ljk disks as well as xf551 double sides disk (So it says).
Andrew

1498. Reading Double Density Sector

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 15:29:46 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Apr4.152946.8564@magnus.acs.ohio-state.edu>
Source record: 111742

I have a routine which reads a single-density (128 byte) Atari disk sector.
I'd like to alter it to read 256 byte double-density sectors, but I can't
seem to find documentation on this. Any help is appreciated.

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

1499. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 16:23:09 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr4.162309.502@thoth.rent.com>
Source record: 111743
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

moon!cyberden!phbill@well.sf.ca.us writes:

>I wish Nintendo would
>just give up on their little GameBoy peice of trash. How can one compare
>4 colors to 4096!?

Well, I dont own a Lynx, but I do own a GameBoy. The only reason I
still keep my GameBoy is the size of it... Its nice and small, the
Lynx is big(ger)... But colour _would_ be nice! (and considering the
price of the Lynx, ~$90, its easily affordable).

BTW: I think the commercial was pretty neat. Speaking of Atari commercials,
tho. I have an old video tape of `The Hobbit` which I was watching the
other day. The copyright is 1977, but I think it was rerun in like 1985
or thereabouts. Anyways, one or more of the commercials was an Atari
ad for the 2600 game machine! (I do recall that for a short while
they tried to rekindle the market share they had for a while. just
MHO)

>_____________________________________
>PhBill: Bill Kendrick
>moon!cyberden!phbill@well.sf.ca.us
>_____________________________________
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

1500. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 19:28:01 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr04.192801.24490@visual.spk.wa.us>
Source record: 111744

In article <11159@mindlink.bc.ca> Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>> Jack Prevost writes:
>>> omf@smaug.hacks.arizona.edu writes:
>>> What do you think would happen if we got a bit of a campaign going to
>>> have Atari release the stupid ROM code into the public domain for the
>>> purpose of "keeping us poor 8bit saps happy"??? Naw, Atari is probably
>>> afraid we'd start modifying 8bits to be more powerful that their ST
>>> line...
>>
>> Truly. It'd be nice to be able to use the OS code... Opens the doors
>> to emlators on a lot of different computers, much less really good, easy
>> OS modifications.
>
>Oh, c'mon... we don't need Atari to release the OS into the public domain. I
>think just about all of us already own a legal copy, don't we? So release the
>emulator without an OS, and docs on how to dump the ROM's to a PC file!

Well, I do happen to have a legal copy of the source code. HOWEVER,
that does not mean that I am licensed to use that source code in another
machine. Nor does it mean that I am able to make a copy of that source
code in any form, which turning it into object code WOULD be.

>Still, I can't see what possible use an 8-bit emulator would be. It couldn't
>run games that use interesting graphics, and the PC stomps the 8-bit as far as
>serious apps go.

Yes, but there are folks like me around who have all the software ever
made for the Atari (well, most of it. <grin>) And don't want to give
that up. I use Macs at school, IBM's at other peoples houses, but I
still like my old 8-bit system. It gets the job done, and I know it
inside and out.

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| "And the red blood flows through the large four-chambered heart, |
| Maintaining the very high metabolism rate they have." |
|_____________________________________________________________________|
```

1501. Re: how do you read the trackball and touch tablet?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 20:40:35 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <56886@cup.portal.com>
Source record: 111745

I recently posted,

>I think it was Stan Lackey, former but long-unseen contributor to this
>very newsgroup, who a few years ago posted his ML "trackball handler."

Stan himself is still with us, reading but unable for technical reasons to post
.
He sent me the following e-mail which asks me to post itself here.

Newsgroups: comp.sys.atari.8bit
Subject: Re: how do you read the trackball and touch tablet?
Summary:
Expires:
References: <9203290828.AA17911@mars.calstatela.edu> <56621@cup.portal.com>
Sender:
Reply-To: slackey@acheron.bbn.com (Stan Lackey)
Followup-To:
Distribution:
Organization: Bolt Beranek and Newman Inc., Cambridge MA
Keywords:

In article <56621@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>I think it was Stan Lackey, former but long-unseen contributor to this
>very newsgroup, who a few years ago posted his ML "trackball handler."
>I got a copy of it and played with it and yup, it worked; I think I
>was able to call/poll/whatever it from BASIC, and use it to control a
>drawing program...

I'm still here - I just haven't been able to post reliably since they
moved our offices and systems. Would you mind posting this for me?

Glad you got the trakball handler working. Since then, I modified it
to use the commodore mouse, which is what I use now for hacking. I
turned out to be a two-button chauvenist.

To the folks who are beta-testing command-line mydos: Get your
comments to me. I would like to get bugs fixed (and minor additions)
in and get it posted. I use it exclusively now, and would like to
share my good fortune.

BTW, I like it so much I would like to sell my copy of disk-based
SpartaDOS (and my US doubled 1050 with it, since I have converted to
XF551). I also have an unmodified 1050 and 65XE for sale (since I got
a 130XE).

Also - to the war on the XEP80 - The editor I wrote for it exploits its burst mode, which speeds it up a lot. I also use its 25th line for commands and status, so you get to see 24 lines of text. I find this handy too.

One final request - I am doing a project on the wife's PC. I need to r/w 3 1/2 disks in a different format than native PC, and need some help. Anyone out there with knowledge please contact me - I'd like to get this done so I can go back to programming my REAL computer!

-Stan

1502. Re: atario2.1 and util

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 21:40:50 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Apr4.214050.26734@usenet.ins.cwru.edu>
Source record: 111746

In a previous article, AKH104@psuvm.psu.edu () says:

> I just upload atario2.1 and util to the archive. For those of you IBMers
>out there. Util reads and writes mydos disks and atario reads mydos and ljk
>disks as well as xf551 double sides disk (So it says).
>Andrew
>

Just wondering, are these any different than the copies of atario21 and
util that are already on the archive?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1503. Atari Trak-Ball Progamming Article.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 23:01:56 UTC
From: rkim@mars.calstatela.edu
Message-ID: <9204042301.AA11759@mars.calstatela.edu>
Source record: 111747

Okay, here is the trakball programming essay from Atari Corp. Alas, I had to retype it since the original was lost. Also, my version of this is missing the BASIC listing of example #3: VBITBALL.BAS. The assembly version of example #3 is present and working, so this should be no great misery.

Of course, if there is a great demand for the BASIC listing for example #3, I can generate it with BOFFO and re-submit the article.

Enough yak, the trakball article...

____SNIP____SNIP____O/____
O\

PROGRAMMING THE CX-22 TRACK BALL
William Bartlett
October 26, 1983

This document will attempt to provide programmers with an understanding of what the Atari Trak-Ball is capable of doing, how it does it, and how to tap it's potential from an application program. The scope of this document is limited to using the Trak-Ball in true trak-ball (TB) mode. Programming the Trak-Ball in joystick (JS) mode is exactly the same as programming a joystick.

Let me briefly review how the PIA chip handles the Atari joystick. A joystick plugged into port 1 will toggle the lower four bits of PORTA located at $D300 and shadowed at $278. One bit is cleared (zero) to indicate the joystick is being pushed in any of four directions; right, left, forward or back. If the joystick is stationary, the four bits are set (one). Atari BASIC provides the STICK function to provide the value of these four bits to a BASIC programmer.

HOW DOES A TRAK-BALL DIFFER FROM A JOYSTICK?

A joystick is only capable of indicating direction whereas a trak-ball is capable of indicating direction and speed. The best implementation of trak-ball application programs will reflect the varying speeds of ball movement.

HOW IS DIRECTION AND SPEED IMPLEMENTED IN THE HARDWARE?

A trak-ball plugged into port 1 will toggle the lower four bits of PORTA located at $D300 and shadowed at $278. There are two direction bits and two rate bits; one each for the horizontal and vertical axis. The direction bits indicate which direction along the axis the ball is rolling. The rate bits change from 0 to 1 and back to 0 as the ball is rolled. The faster the ball rolls, the faster the rate bits change.

HOW CAN AN APPLICATION PROGRAM UTILIZE THE TRAK-BALL?

Unfortunately, Atari BASIC is very inefficient for using the Trak-Ball. To quickly implement direction and speed it is necessary to test the individual bits of PORTA. The AND function in Atari BASIC is byte-to-byte instead of a true bit-to-bit test. Therefore, machine language is going to be required to tap the potential of the Trak-Ball.

To determine the direction of ball movement, the direction bits need to be tested only once. To determine the speed of ball movement, the rate bits will have to be sampled many times and a count made of the changes from 0 to 1 and back. The lower four bits of PORTA are assigned as follows:

```
+---------------+---+---+---+---+
PORTA >> | | 4 | 3 | 2 | 1 |
+---------------+---+---+---+---+
```

* bit 4 = vertical rate,
* bit 3 = vertical direction (0=up, 1=down),
* bit 2 = horizontal rate,
* bit 1 = horizontal direction (0=left, 1=right).

Let's assume we wish to control an object on the screen with a trak-ball.
There are two logical approaches to this programming problem. I shall refer to these as the vector appoach and the incremental approach.

VECTOR : The vector approach is to maintain a value for the horizontal and vertical locations, sample the trak-ball N times, calculate the new horizontal and vertical locations, and then reposition the object. A complication is that if the object is a player or missile, we could vector to a new location without recognizing a collision. Another complication is that of boundaries. What if the new location is outside of a boundary? Should we ignore the boundary, ignore the sample, or calculate where the vector crosses the boundary? Using the vector method we will either have complicated coding or flaky response.

INCREMENTAL : The incremental approach is to move the object when the rate bit changes as you sample the trak-ball N times. Boundary and collision checking is much simpler than that of the vector approach.

SAMPLE PROGRAMS

I have provided three tutorial programs to be used in conjunction with the trak-ball:

1) TBALLTST.BAS allows you to observe the lower four bits of PORTA changing so that you can familiarize yourself with their action.

2) TBALL.BAS will demonstrate how the trak-ball can be sampled from Atari BASIC to provide a signed value of direction and speed for each axis. The three numbers displayed are the horizontal axis, the

vertical axis, and the joystick value.

3) VBITBALL.BAS demonstrates a vertical blank routine to sample the trak-ball and move a player using the incremental method discussed above. Because the movement is done using a vertical blank interrupt (background), other activity may proceed in BASIC (foreground).

-rhk. (10-3-90).

```
10 REM :TBALLTST.BAS
100 DATA 169,0,133,212,133,213,104,104,104,133,203,104,104
101 DATA 37,203,240,2,230,212,96
110 FOR I=1536 TO 1555:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-2736 THEN ? "BAD DATA!":END
120 GRAPHICS 0:POKE 710,0:TRAP 21:? "BIT OPTIONS (0-15)...";:INPUT OP
125 GRAPHICS 18
130 I=PEEK(632):POSITION 0,0
135 IF USR(1536,OP,8) THEN ? #6;USR(1536,I,8),"Y RATE"
136 IF USR(1536,OP,4) THEN ? #6;USR(1536,I,4),"Y DIR"
137 IF USR(1536,OP,2) THEN ? #6;USR(1536,I,2),"X RATE"
138 IF USR(1536,OP,1) THEN ? #6;USR(1536,I,1),"X DIR"
140 IF PEEK(53279)=6 THEN 120
141 GOTO 130
```

```
10 ;#D1:TBALLTST.SRC
20 ;TEST A BIT
00D4 30 BASIC = $D4
00CB 40 MASK = $CB
0000 50 *= $0600
0600 A900 60 LDA #0
0602 85D4 70 STA BASIC
0604 85D5 80 STA BASIC+1
0606 68 90 PLA ;BASIC
0607 68 0100 PLA ;MSB MASK
0608 68 0110 PLA ;LSB MASK
0609 85CB 0120 STA MASK
060B 68 0130 PLA ;MSB VALUE
060C 68 0140 PLA ;LSB VALUE
060D 25CB 0150 AND MASK
060F F002 0160 BEQ DONE
0611 E6D4 0170 INC BASIC
0613 60 0180 DONE RTS
```

```
10 REM :TBALL.BAS
100 REM 1536-1619
101 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
102 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
103 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
104 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
105 DATA 6,165,213,9,128,133,213,96,-1
110 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-11306 THEN ? "BAD DATA!":END
```

```
200 U=USR(1536):Y=INT(U/256):X=U-Y*256
210 IF X>127 THEN X=X-128:IF X THEN X=-X
211 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
220 ? X,Y,PEEK(632):GOTO 200
```

```
10 ;#D1:TBALL.SRC
20 ;SAMPLE TBALL X,Y DIR, RATE
30 ;CALLED FROM BASIC U=USR(ORG) ;HIBYTE=Y AXIS ;LOBYTE=X AXIS
D300 40 PORTA = $D300
00D4 50 XCOUNT = $D4
00D5 60 YCOUNT = $D5
00CD 70 LAST = $CD
0000 80 *= $600
0600 68 90 PLA
0601 A900 0100 LDA #0
0603 85D4 0110 STA XCOUNT
0605 85D5 0120 STA YCOUNT
0607 AD00D3 0130 XINIT LDA PORTA
060A 2902 0140 AND #2
060C 85CD 0150 STA LAST
060E AOFF 0160 LDY #$FF
0610 AD00D3 0170 XSAMP LDA PORTA
0613 2902 0180 AND #2
0615 C5CD 0190 CMP LAST
0617 F002 0200 BEQ XDEC
0619 E6D4 0210 INC XCOUNT
061B 85CD 0220 XDEC STA LAST
061D 88 0230 DEY
061E D0F0 0240 BNE XSAMP
0620 AD00D3 0250 LDA PORTA
0623 2901 0260 AND #1
0625 D006 0270 BNE YINIT
0627 A5D4 0280 LDA XCOUNT
0629 0980 0290 ORA #128
062B 85D4 0300 STA XCOUNT
062D AD00D3 0310 YINIT LDA PORTA
0630 2908 0320 AND #8
0632 85CD 0330 STA LAST
0634 A0FF 0340 LDY #$FF
0636 AD00D3 0350 YSAMP LDA PORTA
0639 2908 0360 AND #8
063B C5CD 0370 CMP LAST
063D F002 0380 BEQ YDEC
063F E6D5 0390 INC YCOUNT
0641 85CD 0400 YDEC STA LAST
0643 88 0410 DEY
0644 D0F0 0420 BNE YSAMP
0646 AD00D3 0430 LDA PORTA
0649 2904 0440 AND #4
064B D006 0450 BNE RETURN
```

```
064D A5D5 0460 LDA YCOUNT
064F 0980 0470 ORA #128
0651 85D5 0480 STA YCOUNT
0653 60 0490 RETURN RTS

10 REM :VBITBALL.BAS
100 REM 1536-1762
101 DATA 160,255,173,0,211,41,2,133,203,173,0,211,41,2,197,203,240,39,133,203
102 DATA 173,0,211,41,1,240,16,174,149,6,232,224,196,240,22,142,149,6,142,0
103 DATA 208,208,14,174,149,6,202,224,48,240,6,142,149,6,142,0,208,136,208,205

>> VBITBALL.BAS NOT FINISHED YET, SEE NOTE ABOVE. <<
>> For now, do the following...
>> 1) Assemble the VBITBALL.SRC file (the two hex numbers in
>> front are generated by the assembler, do not type
>> those guys in).
>> 2) From DOS, LOAD the OBJECT code into memory.
>> 3) Return to BASIC.
>> 4) Type X=USR(1687)
>> 5) Plug in the Trak-Ball, switch to trak-ball mode, and experiment.

10 ; :VBITBALL.SRC
20 ; VBLANK TO MOVE PLYR 0 WITH T-BALL
30 ; EQUATES
=D300 40 PORTA = $D300
=00CB 50 LASTA = $CB
0000 60 *= $0600
70 ;X-AXIS:BIT1=X DIR, BIT2=X RATE
0600 A0FF 80 VBI LDY #$FF
0602 AD00D3 90 LDA PORTA
0605 2902 0100 AND #2
0607 85CB 0110 STA LASTA
0609 AD00D3 0120 XSAMP LDA PORTA
060C 2902 0130 AND #2
060E C5CB 0140 CMP LASTA
0610 F027 0150 BEQ XNEXT
0612 85CB 0160 STA LASTA
0614 AD00D3 0170 LDA PORTA
0617 2901 0180 AND #1
0619 F010 0190 BEQ XLEFT
061B AE9506 0200 XRGHT LDX XPOS
061E E8 0210 INX
061F E0C4 0220 CPX #196
0621 F016 0230 BEQ XNEXT
0623 8E9506 0240 STX XPOS
0626 8E00D0 0250 STX P0HPOS
0629 D00E 0260 BNE XNEXT
062B AE9506 0270 XLEFT LDX XPOS
062E CA 0280 DEX
062F E030 0290 CPX #48
0631 F006 0300 BEQ XNEXT
```

```
0633 8E9506 0310 STX XPOS
0636 8E00D0 0320 STX P0HPOS
0639 88 0330 XNEXT DEY
063A D0CD 0350 ;Y AXIS: BIT3=Y DIR, BIT4=Y RATE
063C A0FF 0360 LDY #$FF
063E AD00D3 0370 LDA PORTA
0641 2908 0380 AND #8
0643 85CB 0390 STA LASTA
0645 AD00D3 0400 YSAMP LDA PORTA
0648 2908 0410 AND #8
064A C5CB 0420 CMP LASTA
064C F041 0430 BEQ YNEXT
064E 85CB 0440 STA LASTA
0650 AD00D3 0450 LDA PORTA
0653 2904 0460 AND #4
0655 D01D 0470 BNE YDOWN
0657 AE9606 0480 YUP LDX YPOS
065A E020 0490 CPX #32
065C F031 0500 BEQ YNEXT
065E CA 0510 DEX
065F 8E9606 0520 STX YPOS
0662 98 0530 TYA
0663 48 0540 PHA
0664 A008 0550 LDA #8
0666 BD012C 0560 YUP1 LDA P0BASE+1,X
0669 9D002C 0570 STA P0BASE,X
066C E8 0580 INX
066D 88 0590 DEY
066E 10F6 0600 BPL YUP1
0670 68 0610 PLA
0671 A8 0620 TAY
0672 D01B 0630 BNE YNEXT
0674 AE9606 0640 YDOWN LDX YPOS
0677 E0DA 0650 CPX #218
0679 F014 0660 BEQ YNEXT
067B E8 0670 INX
067C 8E9606 0680 STX XPOS
067F 98 0690 TYA
0680 48 0700 PHA
0681 A008 0710 LDY #8
0683 BD062C 0720 YDOWN LDA P0BASE+6,X
0686 9D072C 0730 STA P0BASE+7,X
0689 CA 0740 DEX
068A 88 0750 DEY
068B 10F6 0760 BPL YDOWN1
068D 68 0770 PLA
068E A8 0780 TAY
068F 88 0790 YNEXT DEY
0690 D0B3 0800 BNE YSAMP
0692 4C62E4 0810 JMP XITVBV
```

```
0695 00 0820 XPOS .BYTE 0
0696 00 0830 YPOS .BYTE 0
0840 ;INIT. PM/VBI
0850 ;EQUATES
=D407 0860 PMBASE = $D407
=2800 0870 PMRAM = $2800
=2C00 0880 P0BASE = PMRAM+$0400
=D000 0890 P0HPOS = $D000
=02C0 0900 P0COLR = $02C0
=D008 0910 P0SIZE = $D008
=022F 0920 SDMCTL = $022F
=D01D 0930 GRACTL = $D01D
=0224 0940 VVBLKD = $0224
=E45C 0950 SETVBV = $E45C
=E462 0960 XITVBV = $E462
0970 ;CLEAR PLAYER 0
0697 68 0980 PLA
0698 A0FF 0990 LDY #$FF
069A A900 1000 LDA #0
069C 99002C 1010 INIT1 STA P0BASE,Y
069F 88 1020 DEY
06A0 D0FA 1030 BNE INIT1
1040 ;DEFINE PLAYER 0
06A2 B9DB06 1050 INIT2 LDA P0SHAP,Y
06A5 99782C 1060 STA P0BASE+120,Y
06A8 C8 1070 INY
06A9 C008 1080 CPY #8
06AB D0F5 1090 BNE INIT2
06AD A978 1100 LDA #120
06AF 8D9506 1110 STA XPOS
06B2 8D9606 1120 STA YPOS
06B5 8D00D0 1130 STA P0HPOS
06B8 A922 1140 LDA #34
06BA 8DC002 1150 STA P0COLR
06BD A901 1160 LDA #1 ;DOUBLE WIDTH
06BF 8D08D0 1170 STA P0SIZE
06C2 A928 1180 LDA #PMRAM/256
06C4 8D07D4 1190 STA PMBASE
06C7 A93E 1200 LDA #$3E ;SINGLE LINE P/M
06C9 8D2F02 1210 STA SDMCTL
06CC A903 1220 LDA #$03 ;TURN ON P/M
06CE 8D1DD0 1230 STA GRACTL
1240 ;INIT. VBI
06D1 A907 1250 LDA #7
06D3 A206 1260 LDX #VBI/256
06D5 A000 1270 LDY #VBI&255
06D7 205CE4 1280 JSR SETVBV
06DA 60 1290 RTS
06DB 181818E7 1300 P0SHAP .BYTE $18,$18,$18,$E7,$E7,$18,$18,$18
06DF E7181818
```

[END]

1504. Atari Trak-Ball Programming Article

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 23:03:03 UTC
From: rkim@calstatela.edu
Message-ID: <199204042303.AA14973@opus.calstatela.edu>
Source record: 111748

Okay, here is the trakball programming essay from Atari Corp. Alas, I had to retype it since the original was lost. Also, my version of this is missing the BASIC listing of example #3: VBITBALL.BAS. The assembly version of example #3 is present and working, so this should be no great misery.

Of course, if there is a great demand for the BASIC listing for example #3, I can generate it with BOFFO and re-submit the article.

Enough yak, the trakball article...

```
____SNIP____SNIP____O/_____________________________________________________
O\
```

PROGRAMMING THE CX-22 TRACK BALL
William Bartlett
October 26, 1983

This document will attempt to provide programmers with an understanding of what the Atari Trak-Ball is capable of doing, how it does it, and how to tap it's potential from an application program. The scope of this document is limited to using the Trak-Ball in true trak-ball (TB) mode. Programming the Trak-Ball in joystick (JS) mode is exactly the same as programming a joystick.

Let me briefly review how the PIA chip handles the Atari joystick. A joystick plugged into port 1 will toggle the lower four bits of PORTA located at $D300 and shadowed at $278. One bit is cleared (zero) to indicate the joystick is being pushed in any of four directions; right, left, forward or back. If the joystick is stationary, the four bits are set (one). Atari BASIC provides the STICK function to provide the value of these four bits to a BASIC programmer.

HOW DOES A TRAK-BALL DIFFER FROM A JOYSTICK?

A joystick is only capable of indicating direction whereas a trak-ball is capable of indicating direction and speed. The best implementation of trak-ball application programs will reflect the varying speeds of ball movement.

HOW IS DIRECTION AND SPEED IMPLEMENTED IN THE HARDWARE?

A trak-ball plugged into port 1 will toggle the lower four bits of PORTA located at $D300 and shadowed at $278. There are two direction bits and two rate bits; one each for the horizontal and vertical axis. The direction bits indicate which direction along the axis the ball is rolling. The rate bits change from 0 to 1 and back to 0 as the ball is rolled. The faster the ball rolls, the faster the rate bits change.

HOW CAN AN APPLICATION PROGRAM UTILIZE THE TRAK-BALL?

Unfortunately, Atari BASIC is very inefficient for using the Trak-Ball. To quickly implement direction and speed it is necessary to test the individual bits of PORTA. The AND function in Atari BASIC is byte-to-byte instead of a true bit-to-bit test. Therefore, machine language is going to be required to tap the potential of the Trak-Ball.

To determine the direction of ball movement, the direction bits need to be tested only once. To determine the speed of ball movement, the rate bits will have to be sampled many times and a count made of the changes from 0 to 1 and back. The lower four bits of PORTA are assigned as follows:

```
+---------------+---+---+---+---+
PORTA >> | | 4 | 3 | 2 | 1 |
+---------------+---+---+---+---+
```

* bit 4 = vertical rate,
* bit 3 = vertical direction (0=up, 1=down),
* bit 2 = horizontal rate,
* bit 1 = horizontal direction (0=left, 1=right).

Let's assume we wish to control an object on the screen with a trak-ball.
There are two logical approaches to this programming problem. I shall refer to these as the vector appoach and the incremental approach.

VECTOR : The vector approach is to maintain a value for the horizontal and vertical locations, sample the trak-ball N times, calculate the new horizontal and vertical locations, and then reposition the object. A complication is that if the object is a player or missile, we could vector to a new location without recognizing a collision. Another complication is that of boundaries. What if the new location is outside of a boundary? Should we ignore the boundary, ignore the sample, or calculate where the vector crosses the boundary? Using the vector method we will either have complicated coding or flaky response.

INCREMENTAL : The incremental approach is to move the object when the rate bit changes as you sample the trak-ball N times. Boundary and collision checking is much simpler than that of the vector approach.

SAMPLE PROGRAMS

I have provided three tutorial programs to be used in conjunction with the trak-ball:

1) TBALLTST.BAS allows you to observe the lower four bits of PORTA changing so that you can familiarize yourself with their action.

2) TBALL.BAS will demonstrate how the trak-ball can be sampled from Atari BASIC to provide a signed value of direction and speed for each axis. The three numbers displayed are the horizontal axis, the

vertical axis, and the joystick value.

3) VBITBALL.BAS demonstrates a vertical blank routine to sample the trak-ball and move a player using the incremental method discussed above. Because the movement is done using a vertical blank interrupt (background), other activity may proceed in BASIC (foreground).

-rhk. (10-3-90).

```
10 REM :TBALLTST.BAS
100 DATA 169,0,133,212,133,213,104,104,104,133,203,104,104
101 DATA 37,203,240,2,230,212,96
110 FOR I=1536 TO 1555:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-2736 THEN ? "BAD DATA!":END
120 GRAPHICS 0:POKE 710,0:TRAP 21:? "BIT OPTIONS (0-15)...";:INPUT OP
125 GRAPHICS 18
130 I=PEEK(632):POSITION 0,0
135 IF USR(1536,OP,8) THEN ? #6;USR(1536,I,8),"Y RATE"
136 IF USR(1536,OP,4) THEN ? #6;USR(1536,I,4),"Y DIR"
137 IF USR(1536,OP,2) THEN ? #6;USR(1536,I,2),"X RATE"
138 IF USR(1536,OP,1) THEN ? #6;USR(1536,I,1),"X DIR"
140 IF PEEK(53279)=6 THEN 120
141 GOTO 130
```

```
10 ;#D1:TBALLTST.SRC
20 ;TEST A BIT
00D4 30 BASIC = $D4
00CB 40 MASK = $CB
0000 50 *= $0600
0600 A900 60 LDA #0
0602 85D4 70 STA BASIC
0604 85D5 80 STA BASIC+1
0606 68 90 PLA ;BASIC
0607 68 0100 PLA ;MSB MASK
0608 68 0110 PLA ;LSB MASK
0609 85CB 0120 STA MASK
060B 68 0130 PLA ;MSB VALUE
060C 68 0140 PLA ;LSB VALUE
060D 25CB 0150 AND MASK
060F F002 0160 BEQ DONE
0611 E6D4 0170 INC BASIC
0613 60 0180 DONE RTS
```

```
10 REM :TBALL.BAS
100 REM 1536-1619
101 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
102 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
103 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
104 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
105 DATA 6,165,213,9,128,133,213,96,-1
110 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-11306 THEN ? "BAD DATA!":END
```

```
200 U=USR(1536):Y=INT(U/256):X=U-Y*256
210 IF X>127 THEN X=X-128:IF X THEN X=-X
211 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
220 ? X,Y,PEEK(632):GOTO 200
```

```
10 ;#D1:TBALL.SRC
20 ;SAMPLE TBALL X,Y DIR, RATE
30 ;CALLED FROM BASIC U=USR(ORG) ;HIBYTE=Y AXIS ;LOBYTE=X AXIS
D300 40 PORTA = $D300
00D4 50 XCOUNT = $D4
00D5 60 YCOUNT = $D5
00CD 70 LAST = $CD
0000 80 *= $600
0600 68 90 PLA
0601 A900 0100 LDA #0
0603 85D4 0110 STA XCOUNT
0605 85D5 0120 STA YCOUNT
0607 AD00D3 0130 XINIT LDA PORTA
060A 2902 0140 AND #2
060C 85CD 0150 STA LAST
060E AOFF 0160 LDY #$FF
0610 AD00D3 0170 XSAMP LDA PORTA
0613 2902 0180 AND #2
0615 C5CD 0190 CMP LAST
0617 F002 0200 BEQ XDEC
0619 E6D4 0210 INC XCOUNT
061B 85CD 0220 XDEC STA LAST
061D 88 0230 DEY
061E D0F0 0240 BNE XSAMP
0620 AD00D3 0250 LDA PORTA
0623 2901 0260 AND #1
0625 D006 0270 BNE YINIT
0627 A5D4 0280 LDA XCOUNT
0629 0980 0290 ORA #128
062B 85D4 0300 STA XCOUNT
062D AD00D3 0310 YINIT LDA PORTA
0630 2908 0320 AND #8
0632 85CD 0330 STA LAST
0634 A0FF 0340 LDY #$FF
0636 AD00D3 0350 YSAMP LDA PORTA
0639 2908 0360 AND #8
063B C5CD 0370 CMP LAST
063D F002 0380 BEQ YDEC
063F E6D5 0390 INC YCOUNT
0641 85CD 0400 YDEC STA LAST
0643 88 0410 DEY
0644 D0F0 0420 BNE YSAMP
0646 AD00D3 0430 LDA PORTA
0649 2904 0440 AND #4
064B D006 0450 BNE RETURN
```

```
064D A5D5 0460 LDA YCOUNT
064F 0980 0470 ORA #128
0651 85D5 0480 STA YCOUNT
0653 60 0490 RETURN RTS

10 REM :VBITBALL.BAS
100 REM 1536-1762
101 DATA 160,255,173,0,211,41,2,133,203,173,0,211,41,2,197,203,240,39,133,203
102 DATA 173,0,211,41,1,240,16,174,149,6,232,224,196,240,22,142,149,6,142,0
103 DATA 208,208,14,174,149,6,202,224,48,240,6,142,149,6,142,0,208,136,208,205

>> VBITBALL.BAS NOT FINISHED YET, SEE NOTE ABOVE. <<
>> For now, do the following...
>> 1) Assemble the VBITBALL.SRC file (the two hex numbers in
>> front are generated by the assembler, do not type
>> those guys in).
>> 2) From DOS, LOAD the OBJECT code into memory.
>> 3) Return to BASIC.
>> 4) Type X=USR(1687)
>> 5) Plug in the Trak-Ball, switch to trak-ball mode, and experiment.

10 ; :VBITBALL.SRC
20 ; VBLANK TO MOVE PLYR 0 WITH T-BALL
30 ; EQUATES
=D300 40 PORTA = $D300
=00CB 50 LASTA = $CB
0000 60 *= $0600
70 ;X-AXIS:BIT1=X DIR, BIT2=X RATE
0600 A0FF 80 VBI LDY #$FF
0602 AD00D3 90 LDA PORTA
0605 2902 0100 AND #2
0607 85CB 0110 STA LASTA
0609 AD00D3 0120 XSAMP LDA PORTA
060C 2902 0130 AND #2
060E C5CB 0140 CMP LASTA
0610 F027 0150 BEQ XNEXT
0612 85CB 0160 STA LASTA
0614 AD00D3 0170 LDA PORTA
0617 2901 0180 AND #1
0619 F010 0190 BEQ XLEFT
061B AE9506 0200 XRGHT LDX XPOS
061E E8 0210 INX
061F E0C4 0220 CPX #196
0621 F016 0230 BEQ XNEXT
0623 8E9506 0240 STX XPOS
0626 8E00D0 0250 STX P0HPOS
0629 D00E 0260 BNE XNEXT
062B AE9506 0270 XLEFT LDX XPOS
062E CA 0280 DEX
062F E030 0290 CPX #48
0631 F006 0300 BEQ XNEXT
```

```
0633 8E9506 0310 STX XPOS
0636 8E00D0 0320 STX P0HPOS
0639 88 0330 XNEXT DEY
063A D0CD 0350 ;Y AXIS: BIT3=Y DIR, BIT4=Y RATE
063C A0FF 0360 LDY #$FF
063E AD00D3 0370 LDA PORTA
0641 2908 0380 AND #8
0643 85CB 0390 STA LASTA
0645 AD00D3 0400 YSAMP LDA PORTA
0648 2908 0410 AND #8
064A C5CB 0420 CMP LASTA
064C F041 0430 BEQ YNEXT
064E 85CB 0440 STA LASTA
0650 AD00D3 0450 LDA PORTA
0653 2904 0460 AND #4
0655 D01D 0470 BNE YDOWN
0657 AE9606 0480 YUP LDX YPOS
065A E020 0490 CPX #32
065C F031 0500 BEQ YNEXT
065E CA 0510 DEX
065F 8E9606 0520 STX YPOS
0662 98 0530 TYA
0663 48 0540 PHA
0664 A008 0550 LDA #8
0666 BD012C 0560 YUP1 LDA P0BASE+1,X
0669 9D002C 0570 STA P0BASE,X
066C E8 0580 INX
066D 88 0590 DEY
066E 10F6 0600 BPL YUP1
0670 68 0610 PLA
0671 A8 0620 TAY
0672 D01B 0630 BNE YNEXT
0674 AE9606 0640 YDOWN LDX YPOS
0677 E0DA 0650 CPX #218
0679 F014 0660 BEQ YNEXT
067B E8 0670 INX
067C 8E9606 0680 STX XPOS
067F 98 0690 TYA
0680 48 0700 PHA
0681 A008 0710 LDY #8
0683 BD062C 0720 YDOWN LDA P0BASE+6,X
0686 9D072C 0730 STA P0BASE+7,X
0689 CA 0740 DEX
068A 88 0750 DEY
068B 10F6 0760 BPL YDOWN1
068D 68 0770 PLA
068E A8 0780 TAY
068F 88 0790 YNEXT DEY
0690 D0B3 0800 BNE YSAMP
0692 4C62E4 0810 JMP XITVBV
```

```
0695 00 0820 XPOS .BYTE 0
0696 00 0830 YPOS .BYTE 0
0840 ;INIT. PM/VBI
0850 ;EQUATES
=D407 0860 PMBASE = $D407
=2800 0870 PMRAM = $2800
=2C00 0880 P0BASE = PMRAM+$0400
=D000 0890 P0HPOS = $D000
=02C0 0900 P0COLR = $02C0
=D008 0910 P0SIZE = $D008
=022F 0920 SDMCTL = $022F
=D01D 0930 GRACTL = $D01D
=0224 0940 VVBLKD = $0224
=E45C 0950 SETVBV = $E45C
=E462 0960 XITVBV = $E462
0970 ;CLEAR PLAYER 0
0697 68 0980 PLA
0698 A0FF 0990 LDY #$FF
069A A900 1000 LDA #0
069C 99002C 1010 INIT1 STA P0BASE,Y
069F 88 1020 DEY
06A0 D0FA 1030 BNE INIT1
1040 ;DEFINE PLAYER 0
06A2 B9DB06 1050 INIT2 LDA P0SHAP,Y
06A5 99782C 1060 STA P0BASE+120,Y
06A8 C8 1070 INY
06A9 C008 1080 CPY #8
06AB D0F5 1090 BNE INIT2
06AD A978 1100 LDA #120
06AF 8D9506 1110 STA XPOS
06B2 8D9606 1120 STA YPOS
06B5 8D00D0 1130 STA P0HPOS
06B8 A922 1140 LDA #34
06BA 8DC002 1150 STA P0COLR
06BD A901 1160 LDA #1 ;DOUBLE WIDTH
06BF 8D08D0 1170 STA P0SIZE
06C2 A928 1180 LDA #PMRAM/256
06C4 8D07D4 1190 STA PMBASE
06C7 A93E 1200 LDA #$3E ;SINGLE LINE P/M
06C9 8D2F02 1210 STA SDMCTL
06CC A903 1220 LDA #$03 ;TURN ON P/M
06CE 8D1DD0 1230 STA GRACTL
1240 ;INIT. VBI
06D1 A907 1250 LDA #7
06D3 A206 1260 LDX #VBI/256
06D5 A000 1270 LDY #VBI&255
06D7 205CE4 1280 JSR SETVBV
06DA 60 1290 RTS
06DB 181818E7 1300 P0SHAP .BYTE $18,$18,$18,$E7,$E7,$18,$18,$18
06DF E7181818
```

[END]

1505. Atari Trak-Ball Programming Article

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 23:04:38 UTC
From: rkim@calstatela.edu
Message-ID: <199204042304.AA14998@opus.calstatela.edu>
Source record: 111749

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```
____SNIP____SNIP____O/_____________________________________________________
O\
```

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October 26, 1983

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A joystick is only capable of indicating direction whereas a trak-ball is capable of indicating direction and speed. The best implementation of trak-ball application programs will reflect the varying speeds of ball movement.

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Unfortunately, Atari BASIC is very inefficient for using the Trak-Ball. To quickly implement direction and speed it is necessary to test the individual bits of PORTA. The AND function in Atari BASIC is byte-to-byte instead of a true bit-to-bit test. Therefore, machine language is going to be required to tap the potential of the Trak-Ball.

To determine the direction of ball movement, the direction bits need to be tested only once. To determine the speed of ball movement, the rate bits will have to be sampled many times and a count made of the changes from 0 to 1 and back. The lower four bits of PORTA are assigned as follows:

```
+---------------+---+---+---+---+
PORTA >> | | 4 | 3 | 2 | 1 |
+---------------+---+---+---+---+
```

* bit 4 = vertical rate,
* bit 3 = vertical direction (0=up, 1=down),
* bit 2 = horizontal rate,
* bit 1 = horizontal direction (0=left, 1=right).

Let's assume we wish to control an object on the screen with a trak-ball.
There are two logical approaches to this programming problem. I shall refer to these as the vector appoach and the incremental approach.

VECTOR : The vector approach is to maintain a value for the horizontal and vertical locations, sample the trak-ball N times, calculate the new horizontal and vertical locations, and then reposition the object. A complication is that if the object is a player or missile, we could vector to a new location without recognizing a collision. Another complication is that of boundaries. What if the new location is outside of a boundary? Should we ignore the boundary, ignore the sample, or calculate where the vector crosses the boundary? Using the vector method we will either have complicated coding or flaky response.

INCREMENTAL : The incremental approach is to move the object when the rate bit changes as you sample the trak-ball N times. Boundary and collision checking is much simpler than that of the vector approach.

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2) TBALL.BAS will demonstrate how the trak-ball can be sampled from Atari BASIC to provide a signed value of direction and speed for each axis. The three numbers displayed are the horizontal axis, the

vertical axis, and the joystick value.

3) VBITBALL.BAS demonstrates a vertical blank routine to sample the trak-ball and move a player using the incremental method discussed above. Because the movement is done using a vertical blank interrupt (background), other activity may proceed in BASIC (foreground).

-rhk. (10-3-90).

```
10 REM :TBALLTST.BAS
100 DATA 169,0,133,212,133,213,104,104,104,133,203,104,104
101 DATA 37,203,240,2,230,212,96
110 FOR I=1536 TO 1555:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-2736 THEN ? "BAD DATA!":END
120 GRAPHICS 0:POKE 710,0:TRAP 21:? "BIT OPTIONS (0-15)...";:INPUT OP
125 GRAPHICS 18
130 I=PEEK(632):POSITION 0,0
135 IF USR(1536,OP,8) THEN ? #6;USR(1536,I,8),"Y RATE"
136 IF USR(1536,OP,4) THEN ? #6;USR(1536,I,4),"Y DIR"
137 IF USR(1536,OP,2) THEN ? #6;USR(1536,I,2),"X RATE"
138 IF USR(1536,OP,1) THEN ? #6;USR(1536,I,1),"X DIR"
140 IF PEEK(53279)=6 THEN 120
141 GOTO 130
```

```
10 ;#D1:TBALLTST.SRC
20 ;TEST A BIT
00D4 30 BASIC = $D4
00CB 40 MASK = $CB
0000 50 *= $0600
0600 A900 60 LDA #0
0602 85D4 70 STA BASIC
0604 85D5 80 STA BASIC+1
0606 68 90 PLA ;BASIC
0607 68 0100 PLA ;MSB MASK
0608 68 0110 PLA ;LSB MASK
0609 85CB 0120 STA MASK
060B 68 0130 PLA ;MSB VALUE
060C 68 0140 PLA ;LSB VALUE
060D 25CB 0150 AND MASK
060F F002 0160 BEQ DONE
0611 E6D4 0170 INC BASIC
0613 60 0180 DONE RTS
```

```
10 REM :TBALL.BAS
100 REM 1536-1619
101 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
102 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
103 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
104 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
105 DATA 6,165,213,9,128,133,213,96,-1
110 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-11306 THEN ? "BAD DATA!":END
```

```
200 U=USR(1536):Y=INT(U/256):X=U-Y*256
210 IF X>127 THEN X=X-128:IF X THEN X=-X
211 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
220 ? X,Y,PEEK(632):GOTO 200
```

```
10 ;#D1:TBALL.SRC
20 ;SAMPLE TBALL X,Y DIR, RATE
30 ;CALLED FROM BASIC U=USR(ORG) ;HIBYTE=Y AXIS ;LOBYTE=X AXIS
D300 40 PORTA = $D300
00D4 50 XCOUNT = $D4
00D5 60 YCOUNT = $D5
00CD 70 LAST = $CD
0000 80 *= $600
0600 68 90 PLA
0601 A900 0100 LDA #0
0603 85D4 0110 STA XCOUNT
0605 85D5 0120 STA YCOUNT
0607 AD00D3 0130 XINIT LDA PORTA
060A 2902 0140 AND #2
060C 85CD 0150 STA LAST
060E AOFF 0160 LDY #$FF
0610 AD00D3 0170 XSAMP LDA PORTA
0613 2902 0180 AND #2
0615 C5CD 0190 CMP LAST
0617 F002 0200 BEQ XDEC
0619 E6D4 0210 INC XCOUNT
061B 85CD 0220 XDEC STA LAST
061D 88 0230 DEY
061E D0F0 0240 BNE XSAMP
0620 AD00D3 0250 LDA PORTA
0623 2901 0260 AND #1
0625 D006 0270 BNE YINIT
0627 A5D4 0280 LDA XCOUNT
0629 0980 0290 ORA #128
062B 85D4 0300 STA XCOUNT
062D AD00D3 0310 YINIT LDA PORTA
0630 2908 0320 AND #8
0632 85CD 0330 STA LAST
0634 A0FF 0340 LDY #$FF
0636 AD00D3 0350 YSAMP LDA PORTA
0639 2908 0360 AND #8
063B C5CD 0370 CMP LAST
063D F002 0380 BEQ YDEC
063F E6D5 0390 INC YCOUNT
0641 85CD 0400 YDEC STA LAST
0643 88 0410 DEY
0644 D0F0 0420 BNE YSAMP
0646 AD00D3 0430 LDA PORTA
0649 2904 0440 AND #4
064B D006 0450 BNE RETURN
```

```
064D A5D5 0460 LDA YCOUNT
064F 0980 0470 ORA #128
0651 85D5 0480 STA YCOUNT
0653 60 0490 RETURN RTS

10 REM :VBITBALL.BAS
100 REM 1536-1762
101 DATA 160,255,173,0,211,41,2,133,203,173,0,211,41,2,197,203,240,39,133,203
102 DATA 173,0,211,41,1,240,16,174,149,6,232,224,196,240,22,142,149,6,142,0
103 DATA 208,208,14,174,149,6,202,224,48,240,6,142,149,6,142,0,208,136,208,205

>> VBITBALL.BAS NOT FINISHED YET, SEE NOTE ABOVE. <<
>> For now, do the following...
>> 1) Assemble the VBITBALL.SRC file (the two hex numbers in
>> front are generated by the assembler, do not type
>> those guys in).
>> 2) From DOS, LOAD the OBJECT code into memory.
>> 3) Return to BASIC.
>> 4) Type X=USR(1687)
>> 5) Plug in the Trak-Ball, switch to trak-ball mode, and experiment.

10 ; :VBITBALL.SRC
20 ; VBLANK TO MOVE PLYR 0 WITH T-BALL
30 ; EQUATES
=D300 40 PORTA = $D300
=00CB 50 LASTA = $CB
0000 60 *= $0600
70 ;X-AXIS:BIT1=X DIR, BIT2=X RATE
0600 A0FF 80 VBI LDY #$FF
0602 AD00D3 90 LDA PORTA
0605 2902 0100 AND #2
0607 85CB 0110 STA LASTA
0609 AD00D3 0120 XSAMP LDA PORTA
060C 2902 0130 AND #2
060E C5CB 0140 CMP LASTA
0610 F027 0150 BEQ XNEXT
0612 85CB 0160 STA LASTA
0614 AD00D3 0170 LDA PORTA
0617 2901 0180 AND #1
0619 F010 0190 BEQ XLEFT
061B AE9506 0200 XRGHT LDX XPOS
061E E8 0210 INX
061F E0C4 0220 CPX #196
0621 F016 0230 BEQ XNEXT
0623 8E9506 0240 STX XPOS
0626 8E00D0 0250 STX P0HPOS
0629 D00E 0260 BNE XNEXT
062B AE9506 0270 XLEFT LDX XPOS
062E CA 0280 DEX
062F E030 0290 CPX #48
0631 F006 0300 BEQ XNEXT
```

```
0633 8E9506 0310 STX XPOS
0636 8E00D0 0320 STX P0HPOS
0639 88 0330 XNEXT DEY
063A D0CD 0350 ;Y AXIS: BIT3=Y DIR, BIT4=Y RATE
063C A0FF 0360 LDY #$FF
063E AD00D3 0370 LDA PORTA
0641 2908 0380 AND #8
0643 85CB 0390 STA LASTA
0645 AD00D3 0400 YSAMP LDA PORTA
0648 2908 0410 AND #8
064A C5CB 0420 CMP LASTA
064C F041 0430 BEQ YNEXT
064E 85CB 0440 STA LASTA
0650 AD00D3 0450 LDA PORTA
0653 2904 0460 AND #4
0655 D01D 0470 BNE YDOWN
0657 AE9606 0480 YUP LDX YPOS
065A E020 0490 CPX #32
065C F031 0500 BEQ YNEXT
065E CA 0510 DEX
065F 8E9606 0520 STX YPOS
0662 98 0530 TYA
0663 48 0540 PHA
0664 A008 0550 LDA #8
0666 BD012C 0560 YUP1 LDA P0BASE+1,X
0669 9D002C 0570 STA P0BASE,X
066C E8 0580 INX
066D 88 0590 DEY
066E 10F6 0600 BPL YUP1
0670 68 0610 PLA
0671 A8 0620 TAY
0672 D01B 0630 BNE YNEXT
0674 AE9606 0640 YDOWN LDX YPOS
0677 E0DA 0650 CPX #218
0679 F014 0660 BEQ YNEXT
067B E8 0670 INX
067C 8E9606 0680 STX XPOS
067F 98 0690 TYA
0680 48 0700 PHA
0681 A008 0710 LDY #8
0683 BD062C 0720 YDOWN LDA P0BASE+6,X
0686 9D072C 0730 STA P0BASE+7,X
0689 CA 0740 DEX
068A 88 0750 DEY
068B 10F6 0760 BPL YDOWN1
068D 68 0770 PLA
068E A8 0780 TAY
068F 88 0790 YNEXT DEY
0690 D0B3 0800 BNE YSAMP
0692 4C62E4 0810 JMP XITVBV
```

```
0695 00 0820 XPOS .BYTE 0
0696 00 0830 YPOS .BYTE 0
0840 ;INIT. PM/VBI
0850 ;EQUATES
=D407 0860 PMBASE = $D407
=2800 0870 PMRAM = $2800
=2C00 0880 P0BASE = PMRAM+$0400
=D000 0890 P0HPOS = $D000
=02C0 0900 P0COLR = $02C0
=D008 0910 P0SIZE = $D008
=022F 0920 SDMCTL = $022F
=D01D 0930 GRACTL = $D01D
=0224 0940 VVBLKD = $0224
=E45C 0950 SETVBV = $E45C
=E462 0960 XITVBV = $E462
0970 ;CLEAR PLAYER 0
0697 68 0980 PLA
0698 A0FF 0990 LDY #$FF
069A A900 1000 LDA #0
069C 99002C 1010 INIT1 STA P0BASE,Y
069F 88 1020 DEY
06A0 D0FA 1030 BNE INIT1
1040 ;DEFINE PLAYER 0
06A2 B9DB06 1050 INIT2 LDA P0SHAP,Y
06A5 99782C 1060 STA P0BASE+120,Y
06A8 C8 1070 INY
06A9 C008 1080 CPY #8
06AB D0F5 1090 BNE INIT2
06AD A978 1100 LDA #120
06AF 8D9506 1110 STA XPOS
06B2 8D9606 1120 STA YPOS
06B5 8D00D0 1130 STA P0HPOS
06B8 A922 1140 LDA #34
06BA 8DC002 1150 STA P0COLR
06BD A901 1160 LDA #1 ;DOUBLE WIDTH
06BF 8D08D0 1170 STA P0SIZE
06C2 A928 1180 LDA #PMRAM/256
06C4 8D07D4 1190 STA PMBASE
06C7 A93E 1200 LDA #$3E ;SINGLE LINE P/M
06C9 8D2F02 1210 STA SDMCTL
06CC A903 1220 LDA #$03 ;TURN ON P/M
06CE 8D1DD0 1230 STA GRACTL
1240 ;INIT. VBI
06D1 A907 1250 LDA #7
06D3 A206 1260 LDX #VBI/256
06D5 A000 1270 LDY #VBI&255
06D7 205CE4 1280 JSR SETVBV
06DA 60 1290 RTS
06DB 181818E7 1300 P0SHAP .BYTE $18,$18,$18,$E7,$E7,$18,$18,$18
06DF E7181818
```

[END]

1506. Atari for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-04 23:50:02 UTC
From: megamax@oak.circa.ufl.edu
Message-ID: <1992Apr4.235044.24637@math.ufl.edu>
Source record: 111750

**********COMPUTER FOR SALE**********

* Atari 1040 ST
* SC1224 color monitor
* 1200 bd modem
* Okimate 20 color thermal printer
* mouse and pad
* Casio MIDI keyboard w/cables
* Atari trackball modified to work
as a mouse also.
* joystick
* 100's of programs

$695 OBO

Misc. for sale:

* Atari 130XE
* Atari 800
* percom 5.25" master drive
* voicemaster sound digitizer
* joystick and trackball
* misc. software

If interested leave me E-mail : Megamax@maple.circa.ufl.edu

Megamax

1507. Re: atario2.1 and util

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 01:49:35 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92095.204935AKH104@psuvm.psu.edu>
Source record: 111751

Organization: SmUrFlAnD
X-Subliminal-Message: IBM will Die!
Date: Saturday, 4 Apr 1992 20:46:25 EST
From: <AKH104@psuvm.psu.edu>
Message-ID: <92095.204626AKH104@psuvm.psu.edu>
Newsgroups: comp.sys.atari.8bit
Subject: Re: atario2.1 and util
References: <92095.011825AKH104@psuvm.psu.edu>
<1992Apr4.214050.26734@usenet.ins.cwru.edu>

In article <1992Apr4.214050.26734@usenet.ins.cwru.edu>,
aa700@cleveland.Freenet.Edu (Michael Current) says:
>
>In a previous article, AKH104@psuvm.psu.edu () says:
>
>> I just upload atario2.1 and util to the archive. For those of you IBMers
>>out there. Util reads and writes mydos disks and atario reads mydos and ljk
>>disks as well as xf551 double sides disk (So it says).
>>Andrew
>>
>
>Just wondering, are these any different than the copies of atario21 and
>util that are already on the archive?
>--
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

Good question...didn't even know if they were there! Alot of people
told me they weren't so I put them there...The source code is inlcuded
in this arc and UTIL I think is the last verson...I know I got UTIL from
here a couple of months ago and it didnt work as well as the one I just
uploaded. Hmm...I wonder...download it and see!
Andrew

1508. Compute! Magazines: Sept '82 - April '88

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 02:21:00 UTC
From: at974@cleveland.Freenet.Edu
Message-ID: <1992Apr5.022100.6425@usenet.ins.cwru.edu>
Source record: 111752

I sold my 8 Bit and have a library of magazines that have
GREAT historical value. :)

In addition to the Compute! magazines from September 1982 through
April 1988, I also have Softside issues #39 through 41 and
January & February 1984

Finally, there is one VINTAGE Byte magazine from January 1983.

I would like $20 for this MAGNIFICANT collection.

The box weighs 45 lbs. You pay shipping from Cincinnati, Ohio.
(Either Post Office or UPS.)

Reply via e-mail.
--
+---+
| Larry Bennett usr2059a@tso.uc.edu |
| Madeira, Ohio USA at974@cleveland.Freenet.edu |
+---+

1509. Re: Reading Double Density Sector

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 04:05:54 UTC
From: bmarcum@world.std.com
Message-ID: <BM7vDu.HnE@world.std.com>
Source record: 111753

In article <1992Apr4.152946.8564@magnus.acs.ohio-state.edu>
fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
> I have a routine which reads a single-density (128 byte) Atari disk sector.
>I'd like to alter it to read 256 byte double-density sectors, but I can't
>seem to find documentation on this. Any help is appreciated.
>
I believe all you have to change is the buffer length, which is stored at
$308-309. If you're using an XF551 that has dropped into single-density,
you can set it back to double density by reading a certain sector (sector 4,
I think)

Bill Marcum bmarcum@world.std.com

1510. 7200? Atari XT? Huh!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 07:36:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qyyqiB1w164w@cyberden.uucp>
Source record: 111754

On a local BBS, someone is offering an Atari 7200. I said to him "no.. you must mean 7800", but he replied, "no 7200!" What pa-zacaly IS a 7200? I chatted with my friend today and mentioned it and he said it was some sort of prototype game system. I'm not convinced. Has ANYONE here on this newsfeed ever heard of this thing?

Also, the same person mentioned an Atari XT. Again, I attempted to correct him by saying "no, you must mean XL or XE". He again said "NO.. X>T<!" I just replied to these messages, and I am waiting for details on this stuff, but I decided to ask all of you folks here, as you are all so versed in Atari stuff. Heck, I even tried looking it up in the BEST Elec. catalog! HELP ME!

Again. He said "7200" and "Atari XT" systems. So.. are there such things!?

Thanks alot. Bill

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1511. Draconus...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 07:40:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <56yqiB2w164w@cyberden.uucp>
Source record: 111655

I have just downloaded the game Draconus from a BBS in the bay area. One that says it is very much against piracy. When I first heard of Draconus, people who were talking to me about Zybex said the same people made it, which was true. The thing is, on the Carina net, we were all having a big argument on whether or not Zybex was a (c)'d game, and we decided no. So when I DL'd Draconus, knowing that the BBS is against piracy, and being pretty sure that their other game, Zybex, was PD, I was very surprised to see a "Copyright 1988 Cognito" in the credits! Is this game really (c)'d? If so, how can I get in contact with Cognito?? And if it is, I will definitely request it be deleted from the BBS. I hate seeing pirated stuff unless it is impossible, not just really hard, to find the software. Especially myself being a programmer, and wishing one day to "make it big" in the industry.

BTW: If this game is PD, it is definetly worth the LD call I made! If not, I would definitely pay for it!

---> Bill Kendrick

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1512. Who posted the original...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 07:50:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7LZqiB6w164w@cyberden.uucp>
Source record: 111656

Who was it who posted the original mail-order/magazine listing? Was it Chris? (won't even try to spell your last name!!)

If so, have you gotten any updates? I might type in my own copy, as I have found a few phone numbers and a little more descriptions of places you had listed.

Is the vendlist file on the archive better than the posted list, or are they the same??
----------PhBill-------

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1513. Re: IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 17:03:29 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <5APR92120329@tiamat.hacks.arizona.edu>
Source record: 111657

In article <1992Apr04.192801.24490@visual.spk.wa.us>, jprevost@visual.spk.wa.us (Jack Prevost) writes...
>
>Yes, but there are folks like me around who have all the software ever
>made for the Atari (well, most of it. <grin>) And don't want to give
>that up. I use Macs at school, IBM's at other peoples houses, but I
>still like my old 8-bit system. It gets the job done, and I know it
>inside and out.
>
I forgot to mention the fact that I really don't want to have two computers to take care of, but I do want all my 8bit software and all the fun the 8bit provides AND I want all the 'power' available from my PC. Since my Atari is unlikely to do a good job of running MS-DOS software, that only leaves hope that my PC can do a good emulation of the 8bit.

Dataque's XEC was very promising, since it was actually an 8bit on a card - don't have to worry too much about 'emulation' since all the hardware was actually there.

SIGH

Oscar M. Fowler - omf@smaug.hacks.arizona.edu

'Everybody's got the right to be a sucker once ...'

1514. Lightspeed C

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 18:59:24 UTC
From: ltatman@terapin.com
Message-ID: <ltatman.02tk@terapin.com>
Source record: 111658

I just picked up Lightspeed C. Is there anyone out there that is experienced with C in general that can tell me how faithful this version is? Ive also heard there is ACE-C out there but have never heard of it. I'm just learning C and want to find something that will follow a generic C book pretty closely to elimenate as much frustration as possible.
Thanks

1515. Re: DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-05 22:19:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Nu4RiB1w164w@cyberden.uucp>
Source record: 111659

Rick_Michael_Cortese@cup.portal.com writes:

> BTW: Bob Wooley did add an 80 column chip. I can't recall just exactly what
> newsletter(s) the project was in, but I believe he piggy-backed a 6545 VDI
> and some ram onto the GTIA. REAL foggy on this, but I believe he asked for
> someone who'd do the programming for a handler, got a response, but I haven't
> heard anything since. It's another one of a long list of projects waiting on
> my work bench.

Goody! THAT sounds like something I might even try to add! :)

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1516. Atari GAMER project

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 01:37:37 UTC
From: chase@electron.rutgers.edu
Message-ID: <Apr.5.21.37.35.1992.16144@electron.rutgers.edu>
Source record: 111660

For those of you who have a Macintosh, you may of heard of a project by Bob Nordling which attempts to catalog and rerelease a number of Shareware games. It is known as the GAMER project. This project has made it possible to find almost any shareware entertainment product for the Macintosh computer.

What I propose is a similar effort for the Atari 8bits. Well it would be conceivable to catalog and archive all of the Atari computer games, the goals of this project are a little more realistic. The 1st goal is to catalog and archive all the games published by ANALOG Computing. Why ANALOG? Well, in my opinion it contained the best Atari games available when I was an active Atari owner, and I always wondered whether some of the games I didn't bother to type in I should have. If this project is completed easily and with enough enthusiasm on the part of the Atari 8bit community then we can procede to expand the goals of the project to other magazines and actual shareware products for the 8bits. If the enthusiasm is overwhelming I'd like to take a stab at cataloging the enormous number of commercial games produced for the Atari, but that's a daunting task I think is better left for later (much later ;-)). (A smaller task I might be willing to coordinate would be a catalog of all the games published by Atari Corp. themselves, and a catalog of the games that were developed but never released.)

On the question of copyrights and whatnot I take a very simple position. The act of cataloging the titles and details of various games presents no problems. The act of archiving and distributing the games is legally nebulous. While most people consider the programs found in magazines to be public domain the publishers often took a different, more restrictive view. These same publishers have ceased their magazines and the companies which hold the copyrights are in many cases now nonentities. To avoid any problems that might result I am making it the purpose of the project to collect the binaries of the games for distribution to people who own the magazines but never bothered typing in the programs. I cannot restrict distribution in that fashion (as I intend to post the programs to atari.archive) but anyone who makes use of the binaries will have to understand that the intent of the project was not to allow unlimited distribution of copyrighted material. If they believe there is no problem in using the binaries anyways, then that is their decision. In any event there is no problem at this early stage of simply collecting the descriptions and source of the games for later distribution.

One final note on copyrights. By default decisions have been made about what is permissible to include on atari.archive. There are

several games and some source listings from magazines currently there, so I don't suspect this project will stir up any real trouble. I felt it was necessary to treat the issue seriously however, but I did not intend to start a long discussion on the nets about whether those games should be on the archive or not. What I want most out of this is a list of games available for the Atari. What I would also like is a way to obtain those games as well, but that issue can be addressed later if the database project proceeds smoothly.

Enough talk about legal crap. If you're interested send me some email telling me what magazine issues you have access to, how many games from those issues you may have on disk somewhere (a rough guess), and how much time you're willing to contribute to the project. Ideally I'd like everyone to email me a description of a few games, what issues they came from, and a brief review of them. But I don't want everyone to send me a description of "Livewire" from Analog 11 (?), so there is going to be some coordination involved.

Even if you're not interested in helping out I'd like email messages concerning your "All-time favorite Atari video game". Anything from just the title to a long discussion of why every other game pales in comparison to your favorite. I'll post a brief list to the newsgroup once I've gotten enough responses.

Thanks in advance for your interest.

1517. Any DIFFs or GREPs for the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 02:00:28 UTC
From: marcotte@unixland.natick.ma.us
Message-ID: <1992Apr6.020028.4974@unixland.natick.ma.us>
Source record: 111661

Does anyone know if any versions of the UNIX diff or grep utilities were ever written for the Atari 8-bit? It would be very helpful to be able to find the differences between two files or search for a certain text phrase in files. Any info would be appreciated.

Thanks,
Lou Marcotte
marcotte@unixland.natick.ma.us

1518. Re: RS232 on MIO bad?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 04:31:11 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Apr6.043111.4773@msuinfo.cl.msu.edu>
Source record: 111662

AKH104@psuvm.psu.edu writes:

> I have recently acquired a used 1meg MIO and everything appears to
>work except the RS232 connector. Everything works perfect on my 850

I had the same problem with my MIO. Come to find out I had not turned
the RS232 port on in the MIO config menu... Look for port active/inactive
if you haven't done so already. If you have, then ignore this.

:)

-MOlin "Dogs crawl under gates, software crawls under Windows"

1519. MIO, Ataptec 4000a, Tandon tm-503.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 07:03:51 UTC
From: a644690c@edinboro.edu
Message-ID: <00958ADF17EF8140.20C02CCB@edinboro.edu>
Source record: 111663

Hi, I have a question. I have just recently acquired an MIO a
Tandon TM-503 hard-drive, and an Adaptec 4000a controller. I was
wondering if anyone has had this configuration before and/or could tell
me about the jumpers that need to be set. On the Adaptec controller, there
are two sets of jumpers labled:

```
r
pu . . . s
.
t
```

and:

```
. . . . . . . .
. . . . . . . .
p l n j h f d b
```

I am curious as to what these are. ALSO: How do the jumpers need set
on the Hard-drive.

The only documentation I have for any of this stuff is the 45 printed sheets
for the MIO.

I don't have ANY of the wiring needed to connect these components together,
or even a PC type power supply, so I have a while before I can get it set up.
*** If anyone has a power supply for sale and/or the necessary cables
I would like to here from you. *** I could always just build the cables
if I could find a store that carries standard computer supplies (UNlike
Radio Shack!).

Well, I've rambled enough..... ANY help would be greatly appreciated.

Thanks,
-Adam Conover.
a644690c@edinboro.edu.

1520. The XEP80 80 column expansion

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 10:05:23 UTC
From: SOEF_16@leicester.ac.uk
Message-ID: <9204061522.AA07254@ucbvax.Berkeley.EDU>
Source record: 111664

Does anyone actually use one of these things? Is it any good? What sort
of quality display does it produce and is it updated reasonably fast?

--
Steve
SOEF_16@le.ac.uk

1521. Trak-Ball

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 10:20:09 UTC
From: SOEF_16@leicester.ac.uk
Message-ID: <9204061522.AA07263@ucbvax.Berkeley.EDU>
Source record: 111665

It is possible to use a Trak-ball with Missile Command. Simply type
control-T.

BTW it seems that the mouse from the Atari PC/ST is compatable with the
Trak-ball, since it works fine if substituted.

--
Steve
SOEF_16@le.ac.uk

1522. Re: The XEP80 80 column expansion

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 17:14:21 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr6.171421.29471@usenet.ins.cwru.edu>
Source record: 111666

I have an XEP80, and it's really cool! Sure, it could have been
better, but all in all, it's really neat.

What you have is a box, the same size as the SX212 modem (same case
in fact), with joystick plug coming out of the back. Plug it into
joystick port #2, and run the XEP80 driver. Basically, the XEP
is a dumb terminal. The 8-bit sends data to it, and the XEP in turn
displays it on a monochrome monitor. The text display is very fast,
I'd estimate it to be at least 9600 baud equivilent. IT also has
special text modes, like 40 or 80 columns, blinking, underlined,
inverse, double-wide, double height, etc. In fact, the screen is
a virtual screen. The XEP will accept up to 256 columns and scroll
accordingly. It works very well.

Also included with the XEP is a built-in printer interface, with
the standard DB-25 plug, so you can use a normal printer cable.

One really neat thing is when you use the XEP with BobTerm, Bob
Puff's telecommunications program. If you have two monitors, it
works best. You get the BobTerm menu screen on your TV or composite
monitor, and the online text display on the monochrome monitor. It's
wild!

Overall, it's really nice. They're selling used for $50 or so nowadays.
Pick one up if you can find it.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

1523. Re: Draconus...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 17:16:44 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92097.121644JJMCWILL@MTUS5.BITNET>
Source record: 111667

In article <56yqiB2w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>I have just downloaded the game Draconus from a BBS in the bay area. One
>that says it is very much against piracy. When I first heard of
>Draconus, people who were talking to me about Zybex said the same people
>made it, which was true. The thing is, on the Carina net, we were all
>having a big argument on whether or not Zybex was a (c)'d game, and we
>decided no. So when I DL'd Draconus, knowing that the BBS is against
>piracy, and being pretty sure that their other game, Zybex, was PD, I was
>very surprised to see a "Copyright 1988 Cognito" in the credits! Is this
>game really (c)'d? If so, how can I get in contact with Cognito?? And
>if it is, I will definitely request it be deleted from the BBS. I hate
>seeing pirated stuff unless it is impossible, not just really hard, to
>find the software. Especially myself being a programmer, and wishing one
>day to "make it big" in the industry.
>
> BTW: If this game is PD, it is definetly worth the LD call I
>made! If not, I would definitely pay for it!
>
>---> Bill Kendrick
Having just finished perusing over three years worth of Current NOtes,
I ran into a set of articles from A. Rojo. The name sound familiar?
He was doing reviews of game software, including Zybex, I don't know
if this other game was in there, but now it seems that these games are
in fact copyrighted. Or at least that seems to be the case to me.

Jeff McWilliams

>_____________________________
>PhBill: Bill Kendrick
>moon!cyberden!phbill@well.sf.ca.us
>_____________________________

1524. Re: MIO, Ataptec 4000a, Tandon tm-503.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 17:20:08 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92097.122008JJMCWILL@MTUS5.BITNET>
Source record: 111668

In article <00958ADF17EF8140.20C02CCB@edinboro.edu>, a644690c@edinboro.edu
("Adam J. Conover") says:
>
>Hi, I have a question. I have just recently acquired an MIO a
>Tandon TM-503 hard-drive, and an Adaptec 4000a controller. I was
>wondering if anyone has had this configuration before and/or could tell
>me about the jumpers that need to be set. On the Adaptec controller, there
>are two sets of jumpers labled:
>
> r
> pu . . . s
> .
> t
>
>and:
> . . . . . .
> . . . . . .
> p l n j h f d b
>
>I am curious as to what these are. ALSO: How do the jumpers need set
>on the Hard-drive.
>
>The only documentation I have for any of this stuff is the 45 printed sheets
>for the MIO.
>
>I don't have ANY of the wiring needed to connect these components together,
>or even a PC type power supply, so I have a while before I can get it set up.
>*** If anyone has a power supply for sale and/or the necessary cables
> I would like to here from you. *** I could always just build the cables
>if I could find a store that carries standard computer supplies (UNlike
>Radio Shack!).
>
>Well, I've rambled enough..... ANY help would be greatly appreciated.
>
>Thanks,

You might want to give either ICD or Computer Software Services a call.
Although CSS sells a competing product, the Black Box, Bob Puff is
an expert on Atari 8 bit hardware, and is almost always willing to help
out a fellow Atari 8 bitter. He can also supply you with Power supplies
for your HD if I remember correctly. Anyhow it wouldn't hurt to
give him a call, or call ICD and ask them about it.

Jeff McWilliams

>-Adam Conover.
> a644690c@edinboro.edu.
>
>

1525. Re: The XEP80 80 column expansion

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 17:22:47 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92097.122247JJMCWILL@MTUS5.BITNET>
Source record: 111669

In article <9204061522.AA07254@ucbvax.Berkeley.EDU>, SOEF_16@leicester.ac.uk
says:
>
>Does anyone actually use one of these things? Is it any good? What sort
>of quality display does it produce and is it updated reasonably fast?
>
>--
I know several people who use these, myself included. The display is
much clearer than any 80 column implementation you will see done using
any of the GTIA/ANTIC graphics modes. Of course display clarity
also depends on your monitor. On my Teknika MJ-10 color monitor, the
display is better than the standard 8 bit display, but it isn't
as good as when I use my Goldstar Monochrome monitor.
In fact I like the 80 column display so much that my Teknika MJ-10
color monitor sits up on a higher shelf, used only when I need to play
a game in color or see a demo or something. For everyday work,
it's the Goldstar greenscreen monitor. I hardly miss the color.
Depending on which software you use, the XEP80 can act slower than the
standard display. This is especially true if you have many programs that
write to the standard 40 column screen by poking the characters
directly into SCREEN RAM. You simply can't do this with the XEP80.
Everything has to be done by writing to the E: and S: devices.
This presents a bit of a problem, you can't expect all your software to
just run on the XEP80. Mydos works fine, and so does Sparta and SD-X.
Running the FORMAT program requires you to flip back to the 8 bit
40 column screen to view its disk formatting options. That reminds me
the XEP80 has its own output for hooking up to a monitor. SO if you
want to see both your standard dislplay and the XEP80 display, you
either get two monitors sitting side by side, or get a switch to
switch between the two different video outputs going to the one monitor.
Ben Poehland talked about such a project an issue of Current Notes
sometime last fall. I have a little box with a rocker switch
attached to the side of my monitor using velcro. It works quite well.

Anyhow there are some programs written specifically for the XEP80,
including MORE80 for SpartaDOS, Atariwriter 80, Turboword +, Turbofile,
and EMAX, Bobterm, VT850, and I suspect a few other terminal programs
that don't come to mind. The XEP80 output is slower, but the display
is worth it.

Jeff McWilliams

>Steve

>SOEF_16@le.ac.uk

1526. atario2.1 and util

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 19:17:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-04-06-12:17:58.13*UJ1G"@DKAUNI2.BITNET>
Source record: 111670

In a previous article Michael Current writes:

>Just wondering, are these any different than the copies atario21 and
>util that are already on the archive?

Yes !!!! They are different !!!!!!!!!!! Or at least util.exe is.
Now it works as it should, while the older version of UTIL on the
archive failes to write in binary mode. The new version posted
recently by Andrew _does_ work in the binary mode.
The source listings seen to be far better documented as the old ones.
As I could see by now the new version supports some formats that
the old version doesn't (double sided drives?).

Thank you Andrew for this uploading. Now I can supply my dear Atari
with software without problems.

Somebody who is responsible for the archive should replace the old
version of util.exe with the new debugged one. Thank you.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1527. Re: MIO, Ataptec 4000a, Tandon tm-503.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 19:49:46 UTC
From: omf@smaug.hacks.arizona.edu
Message-ID: <6APR92144946@smaug.hacks.arizona.edu>
Source record: 111671

In article <00958ADF17EF8140.20C02CCB@edinboro.edu>, a644690c@edinboro.edu ("Adam J. Conover") writes...
>Hi, I have a question. I have just recently acquired an MIO a
>Tandon TM-503 hard-drive, and an Adaptec 4000a controller. I was
>wondering if anyone has had this configuration before and/or could tell
>me about the jumpers that need to be set. On the Adaptec controller, there
>are two sets of jumpers labled:
>
> r
> pu . . . s
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>and:
> . . . . . .
> . . . . . .
> p l n j h f d b
>
>I am curious as to what these are. ALSO: How do the jumpers need set
>on the Hard-drive.
>

Well, I just happen to have my handy-dandy ACB-4000 Series User Manual (great technical manual on the 4000 series from Adaptec which I bought in hopes of getting a hard drive for my 8bit which I've never been able to afford...) in front of me...

Page 3-6 states:

JUMPER DEFINITION INSTALLED REMOVED
A-B LSB of Controller's SCSI Address bit = 1 bit = 0
C-D Controller's SCSI Address bit = 1 bit = 0
E-F MSB of Controller's SCSI Address bit = 1 bit = 0
G-H DMA Transfer Rate SYSCLK/4 DATACLK/2
I-J Extended Command Set Enabled Disabled
K-L Not Used
M-N Support of Syquest 312, DMA 360 and drives that Enabled Disabled
drop SEEK COMPLETE signal during head switch
O-P Self Diagnostics Enabled Disabled
R-PU Write Precompensation turned off for drives Enabled Disabled
R-S Write Precomp starts at same cylinder as Enabled Disabled
reduced write current for drives
R-T Write Precomp is applied to all tracks Enabled Disabled

Hope this helps a bit. Let me know if you'd like to anything else on the 4000A. Cables and a power supply should be simple to get. Try a Computer Shopper for the power supply.

Oscar M. Fowler - omf@smaug.hacks.arizona.edu

PARMESAN CHEESE: Great on pasta, not great on eggs ...

1528. Bobterm 1.20 troubles...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 20:32:57 UTC
From: csmith@nmt.edu
Message-ID: <1992Apr6.203257.6633@nmt.edu>
Source record: 111672

Hi. I just got the newest available version of Bobterm from atari.archive a couple days ago and I was very pleased to see that it had vt52 terminal emulation instead of vidtex as v. 1.10 did. Except for one thing - it doesn't seem to work for me. I have another vt52 emulator (VTERM) that works just fine when I configure the other computer to do vt52, but when I try the exact same configuration with Bobterm it chokes (i.e. the text formatting on-screen is garbled, bad cursor positioning).
I think Bobterm is great, but I can't really use it because of this problem. Does anybody have any suggestions or similar problems? Is there any way to get a hold of Bob Puff through the internet? I know about BBS's that would do the trick, but I would rather not rack up long distance phone bills (poor starving college student and all that...).

Thanks very much for any assistance!

Clay Smith
csmith@titan.nmt.edu

1529. Power Supply Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 20:33:39 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9204062033.AA06944@smithkline.com>
Source record: 111673

Adam- yup, the hot cap in your Type III supply is a sure sign of trouble, as I recall the Type III had the skimpiest heatsink too, a crummy little silver thing w/maybe half the thermal capacity of what they put in the Type I. If you have any sort of junkbox heatsink you can add on to what's already there you will improve things a little.

I agree, 4700uF is probably too low. 10,000 is better if you can find one- but large values of the propers physical size are rarer than hen's teeth. On mine I used a 6800uF scavenged from a dead printer. Some 1050 drives were equipped w/6800/25VDC caps; if you have a dead 1050 or know someone with such, that might be your best source, I don't believe Radio Shack carries anything that high a value in radial-lead caps, they probably stop at 2200uF. I would give Brad Koda at Best Electronics a call first, he knows about all this stuff & might have something lying around even if it isn't a catalog item.

Sorry if you had problems reaching me, my email address is:

poehland%phvax.dnet@smithkline.com

(I think I'm actually on DECnet), my site is *supposed* to be able to rcv msgs from INET, BITNET, & UUNET. I haven't attempted to reply to you personally as I wanted folks here in IA8 to know about your problem & how it can be fixed. Hope you'll be able to locate a replacement cap, good luck.

Maybe someone could give the phone # for Best? I don't have it here at work.

- BEN POEHLAND
The Alchemist

****

1530. Re: BART Mailer info

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 21:21:47 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr06.212147.15271@visual.spk.wa.us>
Source record: 111674

>Can someone please send me detailed instructions on how to use the BART mailer
>for those of us who don't have ftp access?

For me information, send an email containing just the word "help" to
atari@atari.archive.umich.edu

That'll get it for you...

```
_____________________________________________________________________
|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1531. Re: XF551 reading MS-DOS disks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 22:09:16 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Apr6.220916.26122@ge-dab.GE.COM>
Source record: 111675

In article <009586236685A660.2080083C@edinboro.edu>, a644690c@edinboro.edu ("Adam J. Conover") writes:
|> Hi,
|>
|> Does anyone think that an unmodified XF551 drive could read a 360k MS-dos
|> format disk. I'm not to sure of the flexibility of the ROMs but I think
|> it could be done (maybe it already has and I'm just clueless, but....).
|> If anyone knows a bit about the XF drives, please let me know.

I know this doesn't qualify (since you say unmodified), but Bob Puff's (CSS) XF551 upgrade allows you to read 360K MS-DOS diskettes, even if you don't replace the 5.25" drive with a 3.5" mechanism.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1532. Toronto Show.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 23:13:01 UTC
From: a644690c@edinboro.edu
Message-ID: <00958B667C67F300.20C02F49@edinboro.edu>
Source record: 111676

Well,

I just wanted to give all the 8-bitters out there my impression of the Toronto Atari show that was held this past weekend.

As you may all guess, the show was almost exclusivly ST/TT stuff except for a Lynx display and game area. I guess there was a company or two selling some old 8-bit carts., but I couldn't find anything. However, BEST Electronics was there with lots of goodies. (I didn't buy anything becaus I have a rather large order pending and I didn't feel like being severly hastled by customs for a SECOND time [another story]). I did however end up meeting Mr Bob B. himself! Actually, I remained rather quite while a friend of mine kept (embarrassingly) harasing him about "what ever happened to the 8-bits". He seemed like a rather nice fellow though. I, myself, only chatted with him breefly.

I also was able to meet some members of some French Canadian user groups whom I plan on exchanging some Shareware/PD stuff with. And I met Patty R. from AIM who was also a very nice woman.

Right across from our booth (S.A.G.E) someone had an 'Atari History' booth set up. I was rather disheartened to see a lot of the machinery that *I* use every day sitting on an 'old and obsolete' shelf.

All in all, For the 16/32 Atari owner, the show would have been great, but if you only own an 8-bit..... You didn't miss much. Oh well, I had fun anyhow. From the looks of the show the new Atari stuff seems to a lot of potential. It struck me as rather funny when one day a friend mentioned, (an Amiga owner who had never seen an 800xl), "Hmmmm, ya' know..... That thing acts like it could be just an 8-bit Amiga." Does that meen that the Atari ST is really a 16-bit C=64 ????? :-) I wonder.........

Peace,
-Adam Conover.
a644690c@edinboro.edu.

1533. Mouse Drivers.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-06 23:49:49 UTC
From: a644690c@edinboro.edu
Message-ID: <00958B6BA0D28340.20C02F49@edinboro.edu>
Source record: 111677

Hi,

(I wonder how many posts I've made today....)

Anyway, I have a Question: I got ahold of a digital mouse the other day
and have hacking around with it. I figured out how it transmitted its data
in about 15 min., but the BASIC test-driver I wrote was not even close to
fast enough to work. I am wondering if anyone has a digital mouse handler
that will work under SDX or SpartaDOS.

Thanks....

-Adam Conover.
a644690c@edinboro.edu.

1534. Re: RS232 on MIO bad?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-07 02:27:13 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92097.222713AKH104@psuvm.psu.edu>
Source record: 111678

In article <1992Apr6.043111.4773@msuinfo.cl.msu.edu>, molin@crs.cl.msu.edu (Michael Olin) says:
>
>AKH104@psuvm.psu.edu writes:
>
>
>> I have recently acquired a used 1meg MIO and everything appears to
>>work except the RS232 connector. Everything works perfect on my 850
>
>I had the same problem with my MIO. Come to find out I had not turned
>the RS232 port on in the MIO config menu... Look for port active/inactive
>if you haven't done so already. If you have, then ignore this.
>
> :)
>
> -MOlin "Dogs crawl under gates, software crawls under Windows"

No, I did switch the mio config. The light lights and all but nothing works...no terminal program sends anything to the modem.
Hmmm guess Ill have to call ICD.
Andrew

1535. Re: Lightspeed C

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-07 04:15:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56997@cup.portal.com>
Source record: 111679

I've got both Light Speed & Turbo C on the IBM, and really, Lightspeed isn't even close to being as good of an implementation as Turbo. LS is the best I've seen on the Atari, but some of the things that are supported in just about every other C, like easy floating point access, are more difficult with LS. Some things like structures are not supported at all. On the other hand, if you just want to do some things like translate a data base or terminal program it would work fine. It also has a lot of hooks & bells for the Atari, like PM Graphics, that are suitable for tweeking an application.

1536. Re: Who posted the original...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-07 04:38:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <57000@cup.portal.com>
Source record: 111680

Bill Kendrick (moon!cyberden!phbill@well.sf.ca.us) writes:

>Who was it who posted the original mail-order/magazine listing? Was it
>Chris? (won't even try to spell your last name!!)

Are you talking about ME? I've had people have trouble remembering
"Chiesa" before...

Anyway, no, I was NOT the originator of the mail-order / magazine list.
(Although I DID transfer it to the VAX at work and write a VAX assembly
program to reformat the 40-column listing into a two-up, 80-column
version. Sorry though - I printed and DELETED the machine-readable form
of the list...)

>If so, have you gotten any updates? I might type in my own copy, as I
>have found a few phone numbers and a little more descriptions of places
>you had listed.

I'd say go for it; I'll re-download and print myself an updated copy! ;-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1537. Re: Atari Trak-Ball Programming Article

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-07 13:47:50 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr7.084751.10614@miavx1.acs.muohio.edu>
Source record: 111681

In article <199204042303.AA14973@opus.calstatela.edu>, rkim@calstatela.edu ("Richard H.S. Kim") writes:
> Okay, here is the trakball programming essay from Atari Corp. Alas, I had
> to retype it since the original was lost. Also, my version of this is
> missing the BASIC listing of example #3: VBITBALL.BAS. The assembly version
> of example #3 is present and working, so this should be no great misery.
>
> Of course, if there is a great demand for the BASIC listing for example
> #3, I can generate it with BOFFO and re-submit the article.
>
> Enough yak, the trakball article...
>
> ____SNIP____SNIP____O/____
> O\
>
> PROGRAMMING THE CX-22 TRACK BALL
> William Bartlett
> October 26, 1983
>

[Stuff deleted]

BTW, this should also help you if you want to use a ST mouse with your
8-bit. (I've played missle command with a mouse, it sure makes the game
easier!!!)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
-----=======}}}}}}}}(((((((())))))))}}}}}}}}=======--------

1538. MIO, Ataptec 4000a, Tandon tm-503.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-07 19:31:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <702695557.F00001@tdkt.kksys.com>
Source record: 111682

I wasn't aboe to reply to the orinigal post about the MIO, Adaptec 4000a and Tandon drive, but it sounds like the exact same setup I had before I got twin Seagates. The 'J' jumper had to be closed because the Tandon was an SASI drive that needed the "extra" instruction set that is available on the Adaptec controler. That jumper set is for SASI drives. In the other group of jumpers, I closed the "T" jumber for faster read/write access to the drive. I ran a Tandon 502 (just a little smaller than the 503, but other than that, the same drive)
and a Miniscribe SCSI drive off of the 4000a.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1539. SpartaRead - Beta

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-07 22:08:50 UTC
From: omf@jab.tucson.az.us
Message-ID: <FXPViB1w164w@jab.tucson.az.us>
Source record: 111683

I uploaded a program I've been working on called SpartaRead. It's only in the preliminary stages, but it will let you read double-density SpartaDOS disks on a PC. Try it out and let me know what you think.

Please send replies to: omf@smaug.hacks.arizona.edu

```
&^%$#%^@#$&&)*$@@!$^!&*#!!!!#!^@&**)
@ Oscar omf@jab.tucson.az.us *
^ Fowler dt@coyote.datalog.com #
(+@#$%(&^!+_&(*+@#$%~@#$#$&(*_@#)*(_
```

1540. is there an FAQ on this...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-07 23:03:16 UTC
From: paf4@quads.uchicago.edu
Message-ID: <1992Apr7.230316.28180@midway.uchicago.edu>
Source record: 111684

Just wondering if someone could fill me in on this group... A simple explanation would do... or is there group I could write into for general questions... questions for someone who doesnt know the first stinkin' thing about computers...

thanx
s m n h
a a t a

1541. Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 01:29:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <o12ViB15w164w@cyberden.uucp>
Source record: 111685

I got a trial issue of Current Notes! Yipee dipee! Well... I noticed that the 2 or 3 pages of 8-bit stuff was of things I already know. THIS makes me want even MORE to have an 8-bit ONLY magazine.

SO! ANY OF YOU WHO HAVEN'T SENT FOR THEIR INFO.KITS, SEND FOR THEM >NOW<

-and-

FOR ANY OF YOU WHO >GOT< THE INFO.KIT, BUT HAVE NOT SENT THE POSTCARD BACK I WILL >PERSONALLY< GO OVER TO YOUR HOUSE AND >KILL< YOU!!!

Just kidding. But, I STILL don't understand what people have against this, and why they haven't been sending their kits BACK! ALL YOU DO IS ANSWER A FEW QUESTIONS AND POP IT IN THE MAIL BOX! COME >ON< PEOPLE! DO IT!! Get up from your computer and get the card and mail it back.

And for those of you who are even LESS lazy, hows about POST ABOUT this campaign on local (or even LD, like >I'VE< been doing) BBSs, so people without InterNet access and who don't get Current Notes, or who are just plain in the dark like I used to be can LEARN ABOUT THIS AND HELP OUT!

WHEW! THANK YOU! Remember, if you're not doing this, YOU DON'T DESERVE SUCH A GOOD COMPUTER! :)

Bill.... (heartbeat rushing)
(probably from Primus,
tho)

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1542. My last message.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 01:31:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <N32ViB16w164w@cyberden.uucp>
Source record: 111686

AND ANOTHER THING! :) There is NO obligation! All you'd be doing is

HELPING OUT THE REST OF US!? HMM? Come on! Aren't you sick of
newsletters yet!?

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1543. Re: Lightspeed C

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 02:00:32 UTC
From: jkohnen@comix.cs.uoregon.edu
Message-ID: <1992Apr8.020032.23274@cs.uoregon.edu>
Source record: 111687

Lightspeed C isn't all that good an implementation of C, but you can make it better by using the PD CC8 compiler (should be at the archive) with the Lightspeed linker and runtime library. CC8 supports structures and unions, and perhaps some other things that Lightspeed's compiler doesn't understand, and CC8 also recognizes REAL curly braces, tildes, etc. I made a custom character set to use with Textpro with the curly braces so now my C programs for the Atari at least look like the real thing. I think the combination of CC8 and Lightspeed C is about the best we've got for the Atari. I tried fooling with C65, but found it's compiler to be so S-L-O-W that it drove me nuts, so I never bothered to try to expand its limited function library. A full C implementation for the Atari that could compile a reasonably sized program in less than a lifetime is something I've been wishing for for years. But in the meantime there's always Action!

John Kohnen

1544. IBM version of 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 05:20:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <702712645.F00001@tdkt.kksys.com>
Source record: 111688

Accualy I know af an Apple 2 emulator for the IBM, and an AMiga one. Both don'T work as well as the original, and on one you need to find your own OS. The Atari emulator isn'T really new. In fact I got the source for one. ANyway, the IBM can do emulations, but most people want into IBM software whatever the system, not into another.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1545. Toronto Show.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 05:34:01 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <702712645.F00002@tdkt.kksys.com>
Source record: 111689

In fact the ST is a 16 bit C64. Jack took over Atari after selling the 64, and the guy who designd the atari chip started AMiga.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1546. Re: IBM emulating 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 05:48:19 UTC
From: darekm@microsoft.com
Message-ID: <1992Apr08.054819.1096@microsoft.com>
Source record: 111690

In article <19920326161439.3.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
> Date: Tue, 24 Mar 1992 13:00 EST
> From: noao!asuvax!ukma!darwin.sura.net!jvnc.net!yale.edu!qt.cs.utexas.edu!zaphod.mps.ohi
o-state.edu!sol.ctr.columbia.edu!hamblin.math.byu.edu!shamu.caedm.byu.edu!yvax.byu.edu!byu
vm!cunyvm! (Jeff McWilliams)
>
>[...]
> One thing I have always been mystified about though, is why translate
> the code from 6502 to 68000 or 80386SX on the fly? Why not do it ONCE
> and then run the code as a native processor program? Then only the
> Hardware emulator would be running, wasting time, not the translator
> emulator program.

The reason Xformer is an emulator and not a code translator is because
a lot of 8-bit code (and 68000 code for that matter) uses self
modifying code. So if you translate the code it is no good because
the code modifies itself. A good example is ST Xformer itself. Every
time it executes a new 6502 insturction, it modifies the 68000 code.
This happens about 130,000 times per second on an 8MHz ST. Now, if
every time the code got modified you re-translated it, you'd
be wasting a lot more time. I thought about translating the Atari BASIC
and ROM OS code, since that obviously does not change, but by eliminating
the "fetch and execute" step of the emulator you'd only save about 30% to
50% of the time. It might be enough to make Atari BASIC run at full speed
on a regular ST, but it would also increase the memory requirements a
lot. All this translated 6502 code would take up space as 68000 code.
Plus, you have to translate the code at every single byte, since there
are cases of code I have run across (usually in copy protected software)
that has two different routines coded into the same piece of code. By
just executing the code one byte before or after you end up executing
a completely different routine. It's messy.

- Darek

--

Darek Mihocka. Creator of Quick ST & Gemulator. Views expressed are my own.
Branch Always Software, 14150 NE 20th Street, Unit 302, Bellevue, WA 98007

1547. Re: bonk

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 10:56:30 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Apr8.105630.6471@ericsson.se>
Source record: 111691

Tim.Gearin@f47.n282.z1.tdkt.kksys.com (Tim Gearin) writes:

>To James Hague:
> I have a game called Bonk that you have written. Its not a bad little game.
> Have you made any others?
>bye.

I've never heard of "Bonk", and I thought I would never forget the names
of the older 8-bit Atari games that were released in the good old days.

How old is Bonk, and has it been released by an established software
publisher?

Anders Skelander

1548. DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 17:31:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920408173136.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 111692

Date: Fri, 3 Apr 1992 16:57 EST
From: mips!sdd.hp.com!@decwrl.dec.com (James W Dittmer)
[...]
Due to a couple of requests for Atari DOS 2.0S and 2.5 I ftped arc-ed,
diskcomm-ed files of 2.0S, 2.5, and 4.0 to the archive. I also placed DOS XE
in my account but did not ftp it since I wasn't sure if it was PD.

I wanted to send a description of the files to jrd but didn't know the rest of
his address so I sent it to Info-Atari8@NAUCSE.CSE.NAU.EDU which appears in the
"8-bit.text" file.

I uploaded the files late at night, the next morning jrd posted the following:
"Does anybody know what's in the 3 files called DOS20S.ARC, DOS25.ARC,
and DOS40.ARC which were recently uploaded to the 8bit section of the
archives? Would whoever uploaded them please contact me? Thanks..."

So, I emailed the same description to jrd@STONY-BROOK.SRC.SYMBOLICS.COM. Mail
to Info-Atari8 is apparently lost or ignored.

No, but due to the usual lossage in the mail/news distribution system,
it doesn't work properly all the time.

I never saw either of the descriptions that you mailed; care to try
again?

Later I ftped the archive and found that the DOSes had been deleted.

I deleted them, out of concern for the possibility of copyright
violation. If they're copyright Atari, that means we can't put them up
for public access. If they're safe to post, could you let me know?
I did
find the file readme.txt in the "new" directory.

---- readme.txt --
If you're uploading things into this directory for inclusion in the
8-bit archives, please take the time to put together a brief description
of whatever you're uploading. Include it as a separate file, or stick
in a .ARC, or whatever, but please include it. Dumping random files
with random names simply encourages things to get lost or misfiled.
Thanks for your support.

-- The Management

Pet Peeve: I hate it when people use phony pseudonyms.

Sorry you don't like it, but that caveat applies whether it's me doing
the archiving (as it has been lately) or Ravi, or anybody else I can get

to volunteer.

1549. Re: Atari inof.kit (Flame warning on)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 17:41:57 UTC
From: cs331333@zippy.acslab.umbc.edu
Message-ID: <1992Apr8.174157.693@umbc3.umbc.edu>
Source record: 111693

To: PhBill: Bill Kendrick
At: moon!cyberden!phbill@well.sf.ca.us

Please reply if you receive this, i've never sent bit-net mail (if the
!!!'s mean bitnet) from this site.

In answer to your article in comp.sys.atari.8bit

> Article: 7667 of comp.sys.atari.8bit
> From: moon!cyberden!phbill@well.sf.ca.us
> Newsgroups: comp.sys.atari.8bit
> Subject: Current Notes
>
> [body of message deleted]

I haven't recieved an Info.Kit for whatever it was you were talking about.
I haven't asked for one yet, so please send me one.

I'm assuming its ascii text that I can print out on a standard printer.
I'm assuming, I pay nothing, just print it out and mail it in to show
my support for an 8-bit magazine which would also be free, and distributed
to the net. No ST/TT garbage unless its talking about networking the 2.

I am planning on networking an atari800xl to a i80486/33 using desqview
and public domain software/a null modem cable. I might also buy one
of those gadgets that simulate an atari serial drive (or two :))
I used to run a VERY fast atari bulliten board with a 2400baud modem
and a 1meg M/IO from ICD.

I would also be willing to write articles for any 8bit atari magazine about
these and related topics.

I'm assuming the magazine is going to be net distributed at no charge and
with someone (authorized) providing hardcopys mailed to people for cost.
Ie for people in foreign countries, etc.. who have no net access.
ie cost for paper, ink, postage only.. if noone will send a free copy.

I've also never heard of 'current news', so any info you could provide
on that would be helpful.

*** mild flame on

I don't want to be rude, but the message recieved by me on comp...8
seemed to be the classic 'hey, lets jump on the bandwagon'-commercial
type message. Although, its fine for convincing high school age
students.. sigh..

I just think it would be better if you just gave a more factual based message that sums up previously known info that can be distributed and taken serious. This is very serious to me. Atari 8bits are very powerful machines in their own way (Thats why very fast machines can't simulate them without additional hardware). I spent ~$110.00 about 2 weeks ago to buy a new one, since my old one died. There are some very talented hackers (in the good sence of hacker) that stick by their machines.

I also think a 'net available magazine' is a great idea. It provides a powerful medium to HELP people get the most out of a machine that atari dis-associated themselves with a long time ago. I provides a means for comunicating with atari, other companies and showing our support. Without any need for them to advertise because there is no profit involved.. Just 8bit-atari-lovers sharing info.

> FOR ANY OF YOU WHO >GOT< THE INFO.KIT, BUT HAVE NOT SENT THE POSTCARD
> BACK I WILL >PERSONALLY< GO OVER TO YOUR HOUSE AND >KILL< YOU!!!

just an example of why this mild flame.. note the uppercase letters, the word 'kill' and the lack of fundamental info in this sentence... Note that alot of people reading this message have young children.

*** mild flame off

Since atari...8 is not really one of the more high volume newsgroups, I think I will post a copy of this message there for us 8-biters to gawk at...

I also, eagerly await info on this 8-bit electronic magazine and will be sure to distribute it when it get it.

For those with acces to 'irc' try looking for me in the #atari group! I seem to be the only 8bit one there but, as always, it seems the atari group contains highly educated people, who share ideas, and progams freely.. lots of them speak german too.. for you german speakers.

I'm known as FreeBird when I'm on, although I've been using the handle/ nickname free-bird too cuz, some bozo keeps stealing my handle and idling. Just check, if he's from germany, its not me, if he's from USA, ????.umbc.edu, its me..

Cuz I'm free as a bird now.
And this bird you can not change.
Oh..Oh..Oh..Oh..Oh..Oh..
And this bird you can not change.
-Lynyrd Skynyrd (Free Bird)

Dave Steibel (cs331333@umbc5.umbc.edu)
^^^^^^^^^^^^^^^^^^^^^^ <--- send replys here !

PS sorry for any mispelling, but I'm just a poor, overworked college student..

1550. DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 18:32:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-04-08-11:32:40.88*UJ1G"@DKAUNI2.BITNET>
Source record: 111694

In a previous article Rick_Michael_Cortese@uunet.uu.net writes:
> BTW: Bob Wooley did add an 80 column chip. I can't recall just exactly what
> newsletter(s) the project was in, but I believe he piggy-backed a 6545 VDI
> and some ram onto the GTIA. REAL foggy on this, but I believe he asked for
> someone who'd do the programming for a handler, got a response, but I haven't
> heard anything since. It's another one of a long list of projects waiting on
> my work bench.

What is a 6545????

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1551. Re: Atari Equipment for Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 18:38:29 UTC
From: buescher@irk.ugcs.caltech.edu
Message-ID: <buescher.702758309@irk>
Source record: 111695

I'd like one of the XLs and $25 is fine but I am having trouble
sending you email.

Brent

1552. Re: bonk

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 20:49:14 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Apr8.204914.19875@exu.ericsson.se>
Source record: 111696

Anders Skelander writes:
>
>>To James Hague:
>> I have a game called Bonk that you have written. Its not a bad little game.
>> Have you made any others?
>
>I've never heard of "Bonk", and I thought I would never forget the names
>of the older 8-bit Atari games that were released in the good old days.
>
>How old is Bonk, and has it been released by an established software
>publisher?

Okay, I suppose I'll stick my head in here now. I responded to the original poster via email, but since this is such a popular topic I'll say a few words :-)

Bonk was not a commercial game, it was published in the pages of ANALOG Computing--the October 1985 issue to be exact (right before Charles F. Johnson's G: article). The game, IMO, had a pretty good concept (keeping in mind that magazine games had to be simple), but I didn't spend enough time designing levels for the dang thing. It probably could have turned out better than it did. But several people have told me that they still play it, so I guess I did something right.

Yes, I wrote some other games for ANALOG and Antic (trivia: can you name them? :-) I was happy with Electroids (buggy though it was) and Current Events and E-Racer. I probably got the most attention for Uncle Henry's Nuclear Waste Dump, which was my version of Tetris a few years before the orignal. Unfortunately, I didn't get the gameplay exactly the way it should have been.

Anyway, I'm always amazed when someone remembers this sort of thing. I've gotten email from half a dozen netters over the past year and a half about old magazine articles with my name on them. And one guy who got me confused with Bill Hogue of Miner 2049'er fame! Ah, the good ole days...
--
James Hague
exuhag@exu.ericsson.se

1553. Re: Bobterm 1.20 troubles...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-08 22:22:52 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Apr8.222252.29746@usenet.ins.cwru.edu>
Source record: 111697

Bob Puff: 76702.1076@compuserve.com (Computer Software Services)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1554. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:06:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PTsXiB14w164w@cyberden.uucp>
Source record: 111698
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm sick of this!

I know that IMO = in my opinion
I DON'T know what IMHO means
or IHO...

somebody? Anybody??

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1555. Golly... phraze search..

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:24:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9mTXiB15w164w@cyberden.uucp>
Source record: 111699

I suPPOSE that this could work in BASIC to search for a phrase (Note: I'm making this program up as I go, so don't trust it! :))

```
1 REM >>> PhBill's Phraze in a Phile Searcher <<< (written online!!)
2 DIM F$(120),PZ$(120)
5 REM Maybe set up the screen...?
10 ? "File name";:INPUT F$
15 REM Maybe go add "D:" or something... whatever
20 TRAP 10:OPEN #1,4,0,F$
25 ? "Enter phraze to search for (up to 120 characters)"
30 INPUT #16,PZ$:REM #16 removes "?",adding a whole character to inputs!
35 ? "Working..."
40 FPOSITION=0
45 TRAP 100
50 FPOSITION=FPOSITION+1:GET #1,N
55 IF N=ASC(PZ$) THEN NOTE #1,FX,FY:REM finds a "jump" point if not found
60 IF N=ASC(PZ$) THEN GOSUB 150
70 GOTO 50
100 REM end of file!
105 ? "End of file reached! - The end! -":END
200 REM found.. keep finding!
205 FOUNDPOSITION=1
210 FOUNDPOSITION=FOUNDPOSITION+1:GET #1,N
215 IF FOUNDPOSITION>LEN(PZ$) THEN ? "Found at ";FPOSITION:RETURN:REM :)
220 IF N=ASC(PZ$(FOUNDPOSITION)) THEN 210
225 ? "Nope, not yet!":POINT #1,FX,FY:RETURN
```

Well.. I hope this works ok. If it doesn't, if you can fix it, repost it! As the REMs say, upgrade it a bit to fix the screen colors, and add a "D:" adder and stuff. In theory, what I did should work. Here's how it goes. Say you input "HELLO" as the PZ$ (phrase to find)..

In the file, the text goes as follos:

THE WORD HELLO IS VERY HELPFUL.

The file will find the "H" in "THE" and match it to the "H" in "HELLO". It will jump to the "continue searching" routine of the program at line 200. This will find the "E" in "THE" and match it with the one in "HELLO", but when it comes to the " " between "THE" and "WORD", it will quit, because the " " isn't an "L", no matter how crazy you are.

From here, the file pointer will jump backwards to the "E" (I HOPE... :) if it gets stuck in an endless loop, just add a "GET N" command after the "POINT".. command.

When it hits the "HELLO", the entire word should be found (how much you wanna bet you get an ERROR 5 at some point!?) It SHOULD return a "phrase found at 10". After that, it will skip to the " " between "HELLO" and "IS". If you want it to jump to the second letter ("E") in the found phrase, add a POINT #1,FX,FY and possible a "GET N" (see above if the program get stuck). When it finds the word "HELPFUL", it will do just like with "THE" and find the "HEL" in "HELPFUL" and match it with the first three matching letters in "HELLO" I suppose, if you said "HEL" for the phrase, it would say that both "HELLO" and "HELPFUL" match. If you add a " " at the end, you'll get neither... oh well.. of the subject now!

Hope I helped! :) Later, all! Bored bill.

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1556. Re: Any DIFFs or GREPs for the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:24:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7NTXiB16w164w@cyberden.uucp>
Source record: 111700

Opps! Forgot to note that it IS case SENSITIVE! (you coulda figured it
out yourself anyhow! :))
c-ya

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1557. Re: The XEP80 80 column expansion

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:30:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JXTXiB18w164w@cyberden.uucp>
Source record: 111701

Well.. that's the most I'D ever heard about it! I didn't think it was
worth much, but NOW... does anyone have one they'd give uP??!? :)
tanx guys.. now I'll be in the red even MORE ;)

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1558. Re: Draconus...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:31:56 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XZTXiB19w164w@cyberden.uucp>
Source record: 111702

Yeah... A.Rojo was "thanked" on the Zybex loader screen, if I remember correctly. I heard that both WERE PD... now you say both were (C)!?

Anyone, anyone?

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1559. Re: The XEP80 80 column expansion

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:36:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Z8TXiB20w164w@cyberden.uucp>
Source record: 111703

Speaking of 80 column. I just got AnsiTerm 0.3 and BOY is it slow! I hope Robert speeds up his 80 col. scroll routine! :)

Oh well.. I see that it finally works on the 1200xl, as it was said not to on the earlier versions.

BTW: Speaking of 1200xl being useless, anyone hear about K.O. Product's "Fred" and "Mission Shark?" Steve Hoffee from KO sent me >2< disks (me thinking the 1st one was messed up by the post office or someone), and NEITHER copy worked. Fortunately, he gave me another demo on the second disk (on the 1st was PD catalog).

Oh well.. anyone have an unused 800xl! :)?

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1560. Re: Toronto Show.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:40:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TeuXiB21w164w@cyberden.uucp>
Source record: 111704

```
--adam conover writes:--
> Amiga owner who had never seen an 800xl), "Hmmmm, ya' know..... That thing
> acts like it could be just an 8-bit Amiga." Does that meen that the Atari ST
> is really a 16-bit C=64 ????? :-) I wonder.........
>

Hehheh.. Yeah. It is probably because the Amiga was designed with help
of a few Atari 8-bit designers. Interesting that Tramiel went from c=
to /|\ and Nolan Bushnell went from /|\ to (eventually) c= !! :)

---------------------------------
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us
---------------------------------
```

1561. Re: Who posted the original...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 00:42:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1HuXiB22w164w@cyberden.uucp>
Source record: 111605

Ok, Chris, I'll do it (when I get time! :)) I hate highschool! :)

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1562. Trenton Show

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 02:49:34 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92099.224934AKH104@psuvm.psu.edu>
Source record: 111606

Anyboy else other than me going to the Trenton Show this weekend?
or will I be the only Atari user there scouting for bargains and
smacking the IBM users in the head with a crowbar?
Andrew

1563. IMHO =

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 17:27:55 UTC
From: mckenzie@bbn.com
Message-ID: <ku8vkrINN3vj@news.bbn.com>
Source record: 111607
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
IMHO = In My Humble Opinion

__
/ | /\ Alex McKenzie
/ | \/ mckenzie@bbn.com
\__/|_/\_&_/~X_ 617/873-2962
```

1564. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 18:37:59 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Apr9.183759.15225@ulrik.uio.no>
Source record: 111608
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <PTsXiB14w164w@cyberden.uucp>,
moon!cyberden!phbill@well.sf.ca.us writes:
> I'm sick of this!
>
> I know that IMO = in my opinion
> I DON'T know what IMHO means
> or IHO...
>
> somebody? Anybody??
>

IMHO === In My Humble Opinion
(Hardly Atari specific I know).

Jarle.

1565. Bob Wooley's 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 20:58:40 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr9.155841.10666@miavx1.acs.muohio.edu>
Source record: 111609

Well, this is going back to the post about Bob Wooley and his 80
column upgrade. I was thinking how to have it compatible with programs
that poke directly into memory. Well I thought of a kludge way of doing
it. Set up screen memory like this

0 --------- 39 40 ----------------- 79
Store columns 0-39 And then followup
in a 960 byte conti- with the remaining
guous block 960 bytes

That way program that poke directly into memory will be in forty
columns, but this way is a big kludge!!

Later.......

------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

1566. Graphical User Interfaces (check out proterm 3.0 Apple]['s)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 21:03:37 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr9.160338.10668@miavx1.acs.muohio.edu>
Source record: 111610

Has anyone hear seen Proterm 3.0 on Apple][s? It is pretty
incredible how well the menu bars and mouse work, even at 1 MHz.

I know how people don't like Graphical interfaces, but I really
like them, and I feel a character based one (like in Proterm) would be
very good. What do you all think?

(BTW, if you haven't seen proterm 3.0, try to check it out
sometime, pretty incredible that it works on a 128K //e)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
-----=======}}}}}}}}(((((((((((}}}}}}}}=======--------

1567. Re: Bobterm 1.20 troubles...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 22:32:02 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr09.223202.17703@visual.spk.wa.us>
Source record: 111611

In article <1992Apr6.203257.6633@nmt.edu> csmith@nmt.edu (Clay Smith) writes:
>
> Hi. I just got the newest available version of Bobterm from atari.archive
>a couple days ago and I was very pleased to see that it had vt52 terminal
>emulation instead of vidtex as v. 1.10 did. Except for one thing - it
>doesn't seem to work for me. I have another vt52 emulator (VTERM) that
>works just fine when I configure the other computer to do vt52, but when
>I try the exact same configuration with Bobterm it chokes (i.e. the text
>formatting on-screen is garbled, bad cursor positioning).
> I think Bobterm is great, but I can't really use it because of this
>problem. Does anybody have any suggestions or similar problems? Is there
>any way to get a hold of Bob Puff through the internet? I know about
>BBS's that would do the trick, but I would rather not rack up long distance
>phone bills (poor starving college student and all that...).

Unfortunately, I know what your problem is. The vt-52 emulator in
Bobterm works ONLY in even or odd parity, which many places do not
support. Bummer. I don't know how to get to Bob Puff through the
Internet, but I can send him mail through GEnie if you really want me
to.

```
_____________________________________________________________________
|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1568. Flaky drive! HEEELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 23:07:00 UTC
From: atario@cats.ucsc.edu
Message-ID: <32481@darkstar.ucsc.edu>
Source record: 111612

Ok, hardware gurus! I have this 1050 with U. S. Doubler upgrade, and it has worked fine for the last year. Suddenly, the other day, it starts a very nasty habit: the lowest-order bit in the 64th byte of each sector is stuck low (upon write only, not read)! I reseated all external connections; no go. Then I opened the thing up and reseated all the internal friction-fit connections (socketed chips and those little plug deals). It started working; I chalked the experience up to oxidization. Then, the next day, it goes right back to sticking the bit low! Not only that, it starts intermittently doing the same thing on the 21st or 33rd byte of each sector!! HAAALLP!!! What do I do now??

```
__
(_
__)teve
```

(Thanking you in advance for your incredible wisdom and generosity)
(grovel, grovel)

1569. Re: Atari Equipment for Sale! (I WANT THE 2 850 DRIVES!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-09 23:55:14 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Apr10.035713.17234@ryn.mro4.dec.com>
Source record: 111617

I'm also having problems sending you mail... It's bouncing back...

John

1570. Re: Bobterm 1.20 troubles...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 02:56:33 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <57181@cup.portal.com>
Source record: 111613

It's been MY experience that what the "BBS world" calls "VT52 terminal" emulation, ISN'T. The VT52 is/was a Digital Equipment Corporation terminal that responded to a set of escape sequences similar, but not identical to, those later incorporated into the VT100 (VT1xx series), VT2xx, VT3xx, and VT4xx series terminals. The "BBS world" VT52 seems to be some bastard thing with all kinds of BBS-specific extensions for doing color, graphics, and God only knows what-all else. I personally avoid "VT52 emulation" at all costs, because I never know what I'm getting -- the only thing I CAN count on, is that it ISN'T REALLY A VT52 EMULATOR.

Just two cents from

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1571. Re: Bobterm 1.20 troubles...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 03:23:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mLwZiB7w164w@cyberden.uucp>
Source record: 111614

Hey... actually, I think the newest version is 1.21 (it might be 1.22,
but I've yet to see it). 1.21 is dated 5/90 and supposedly fixes up some
bugs in 1.2, so.... check it out. later Bill

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1572. Re: Bob Wooley's 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 04:20:23 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92100.232024JJMCWILL@MTUS5.BITNET>
Source record: 111615

In article <1992Apr9.155841.10666@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
> Well, this is going back to the post about Bob Wooley and his 80
>column upgrade. I was thinking how to have it compatible with programs
>that poke directly into memory. Well I thought of a kludge way of doing
>it. Set up screen memory like this
>
> 0 --------- 39 40 ----------------- 79
> Store columns 0-39 And then followup
> in a 960 byte conti- with the remaining
> guous block 960 bytes
>
> That way program that poke directly into memory will be in forty
>columns, but this way is a big kludge!!
>

Yeah, designing the thing could be ugly. With the regular way,
it's easy to just tell the processor to start looking at one point
and just continue reading screen data until it's got as much as it needs.
This way the chip has to read half a line of data, skip to next line
and read half a line of data. skip.. etc. etc. then read the second
halves of each line... ick. There's just no simple way
or working around the problem is there?

I guess all you can do is comprimise. Those programs that use the
E: and S: drivers work fine. Those that don't... well I guess
you get screwed, or you program the display back to 40 columns first
then run the program and then turn 40 columns back on.

Jeff McWilliams

>Later.......
>
>-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
>"You can give her the usual rlcollins@miavx1.acs.muohio.edu
>things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
>you don't intend to keep." rcollins@apsvax.aps.muohio.edu
> -Cogsworth R.COLLINS1 on GEnie
>(Beauty and the Beast)
> ----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

1573. Re: Graphical User Interfaces (check out proterm 3.0 Apple]['s)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 04:25:14 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92100.232514JJMCWILL@MTUS5.BITNET>
Source record: 111616

In article <1992Apr9.160338.10668@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
> Has anyone hear seen Proterm 3.0 on Apple][s? It is pretty
>incredible how well the menu bars and mouse work, even at 1 MHz.
>
> I know how people don't like Graphical interfaces, but I really
>like them, and I feel a character based one (like in Proterm) would be
>very good. What do you all think?
>

Have you ever seen or used Turbocalc? Dataque did a really nice
pop-down menubar at the top for his user interface. It's one of the
things I really like about the program. The routines are
fully licensable from Dataque. Also, have you ever seen
CGM or Castell's Graphic Manager from the Analog 8 bit Extra?
This was a really neat windowing set up USR calls,
You even had a pointer defined from 4 8x8 characters. It's pretty
cool, but was copyrighted. The book said only owners of the book
were allowed to have the program. That was pretty short sighted of
ANALOG. I wonder where such copyrights stand now though.

Jeff McWilliams

BTW, it still bothers me how easily the Apple machines can be
upgraded to faster 6502 CPUS and our computer can't. One thing they
definitely have advantage over us.

> (BTW, if you haven't seen proterm 3.0, try to check it out
>sometime, pretty incredible that it works on a 128K //e)
>
>Later.......
>
>-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
>"You can give her the usual rlcollins@miavx1.acs.muohio.edu
>things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
>you don't intend to keep." rcollins@apsvax.aps.muohio.edu
> -Cogsworth R.COLLINS1 on GEnie
>(Beauty and the Beast)
> -----=======}}}}}}}}((((((()))))))){{{{{{{{=======--------

1574. questions about MIO's 80 columns, SIO2PC, z-modem, other misc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 08:29:42 UTC
From: cs331333@umbc5.umbc.edu
Message-ID: <1992Apr10.082942.10158@umbc3.umbc.edu>
Source record: 111618

Well, I posted my first article a few days ago and received some pleasant responses. Makes me happy to own an 8-bit atari again.

Anyway, I have some questions for all you 8-bit atari gurus.

A) On the atari archive, there is a program called 'SIO2PC' which reportably will allow you to hook a cable/device from an 80?86's comm port to a atari serial port and emulate an atari disk drive.

I think the author/designer's name was Nick Kennedy. Does anyone know if he has an E-Mail address? Does anyone know if he still puts together the devices? Does anyone have one of these devices and have any comments to make about it?

B) Has anyone taken up the task of writing a z-modem driver for the 8-bit that uses the rs232 port?

C) I own an ICD M/IO device. Supposedly there was a 80 column option for it. Any comment about this thing would be appreciated. ie. are they still selling them? Is it possible to make one? What kind of drivers/support is/was available for it? Is it possible to have two monitors using it, ie: one to 80 column, one to 40 column gamebox, one to regular monitor output, or any combnation?

D) Can anyone think of a cheap way to allow an 80?86 detect whether the atari has crashed, and reboot it if it does? I figure having the 80?86 have a line to one of the joystick ports from a parrell printer port and toggle a status bit every minute/second or so, then have the same parrellel port on the 80?86 signal a device to shut down a regulated power supply should the atari quit responding (ie crash).

A way to do this in combination with the sio2pc would be perfect. Ie: It would be nice to have all of the atari-related functions be regulated by one comm port. Any suggestions would be appreciated though.

E) has anyone had any experience with hooking two atari computers via the joystick ports?

I know that Nick Kennedy could probably help me emensely with both A) and E) but I don't want to get involved in a length mail coorespondance plus I'm a 'starving college student' as far as phone bills goes. If Mr. Kennedy has an E-mail address that would be perfect, or if some kind soul would be so generous to foward mail to a BBS where he can be reached and back again to me, I would be very happy. Or if someone could explain a method for transfering e-mail to bitnet, fido-net, compuserve, etc if he's on one of those networks.. or even pc-pursuit (gag..).

Anyway, feel free to email me with any comments. I always reply to it.

If I get any particularly juicy tidbits of info, I'll post them here.

Thank you,
David M. Steibel (cs331333@umbc5.umbc.edu)

1575. Re: Atari Equipment for Sale! (I WANT THE 2 850 DRIVES!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 17:51:57 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr10.175157.20098@usenet.ins.cwru.edu>
Source record: 111619

The two 850's he had advertised ar not disk drives. They're
interface modules, for hooking up printers and modems.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

1576. Re: bonk

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 18:12:27 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Apr10.131227.10690@miavx1.acs.muohio.edu>
Source record: 111620

> I've never heard of "Bonk", and I thought I would never forget the names
> of the older 8-bit Atari games that were released in the good old days.
>
> How old is Bonk, and has it been released by an established software
> publisher?
>
> Anders Skelander

Anders Skelander...what a cool sounding name...

...anyway...I think BONK was published in some magazine like ANTIC or ANALOG or something like that. Ergo, it's PD I think.

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

1577. Random thoughts...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 20:36:28 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Apr10.203628.18847@ucsu.Colorado.EDU>
Source record: 111621

In article <Apr.5.21.37.35.1992.16144@electron.rutgers.edu> chase@electron.rutgers.edu (Kevin Chase) writes:
>
> For those of you who have a Macintosh, you may of heard of a

The article immediately preceding this one at my node was the one from a Game-Boy owner. So my chain of concentration went from GameBoy --> Macintrash

to the thought:

"Get a Macintosh - so you can have a GameBoy on your desk!"

(With an air of suitable contempt!) ;^)

--Michael

--
Michael Hill <>< Isaiah 9:6 | "i read the story that you died i turned the
hill@spot.Colorado.EDU | page you were alive with hope and love but
Ball Aerospace Systems Group & | mostly faith one day ill see you face to face"
University of Colorado@Boulder | -- King's X, "everywhere i go"

1578. ATARI CLASSICS CAMPAIGN: LAST WEEK!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-10 23:46:07 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9204102346.AA02028@smithkline.com>
Source record: 111622

********** ATARI CLASSICS **********
********** CAMPAIGN UPDATE **********

This is the last week of the mail-in campaign effort to get an all-8bit maga-
zine started. The Campaign officially ends Wednesday, April 15, 1992.

Those of you in the USA or in other countries around the world who have
received a Campaign Information Kit, please make sure you fill out the return
card & drop it in the mail as soon as possible.

Due to a mailing snafu in which a shipment of info-kits went from Pennsylvania
to Jeff Mcwilliams in Michigan via Canada & thus arrived a month late, there
are still about 50-60 kits in our distribution pipeline even at this late date.
Obviously these last kits won't reach their intended addresses until after the
April 15 deadline, but the Campaign Committee encourages you to return the card
anyway. Although the printing/shipping of kits to Campaign distributors has
ceased, it will still take the Committee a few weeks to tally returns and
prepare a final report. The report will be released to all public and private
media without restriction, probably around the last week of April or the
beginning of May. Late returns arriving between the official close of the
Campaign on April 15 and the time the final report of the Campaign Committee
is released, will still be counted and included in the final tally.

So..... RETURN YOUR CARD!!! You still have time!!!

If by means of this announcement you are just now finding out about the mail-in
campaign and want to participate, sorry it's now too late. The Campaign has
been operating since January 12, 1992, and the time is upon us to see where
we stand and decide whether an independent 8bit publication is realistically
feasible.

The Campaign Committee welcomed the addition of Dave Blears who has represented
Campaign interests in Australia and distributed info-kits there. Many thanks
for your efforts, Dave!

I don't have a precise tally of returns, but adding recent international
returns to the last report from Jeff McWilliams puts the figure at just over
400. We are getting *close*, people! This is a real nail-biter!

Over the course of the Campaign, a total of 1512 Campaign Information Kits
were printed and shipped to usergroups and distributors, of which all but the
aforementioned 50-60 still in process have been mailed out. This was a serious
effort. The work of the Campaign Committee is drawing to a close.

The final outcome now depends on YOU.

- BEN POEHLAND
The Alchemist

****

1579. Re: DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 00:07:22 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr11.000722.6785@visual.spk.wa.us>
Source record: 111623

In article <19920408173136.0.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
>I deleted them, out of concern for the possibility of copyright
>violation. If they're copyright Atari, that means we can't put them up
>for public access. If they're safe to post, could you let me know?

All of the DOS's put out by Atari Corporation are in the public domain.
They are copyright by Atari Corp., but the copyright does allow the
software to be distributed, since it is something you need to use on
most disks. DOS XE was sold by Atari, but also released to the public
on bulletin boards. So, you basically paid for having Atari mail it to
you if no-one you knew had a copy.

____
|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~
~~~~~~

1580. ** K-Razy Kris Atari HW and SW moving sale! **

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 01:06:11 UTC
From: cwilliam@mimsy.cs.umd.edu
Message-ID: <CWILLIAM.92Apr10210611@mimsy.cs.umd.edu>
Source record: 111624

```
ST hardware:
Mega ST 4 w/TOS 1.4, internal Supra drive (no SCSI mech) make offer
Complete SCSI setup: ICD card/under-monitor case/PS/fan/cables
with external DS Atari drive inside, just add your SCSI mech $195
Color SC1224 ST monitor $95
SM124 ST mono monitor $65
ST printer and modem cables $5 each
Spectre Cartridge for Mac emulation (no ROMs) $55
Drive Master allows two external drives $15
ST mouse (new) $20
1200 baud mini-modem (6"x4"x1") w/RS232 $45
8 256K 100ns SIMMS $5 each
TOS 1.2 ROMS $10
Thomson color monitor for ST/8bit/IBM EGA or as TV off VCR $125
Magnavox color monitor for ST/8bit/IBM EGA or as TV off VCR $150
Star NX10 printer including Ultrascript for ST $55
SF314 ST external DS drive $75

Atari 8bit hardware:
MPP 1000C 8bit plug-in 1200 baud modem $10
Atari XLM? 1200 baud modem w/BOTH 8bit SIO and RS232 ports $20
Atari 1020 color printer $20
410 cassette recorder $1
850 interface (lets you use RS232 modems and Cent. printers) $40
4 XF551 drives $75
3 800XL computers $35
1 65XE computer $35
Power supplies for XL/XE/1050/XF551/810, etc... $5 each
DeRe Atari manual (THE inside Atari manual) $10
Atari 400 $10

Atari ST software ($10 each, originals with docs and box) $10 each
Sundog, Stellar Crusade, KQ IV, Word Writer, Hero's Quest,
Colonel's Bequest, Police Quest 2, Shadowgate, Diamondback,
Trump's Casino Gambling, Day at the Races, Gauntlet II,
Sinbad and thieves, Bards Tale, Day of the Viper, Xenomorph,
Manhunter, Manhunter 2, Camelot, Gold Rush!, Codename: Iceman

Other electronic goodies:
JVC RX330V 7audio/3video/30presets Tuner/Amplifier $95
KORG Concert 3500 electronic piano w/88 weighted keys $795
Williams "Comet" pinball machine w/voice module $795
Sony Betamax (does Beta III) just overhauled $95
Sony kids CD w/antishock, spkr/phones/line out for stereo (new) $95
Sony AM/FM Discman w/extra battery and line out for stereo $95
```

IBM Game Adapter (jotstick) card $10

K-razy Kris' Computer sale. All prices are VERY low so I don't have to take them with me. I will however still consider MULTIPLE purchase offers if no one buys them in one week. Ill take GeNIE Gift of Time, COD, or check for payment. Send email to cwilliam@cs.umd.edu on Internet, C.WILLIAMS06 on GeNIE or call me at 301-595-7942 until 11pmEST

1581. ** K-Razy Kris Atari HW and SW moving sale! **

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 01:06:55 UTC
From: cwilliam@mimsy.cs.umd.edu
Message-ID: <CWILLIAM.92Apr10210655@mimsy.cs.umd.edu>
Source record: 111625
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,dc.forsale,misc.forsale.computers

```
ST hardware:
Mega ST 4 w/TOS 1.4, internal Supra drive (no SCSI mech) make offer
Complete SCSI setup: ICD card/under-monitor case/PS/fan/cables
with external DS Atari drive inside, just add your SCSI mech $195
Color SC1224 ST monitor $95
SM124 ST mono monitor $65
ST printer and modem cables $5 each
Spectre Cartridge for Mac emulation (no ROMs) $55
Drive Master allows two external drives $15
ST mouse (new) $20
1200 baud mini-modem (6"x4"x1") w/RS232 $45
8 256K 100ns SIMMS $5 each
TOS 1.2 ROMS $10
Thomson color monitor for ST/8bit/IBM EGA or as TV off VCR $125
Magnavox color monitor for ST/8bit/IBM EGA or as TV off VCR $150
Star NX10 printer including Ultrascript for ST $55
SF314 ST external DS drive $75

Atari 8bit hardware:
MPP 1000C 8bit plug-in 1200 baud modem $10
Atari XLM? 1200 baud modem w/BOTH 8bit SIO and RS232 ports $20
Atari 1020 color printer $20
410 cassette recorder $1
850 interface (lets you use RS232 modems and Cent. printers) $40
4 XF551 drives $75
3 800XL computers $35
1 65XE computer $35
Power supplies for XL/XE/1050/XF551/810, etc... $5 each
DeRe Atari manual (THE inside Atari manual) $10
Atari 400 $10

Atari ST software ($10 each, originals with docs and box) $10 each
Sundog, Stellar Crusade, KQ IV, Word Writer, Hero's Quest,
Colonel's Bequest, Police Quest 2, Shadowgate, Diamondback,
Trump's Casino Gambling, Day at the Races, Gauntlet II,
Sinbad and thieves, Bards Tale, Day of the Viper, Xenomorph,
Manhunter, Manhunter 2, Camelot, Gold Rush!, Codename: Iceman

Other electronic goodies:
JVC RX330V 7audio/3video/30presets Tuner/Amplifier $95
KORG Concert 3500 electronic piano w/88 weighted keys $795
Williams "Comet" pinball machine w/voice module $795
Sony Betamax (does Beta III) just overhauled $95
Sony kids CD w/antishock, spkr/phones/line out for stereo (new) $95
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Sony AM/FM Discman w/extra battery and line out for stereo $95
IBM Game Adapter (jotstick) card $10

K-razy Kris' Computer sale. All prices are VERY low so I don't have to take them with me. I will however still consider MULTIPLE purchase offers if no one buys them in one week. Ill take GeNIE Gift of Time, COD, or check for payment. Send email to cwilliam@cs.umd.edu on Internet, C.WILLIAMS06 on GeNIE or call me at 301-595-7942 until 11pmEST

1582. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 01:12:12 UTC
From: techno@lime.in-berlin.de
Message-ID: <2E710WG@lime.in-berlin.de>
Source record: 111626
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

moon!cyberden!phbill@well.sf.ca.us writes:

>I'm sick of this!

>I know that IMO = in my opinion
>I DON'T know what IMHO means
>or IHO...

>somebody? Anybody??

In My Humble Opinion.

BTW, you should *really* get 'The New Hacker's Dictionary', edited by Eric Raymond, The MIT Press, ISBN 0-262-68069-6. It was made from the newest version of the Hacker Jargon File.

Techno

~

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

1583. Mega Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 04:27:49 UTC
From: a644690c@edinboro.edu
Message-ID: <00958EB720151660.20C054C0@edinboro.edu>
Source record: 111627

Well, I guess Mega Magazine IS still intact. I still have not talked
to the editor, Freddy, about what the actual subscription cost is.
For all of you that are still interested you can either write A.N.G.
Software (who handles the mag.) or leave me mail with your real name +
address and I will forward it on. I have a package to send to Freddy by
next weekend, so if I hear from you by then, Mega Magazine will get the info.

A.N.G. Software
Puttershowksestraat 63a
3114 PK SCHIEDAM NETHERLANDS

-Adam Conover.
a644690c@edinboro.edu.

1584. questions about MIO's 80 columns, SIO2PC, z-modem, other misc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 06:20:01 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <703019135.F00001@tdkt.kksys.com>
Source record: 111628

I've never networked through a joystick port. bUt it is possibal through the SIO port. Just switch the data lines. The joystick would roboly require mor work, but all you would have to do is hook the data and ground lines togeter on each, and set one port for input, one for output. Then send data a nyble at a time. Or for faster speed, have softwhere send both through each port, and use an Xmodem type thing to change directin for status bytes every so often. If you try it make sure that ower can'T flow from one computer to the other.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1585. Graphical User Interfaces (check out proterm 3.0 Apple]['s)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 06:25:02 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <703019135.F00002@tdkt.kksys.com>
Source record: 111629

The easyest way to upgrade an atari is to put a 65C02 in. this will speed things up. You coud possibally double the clock spped, but remember that the speed of the atari (1.72mhz i think) was selected because it is easy to slave the computer to the TV. Speed things up and you lose this timing. So the OS must be rewriten, amoung other problems like no programs work. IF every atari user wants to we could use the PBI on the XL/XE to add a coprocesser, perhaps speeding up math. A good programer could use both at the same time, if there is off board memory, and comunicate only when nessicary.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1586. Re: Info.ket/flame/etc (too long to followup!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 07:54:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TT42iB1w164w@cyberden.uucp>
Source record: 111630

As for the "KILL" you thing, sorry, I'm just so surprised that some people could be STUPID enuf to think "I'll send mine in AFTER I see the 1st issue," when right in front of them in plain print it's written that "there'll only BE a 1st issue if 500 kits are returned"!!! As for the info.kits, I'm sure Jeff McWilliams (I'm not associated with him or Ben, except via e-mail & posts & stuff) will be more than happy to mail you (or repost?) a copy of the original mailer. If you'd like, e-mail me or him your address and he'll send you an info.kit right away (rather than wasting time e-mailing/re-e-mailing/etc.)

Not take 8-bits SERIOUSLY!? My GOD! How could you THINK that!? I wouldn't deserve to BE here if I didn't worship them like I do! :) Why, I've been using mine for about the past 10 hours straight (minus dinner), testing and fine-tuning Oasis Jr.
So..... please take my righting lightly, but my ideas seriously!!

and remember- ignore me and I'll go away!
PhBill of the
Sun Gods

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1587. HEY! Oasis Jr!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 08:00:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e442iB2w164w@cyberden.uucp>
Source record: 111631

I <finally!> got Oasis Jr.working (after MONTHS of sitting lonely on a disk). But I have a few probs. When it hangs up on someone, the modem never disconnects (never fear, I'll explain my setup in a sec.). Also, how can I set it to autoanswer whenever it resets (ie. w/o me having to login local and go to the [term] mode and type "ats0=1" if I have to turn the modem off (like when someone hangs up on me!))??

My system is as follows:
SpartaDOS 3.2d (tdline, td off, key off)
Bob Puff's Fast R:verter for my modem (I use it with BobTerm 1.21)
Atari sx212 modem
1050 drive (enh/sing den. only :( )

So?? I believe the configuration says "850" for modem (that out of ATR, 850 and AVATEX... remember this was made back in '86, b/4 the sx!!)

Thanks for any help! I hate having to unplug the phone
cord to hang up!!!!! ARGH!
Later atari-lovers BK

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1588. Re: Bobterm 1.20 troubles...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 11:19:39 UTC
From: bmarcum@world.std.com
Message-ID: <BMJJGs.IEy@world.std.com>
Source record: 111632

In article <57181@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>It's been MY experience that what the "BBS world" calls "VT52 terminal"
>emulation, ISN'T. The VT52 is/was a Digital Equipment Corporation terminal
>that responded to a set of escape sequences similar, but not identical to,
>those later incorporated into the VT100 (VT1xx series), VT2xx, VT3xx, and
>VT4xx series terminals. The "BBS world" VT52 seems to be some bastard
>thing with all kinds of BBS-specific extensions for doing color, graphics,
>and God only knows what-all else. I personally avoid "VT52 emulation"

If I'm not mistaken, most of those "BBS-specific extensions" are actually
ST-specific, and built into the ST's operating system.

Bill Marcum bmarcum@world.std.com
"Now, I think it would be GOOD to buy FIVE or SIX STUDEBAKERS
and CRUISE for ARTIFICIAL FLAVORING!!"
(I just found out about the Gnu Emacs command "yow". Now if I could just
remember how to copy from one buffer to another.)

1589. Re: Bob Wooley's 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-11 16:45:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57263@cup.portal.com>
Source record: 111633

It's been a while since I've read the 80 column article, but as I recall (& from looking at spec sheets on the 6545/6845) that would still have problems. All of the displays use a bitmap type display similar to a graphics(8) screen & in Bob's mod, seperate ram for the video chip. It's the equivalent of 640X200 or so, takes at least 8k(16k?) of video ram to do it's stuff. Think of it sort'a as a dedicated chip that plots characters on a GR.(8) type screen. IMHO: The Antic & GTIA chips we have are nothing short of great. They work by translating a single byte stored in ram into an 8X8 character W or W/O color(s). I have a low opinion of opinions including my own <g>, but I'll bet you'll hear a lot of moans from people using '286 or less & 8 mHz 68000 based systems as equipment like 19,200 baud modems & nets with transfer rates of 100 kbaud get more popular. They just won't be able to keep up with the screen scrolls. Sheesh! For that matter my 8 mHz '286 can't even do 2400 BAUD! You press ^S & the text keeps comming from the buffer for about 1/2 a screen! Of course the manufacturers will convince people to by $$$$ giga Hz workstations & somebody may come out with an [IBM, ST, Amiga, MAC] version of the Antic & tout it as the greatest breakthrough in computer graphics ever <sic> & they'll be sorta right <g>.

1590. Re: bonk

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 00:09:47 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr12.000947.4555@visual.spk.wa.us>
Source record: 111634

In article <1992Apr8.204914.19875@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
>Okay, I suppose I'll stick my head in here now. I responded to the
>original poster via email, but since this is such a popular topic
>I'll say a few words :-)
>
>Bonk was not a commercial game, it was published in the pages of ANALOG
>Computing--the October 1985 issue to be exact (right before Charles F.
>Johnson's G: article). The game, IMO, had a pretty good concept
>(keeping in mind that magazine games had to be simple), but I didn't
>spend enough time designing levels for the dang thing. It probably
>could have turned out better than it did. But several people have told
>me that they still play it, so I guess I did something right.

Yup, I like that game... Good job on it. <grin>

>Yes, I wrote some other games for ANALOG and Antic (trivia: can you
>name them? :-) I was happy with Electroids (buggy though it was) and
>Current Events and E-Racer. I probably got the most attention for
>Uncle Henry's Nuclear Waste Dump, which was my version of Tetris a few
>years before the orignal. Unfortunately, I didn't get the gameplay
>exactly the way it should have been.

Hey, that's right, you did write UHNWD! (Sorry, it beings back good memories... That's the first program I ever typed in from an ANTIC magazine, from the first ANTIC magazine I ever saw!) Good job on that, too. I'm curious as to what you think would have made the game-play better. (I love modding old software. <grin>)

>Anyway, I'm always amazed when someone remembers this sort of thing.
>I've gotten email from half a dozen netters over the past year and a
>half about old magazine articles with my name on them. And one guy who
>got me confused with Bill Hogue of Miner 2049'er fame! Ah, the
>good ole days...

That's what you get for being famous.

____
|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~
~~~~~~

1591. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 00:12:56 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr12.001256.4676@visual.spk.wa.us>
Source record: 111635
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <PTsXiB14w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>I'm sick of this!

Tsk, tsk... It's not all that hard to figure out. Although I suppose emoticons and contractions aren't as well documented up here as they are down in BBS'dom... (Well, I can't get down on you too much. It took me a year before I figured out BTW... And I'd be willing to bet that not very many people know ROFLASTC...)

>I know that IMO = in my opinion
>I DON'T know what IMHO means
>or IHO...
>

IMHO means "In My Humble Opinion". I'm not sure about IHO. (In His Opinion? Her? Maybe just a typo...)

|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~
~~~~~~

1592. CLOSE

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 02:03:51 UTC
From: krschimm@wsuhub.uc.twsu.edu
Message-ID: <1992Apr11.200351.17@wsuhub.uc.twsu.edu>
Source record: 111636

Need some help-
I have an 800 and a 130xe (upgraded to 320k ram),2 1050 (one doulbed)
an indus gt and a rama 1000 drive, 1030 modem, 830 modem, serial/paralle
interface (for modem and printers) and a 40 column atari printer (used to
run a bbs in Kansas City a few years ago)

What is all this stuff worth, its just sitting in a box.
I have a ST and a 386 and am just keeping it around because I love
the stuff even though I don't use it.

thanks
Karl Schimmel

1593. Re: Graphical User Interfaces (check out proterm 3.0 Apple]['s)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 02:20:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <m2i4iB1w164w@cyberden.uucp>
Source record: 111637

DeTerm is a windowed, menubar'd text terminal program. Of course, like
every other term program I've seen (even the few I've seen on Itsy Bitsy
Machines) except BobTerm, once you leave "term-mode" you >start< losing
information (except on DeTerm the breakout game still lets you d/l and
recv.. and even also during disk-i/o on a d/u/l!! hmm!)
Too bad this type of code wasn't put to BETTER use! I mean, why
not hook up your 2600 and have a switch between it and the 8-bit!...
Oh yeah... can't pause many 2600 games, can you.. too bad

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1594. Re: Bob Wooley's 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 02:22:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <15i4iB2w164w@cyberden.uucp>
Source record: 111638

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>
> 0 --------- 39 40 ----------------- 79
> Store columns 0-39 And then followup
> in a 960 byte conti- with the remaining
> guous block 960 bytes
>
HEY! I told him (I think it was him) about this idea!! I might get this
upgrade from him.. I think you need socketed chips tho (don't you??)
like in my 1200xl.. I could ask him..
later
SysOp
PhBill of PP&P

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1595. ATS0=1 and hangup trouble with Oasis Jr.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 02:31:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aJJ4iB3w164w@cyberden.uucp>
Source record: 111639

(or did I already post about it here??)

Well.. I've got Oasis Jr and Fast R:Verter (from BobTerm 1.21) and an SX212 and when I set it up, I always need to login and go to term mode (^9) and enter the command and then hang up (G,Y or shf^G) and let the wait screen (slowly) reset. This isn't too much of a problem, but the fact that the modem never ACTUALLY hangs up on a logout sort of annoys me! Should I use the RS232.COM file from the OASIS arc (it's supposedly for the 850) or should I try the ATR or AVATEX handlers? Or should I just rumage around for that old SX handler arc??!

The other major reason I think that the Fast R:Verter from BobTerm should be replaced is the fact that out of 5 or 6 IBM users, only >1< person's [RET] key works properly. On the others, it returns a [^M] character and the BBS doesn't recognize it as a return.

Here's what happened with the person who's set up works ok now.
He'd login, say "Y"es for line-feeds on the login screen and then when we'd chat, my RETs would come out as 2, and his would come out as the ^M character. I logged him in again and he said "n"o for l/f's. It works perfect now. His RETs show up correctly, and mine aren't doubled. The thing is, with other IBM users, if they select "n"o for l/f's, every line overwrites the previous on. Ie: if it were displaying this:

this is a test
my name is bill
i am 16
wow cool
bye

it would come out like this
bye coolis bill

understand?? Also, I am using Oasis' term. mode to call this BBS and every line begins with a ^J (right-triangle graphics character)

Soo.... is there any way that the IBMers can fix this, so I don't have to dig in and replace the RS232 handler I'm using? (which I happen to like and have the least trouble with) or what??? Thanks in advnc
SySOPhBill

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1596. Re: questions about MIO's 80 columns, SIO2PC, z-modem, other misc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 18:50:54 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr12.185054.9832@visual.spk.wa.us>
Source record: 111640

In article <1992Apr10.082942.10158@umbc3.umbc.edu> cs331333@umbc5.umbc.edu (cs331333) writes:
>Well, I posted my first article a few days ago and received some pleasant
>responses. Makes me happy to own an 8-bit atari again.
>
>Anyway, I have some questions for all you 8-bit atari gurus.
>
>B) Has anyone taken up the task of writing a z-modem driver for the 8-bit that
> uses the rs232 port?

I'm working on it, it's not easy, because I'm not a wizard in C yet, and
I have to work from the szrz source code, but I'm getting there. I
might have it done sometime this summer, but it's anyone's guess,
because I'll be in summer school then, and hopefully I'll have a job.
That will cut down on the time I have available to work on it.

____
|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~
~~~~~~

1597. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 19:16:34 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Apr12.191634.9537@newshub.ariel.yorku.ca>
Source record: 111641
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

What does "ROFLASTC" mean?

1598. Re: questions about MIO's 80 columns, SIO2PC, z-modem, other mi

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 19:56:27 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57307@cup.portal.com>
Source record: 111642

I've done a lot of jerking around with the joysticks. You can hack a joystick cable into an RS232 (sorta) cable that'll let you use the R: drivers for the old MPP modems. I did it more as a request for some people that asked 'cause I do have a P:R: so I didn't do it too "pretty". You're limited to 300-450 if you use EXPRESS.MPP or one of the R: handlers. I also added a couple of quick & dirty ONE WAY transfers. You can go to 19,200 BAUD 8-bit to recieving RS232 or 1200 BAUD to the 8-bit. The 8-bit recieve @ 1200 just stuffs data into a buffer via a USR() & returns to BASIC when the START key is press so you can save the data to disk; someone wanted a way to get the R: handlers transferred from their clone to the 8-bit so it's short enough to type in. BTW: I've seen the Atari serial cable to clone & it is elegant! The MAX232 chip alone cost about $6, but the results are great. Much better solution then anything I've ever done with a joystick. At higher BAUDs you just have to shut off the screen & disable interupts to get the timing rightso it's completly useless for any thing you need to look at the screen with. There's enough lines there that you could do handshakes so you could support things like DOS RUN/INIT vectors from the joystick/RS232, but it'd never be as good as the ATARI2PC.

1599. Re: ATARI CLASSICS CAMPAIGN: LAST WEEK!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-12 19:56:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XwV5iB4w164w@cyberden.uucp>
Source record: 111643

HERE HERE! God... even >I'm< nervous! Hope it comes out ok! I want to thank you and Jeff (and now Dave, I guess) for doing this. GOD I hope it comes out!!! later--------

---
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1600. Re: questions about MIO's 80 columns, SIO2PC, z-modem, other misc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 00:30:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9k95iB5w164w@cyberden.uucp>
Source record: 111644

(ya asked about connecting two 8-bits via j/stick port)
Well... yes, it's been done. The Gamelink (??) made by... I'm not going
to try and remember who!! was made mainly for hooking up 2 8-bits for
playing games (I have a battleship game that I downloaded because
un4-2-nately the desc. didn't say that it was via 2 systems!!!) Well...
I'm sure this isn't much info, but you'll get better replies soon!

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1601. Help on Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 01:36:29 UTC
From: chase@electron.rutgers.edu
Message-ID: <Apr.12.21.36.28.1992.22058@electron.rutgers.edu>
Source record: 111645

I recently got a second 130xe and decided to try to upgrade the
memory on the first one. I desoldered the upper 8 64k drams and replaced
them with sockets. I then replaced the chips to check my work. I
wrote a short program to test the memory and discovered a problem that
I could use help tracking down.

Using BANKS = 4, SIZE = 256, BASE =16384, PAGES = 64
and addressing upper memory via.
POKE 54017, 193+4*BANK
loc = BASE+page*SIZE+byte)

And checking if POKE loc,0 and 255 => PEEK(loc) = 0 and 255
respectively I
find a problem with byte = 221 on most pages.

Specifically on BANKS 0, 2 only pages
0,1,8,16,17,24,25,32,33,40,48,49,56 check out ok.
On banks 1,3 all pages have this problem.

So the natural question is: Which chip / pin is in question?

Another thing? I broke off C114 (accidently) which was only marked
something like 50V Z and 104. I assume this means it is a 104pF (?)
Capacitor though it looked more like a diode. I replaced with a
similar looking but slightly smaller capacitor from a 16K memory
board marked 50V Z and 102. If I'm right there shouldn't be a
discernible difference since most of these components are only 5%
tolerance anyways but if I'm wrong and the 102 and 104 are part
numbers or something then I may have a problem. If anyone knows
something about this please send me email or post to this group. I
really could use the help.

One last question. If I replace the 64k dram with a 256k dram without
doing anything to pin 1, will the atari "see" the 256k dram as a 64k
dram and work accordingly, or is it more complicated than that.

1602. Re: ATS0=1 and hangup trouble with Oasis Jr.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 04:24:14 UTC
From: bmarcum@world.std.com
Message-ID: <BMMpKF.3w2@world.std.com>
Source record: 111646

In article <aJJ4iB3w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>(or did I already post about it here??)
>
>Well.. I've got Oasis Jr and Fast R:Verter (from BobTerm 1.21) and an
>SX212 and when I set it up, I always need to login and go to term mode
>(^9) and enter the command and then hang up (G,Y or shf^G) and let the
>wait screen (slowly) reset. This isn't too much of a problem, but the
>fact that the modem never ACTUALLY hangs up on a logout sort of annoys
>me! Should I use the RS232.COM file from the OASIS arc (it's supposedly
>for the 850) or should I try the ATR or AVATEX handlers? Or should I
>just rumage around for that old SX handler arc??!
>
The problem here is that Oasis tries to hang up by using the DTR signal, which
the R-verter interface just doesn't have. To hang up with an Rverter you
need to send three plus signs and "ATH". A handler for the 850 or some other
interface won't work with an R-verter (except the SX212, which is essentially
a modem with an R-verter built in.)

>The other major reason I think that the Fast R:Verter from BobTerm should
>be replaced is the fact that out of 5 or 6 IBM users, only >1< person's
>[RET] key works properly. On the others, it returns a [^M] character and
>the BBS doesn't recognize it as a return.
>
This has nothing to do with the handler. It's just that when those users
log in, Oasis is set on Atascii mode instead of Ascii. I've never used
Oasis, so I don't know what the command is to set it properly.

Bill Marcum bmarcum@world.std.com

1603. The case of the missing mail.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 04:28:21 UTC
From: a644690c@edinboro.edu
Message-ID: <0095904987BE5D60.20200B05@edinboro.edu>
Source record: 111647

I seem to have a small problem. I do not have comp.sys.atari.8bit access
but I get all the messages though the Atari-info digest. I have not sceen
an issue of atari-info8 digest in well over a week nor have I recieved mail
from any Atarian. Has the digest been inactive for a while or is our local
mailer just screwed. If anyone has mailed me within the past couple weeks...
just keep trying, I guess. Like I say, I have not sceen mail for over a week.
I heard from a friend (at another school) that he saw a reply on the net to
my question about the Ataptec controller and hard-drive. Could whoever
replied please try to re-reply in e-mail? thanks....

Later,
-Adam Conover.
a644690c@edinboro.edu.

1604. Re: asking for a recap of info on the 825 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 07:43:39 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Apr13.074339.6178@sactoh0.sac.ca.us>
Source record: 111648

The 825 printer is a 40 column printer. Actually, if you have ever seen the printer section to department store terminals from TRW (May Company, some Nordstrom stores), it is the same thing. Not really recommended, unless you printouts that are the same width as department store receipts. Or unless you collect Atari stuff.

OOOPS! That is the 820 printer, sorry.
The 825 is the original Centronics parallel printer. Unless you have an 850, you can not use it with an 8 bit. It's a bit slow. And big, too. Heck, if you can find an SMM801 printer (or the 8 bit XMM801) you'd be better off. The 825 is an 80 column printer, by the way.
--

##
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###################### default .signature file ######################

1605. Re: Draconus...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 14:19:14 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Apr13.141914.5905@ge-dab.GE.COM>
Source record: 111649

In article <92097.121644JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
|> Having just finished perusing over three years worth of Current NOtes,
|> I ran into a set of articles from A. Rojo. The name sound familiar?

If A. Rojo is the same as Andrew Rojo, I think I met him at the Chicago Computerfest. He was from Peru (I think; somewhere in South America) and represented a computer magazine from there. His picture is in AIM, next to Bob Puff on page 29, Feb. 1992 (in my article :^). He showed us some interesting Atari educational programs, plus a Spanish version of DOS 2.5.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1606. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 16:55:02 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92104.125502JOKHC@CUNYVM.BITNET>
Source record: 111650
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Apr12.191634.9537@newshub.ariel.yorku.ca>,
cs902117@ariel.yorku.ca (TONY D'ALFONSO) says:
>
>What does "ROFLASTC" mean?
>
>
Rolling on the floor and scaring the cat.

1607. COMPLETE 1200XL SYSTEM FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 17:02:47 UTC
From: x90hornbach1@gw.wmich.edu
Message-ID: <1992Apr13.120247.3807@gw.wmich.edu>
Source record: 111651

I'm looking to unload my old atari system. Here is what I have:

*1200XL computer (with basic cartridge)

*1050 disk drive

*atari printer (I forget the model, 8 something I think. Dot matrix, anyway)

*2- wico command control joysticks. 7 years old but work like new.

*"R-verter" modem interface. This adapter daisy chains to RS-232 and can handle up to 1200bd. (software included)

*100's of disks (MANY games, some other stuff, visicalc, etc. (no docs))

*Book, entitled "Your Atari Computer"

*All required cables and power supplies.

*This system is ideal for anyone who wants to get an inexpensive system for themselves or their kid.

*I want to sell this system complete only.

Price: What I plan on doing is unloading this system and buying a new hard drive for my pc. I'd like to get arount $275- $300 for everything.

That price is negotiable depending on the response I get, so if you are interested please make an offer, as I am going to sell it one way or another. THIS SYSTEM WILL GO TO THE HIGHEST OFFER!

Please reply: X90HORNBACH1@GW.WMICH.EDU
TEL (VOICE): (616)-342-7337 (Kalamazoo Mich)

thanks
John Hornbach

ps: I will pay any shipping costs.

1608. Re: Help on Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 18:30:01 UTC
From: cptvideo@cbnewsc.cb.att.com
Message-ID: <1992Apr13.183001.25494@cbnewsc.cb.att.com>
Source record: 111652

>
>Another thing? I broke off C114 (accidently) which was only marked
>something like 50V Z and 104. I assume this means it is a 104pF (?)
>Capacitor though it looked more like a diode. I replaced with a
>similar looking but slightly smaller capacitor from a 16K memory
>board marked 50V Z and 102. If I'm right there shouldn't be a
>discernible difference since most of these components are only 5%

102 = 1000pf = .001 uf
104 = 100000pf = .1 uf

The last digit is the multiplier. Add the # of zeros to the first
two digits.

These are power supply decoupling capacators and most likely
not the cause of your problem.

Dave Vlack cptvideo@ixstar.att.com
AT&T Bell Labs (708) 713-5003
1200 E. Warrenville Rd.
Naperville, Il. 60566-0545

1609. Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 20:30:38 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9204131630.AA01998@bitsy.cooper.edu>
Source record: 111653

This is a question for all of you technical folks out there:

MAPPING THE ATARI lists location 53279 (aka CONSOL) as the place to check for a function key use (i.e. START SELECT OPTION). Why is this location also responsible for the internal speaker on the Atari 800? If you poke the location, the speaker will pop. Why did the function keys get put in the same location as the speaker in ROM? Was there any special reason for this? Thanks.

Sincerely,
Tony

Anthony Michael Falcone The Cooper Union School of Engineering
FREENET: bf802 41 Cooper Square N.Y., N.Y
INTERNET: a.falcon@bitsy.cooper.edu

1610. ATARI CLASSICS CAMPAIGN: LAST WEEK! (Re-send)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 22:11:02 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9204132211.AA14917@smithkline.com>
Source record: 111654

From: PHVAX::POEHLAND 10-APR-1992 20:38:17.13
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: ATARI CLASSICS CAMPAIGN: LAST WEEK!

**************************** ATARI CLASSICS ******************************
**************************** CAMPAIGN UPDATE *****************************

This is the last week of the mail-in campaign effort to get an all-8bit maga-
zine started. The Campaign officially ends Wednesday, April 15, 1992.

Those of you in the USA or in other countries around the world who have
received a Campaign Information Kit, please make sure you fill out the return
card & drop it in the mail as soon as possible.

Due to a mailing snafu in which a shipment of info-kits went from Pennsylvania
to Jeff Mcwilliams in Michigan via Canada & thus arrived a month late, there
are still about 50-60 kits in our distribution pipeline even at this late date.
Obviously these last kits won't reach their intended addresses until after the
April 15 deadline, but the Campaign Committee encourages you to return the card
anyway. Although the printing/shipping of kits to Campaign distributors has
ceased, it will still take the Committee a few weeks to tally returns and
prepare a final report. The report will be released to all public and private
media without restriction, probably around the last week of April or the
beginning of May. Late returns arriving between the official close of the
Campaign on April 15 and the time the final report of the Campaign Committee
is released, will still be counted and included in the final tally.

So..... RETURN YOUR CARD!!! You still have time!!!

If by means of this announcement you are just now finding out about the mail-in
campaign and want to participate, sorry it's now too late. The Campaign has
been operating since January 12, 1992, and the time is upon us to see where
we stand and decide whether an independent 8bit publication is realistically
feasible.

The Campaign Committee welcomed the addition of Dave Blears who has represented
Campaign interests in Australia and distributed info-kits there. Many thanks
for your efforts, Dave!

I don't have a precise tally of returns, but adding recent international
returns to the last report from Jeff McWilliams puts the figure at just over
400. We are getting *close*, people! This is a real nail-biter!

Over the course of the Campaign, a total of 1512 Campaign Information Kits
were printed and shipped to usergroups and distributors, of which all but the
aforementioned 50-60 still in process have been mailed out. This was a serious

effort. The work of the Campaign Committee is drawing to a close.

The final outcome now depends on YOU.

- BEN POEHLAND
The Alchemist

****

1611. Re: questions about MIO's 80 columns, SIO2PC, z-modem, other misc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 23:01:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <u6y7iB1w164w@cyberden.uucp>
Source record: 111555

How does one use the serial for i/o? I thot that the j/stick would be
FAR easier for doing el-cheapo hacks... just poke 2 registers to set up
the thing, and then poke/peek the port to send/recv. Simple!

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1612. Re: bonk

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 23:06:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZcZ7iB2w164w@cyberden.uucp>
Source record: 111556

Hey..... ever produce commercial software? Or PD?! :) Is Bonk
still (c)? What is it about??

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1613. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 23:07:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mFZ7iB3w164w@cyberden.uucp>
Source record: 111557
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

jprevost@visual.spk.wa.us (Jack Prevost) writes:

> a year before I figured out BTW... And I'd be willing to bet that not
> very many people know ROFLASTC...)

What pezacaly IS roflastc? (rolflastic! :))

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1614. Re: Random thoughts...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 23:13:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sPZ7iB4w164w@cyberden.uucp>
Source record: 111558

hill@spot.Colorado.EDU (Michael Hill) writes:

>
> "Get a Macintosh - so you can have a GameBoy on your desk!"
>
> (With an air of suitable contempt!) ;^)

HAAAAAHHHHHHHHAAAAAAAAAAAAAAA!!!!!!!!!!!!!! That IS good!

I'm wondering. Why are GB's still selling with cool things like
the Sega and NEC >color< systems and the AWESOME Atari Lynx >color<
system around?????
Another one of those questions of life.
//////////////////////////ha!

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1615. Re: questions about MIO's 80 columns, SIO2PC, z-modem, other misc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 23:15:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wRZ7iB5w164w@cyberden.uucp>
Source record: 111559

moon!cyberden!phbill@well.sf.ca.us writes:

> How does one use the serial for i/o? I thot that the j/stick would be

I just noticed. That is one HELLUVA dumb question! Anyways.. I >meant<
to ask.. how does one >access< this sort of stuff ?? (without using "x:"
calls and the like...) (pokes, and usr's and stuff.. hmm?)
later- being dumb as usual! PhBill

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1616. Re: Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-13 23:21:53 UTC
From: fontana@iguana.cis.ohio-state.edu
Message-ID: <1992Apr13.232153.28752@cis.ohio-state.edu>
Source record: 111560

a.falcon@BITSY.COOPER.EDU (Anthony_Falcone-) writes:

>This is a question for all of you technical folks out there:
>
>_MAPPING THE ATARI_ lists location 53279 (aka CONSOL) as the place to check
>for a function key use (i.e. START SELECT OPTION). Why is this location
>also responsible for the internal speaker on the Atari 800? If you poke the
>location, the speaker will pop. Why did the function keys get put in the same
>location as the speaker in ROM? Was there any special reason for this?

I have no idea why this is so. (The XL/XE's don't have an internal
speaker, do they?)

One time I was playing around with S.A.M. (Don't Ask Software's software
speech synthesizer) and found you can have it talk out of the internal
speaker. This modification works whether RECITER is loaded or not.

This bit of code will do the trick: (easily ported to assembly)

```
10 FOR X=1 TO 5:READ A:POKE A,31:POKE A+1,208:NEXT X
20 DATA 16909,17061,17068,17108,17115
```

If you want to change it back to normal output, replace the 31 in line 10
with 1, and the 208 with 210.

It sounds surprisingly good.

Mark Fontana
--
"If you see only one movie this year..." | Mark A. Fontana, CIS Dept
you should get out more often! | The Ohio State University

1617. Re: Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 02:32:29 UTC
From: bmarcum@world.std.com
Message-ID: <BMoF26.J6L@world.std.com>
Source record: 111561

In article <1992Apr13.232153.28752@cis.ohio-state.edu> fontana@iguana.cis.ohio-state.edu (Mark Fontana) writes:
>
> a.falcon@BITSY.COOPER.EDU (Anthony_Falcone-) writes:
>
>>This is a question for all of you technical folks out there:
>>
>>_MAPPING THE ATARI_ lists location 53279 (aka CONSOL) as the place to check
>>for a function key use (i.e. START SELECT OPTION). Why is this location
>>also responsible for the internal speaker on the Atari 800? If you poke the
>>location, the speaker will pop. Why did the function keys get put in the same
>>location as the speaker in ROM? Was there any special reason for this?
>
Technically, that isn't ROM. That location is in the GTIA chip.
>
>I have no idea why this is so. (The XL/XE's don't have an internal
>speaker, do they?)
>
No, but they use the same memory location for key clicks and beeps. The
output is mixed with the Pokey chip sounds and sent to the TV or monitor.

Bill Marcum bmarcum@world.std.com

1618. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 02:37:27 UTC
From: bmarcum@world.std.com
Message-ID: <BMoFAF.JLK@world.std.com>
Source record: 111562
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Apr12.191634.9537@newshub.ariel.yorku.ca> cs902117@ariel.yorku.ca (TONY D'ALFONSO) writes:
>
>What does "ROFLASTC" mean?
>
>
Rolling On the Floor Laughing And Scaring The Cat.
ROFLMAO=Rolling On Floor Laughing My A** Off.

Both of these are often seen on GEnie.

Bill Marcum bmarcum@world.std.com GEnie:B.MARCUM

1619. To Bill Kendrick

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 03:18:39 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <11919.1049218253@kcbbs.gen.nz>
Source record: 111563

I used to run Oasis Jnr. a few years ago so I may be able to help here.
To start with your IBM callers can easily turn their line feeds on at
their end and then say 'No' to line feeds on the BBS when they logon.
Next thing, when you ring out on the BBS term you need to hit one of
the keys to go into Ascii mode (or back to Atascii) but I can't remember
which key it is, I think maybe the Select key, try them all anyway!
As for your modem not hanging up, I think unless your modem can do a
AT&D2 command you are always going to have trouble with it not hanging
up. Have you tried an ATH instead of an ATZ when the BBS hangs up? Did
you know that you can get a PD version of Oasis 4.7? It is called Oasis
TD and is available on GEnie (or used to be). It is exactly the same
as 4.7 but without file transfers. Tell me, do you REALLY manage to
fit it all onto one enhanced density disk drive?? Good luck anyway.

1620. Re: Bob Wooley's 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 05:53:50 UTC
From: dave@sys6626.bison.mb.ca
Message-ID: <FsN8iB1w164w@sys6626.bison.mb.ca>
Source record: 111564

Ryan 'Gozar' Collins wrote:

>Well I thought of a kludge way of doing it. Set up screen memory like this
>
> 0 --------- 39 40 ----------------- 79
> Store columns 0-39 And then followup
> in a 960 byte conti- with the remaining
> guous block 960 bytes
>
> That way program that poke directly into memory will be in forty
>columns, but this way is a big kludge!!

Probably an easlier, simpler way (i.e. cheap) is to setup two displays, one being 40 columns, the other 80 columns. Whereas programs see the 40 column display, we'll see 80 columns on screen. Through some means (i.e. hardware and/or software) the contents of 40 column screen is copied to either the left, right, or middle of the 80 column screen.

- Dave

;--- (Dave hall) a user of sys6626, running waffle 1.64
;E-mail: dave@sys6626.bison.mb.ca
;system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

1621. Re: Help on Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 11:23:48 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992Apr14.112348.11376@ge-dab.GE.COM>
Source record: 111565

In article <Apr.12.21.36.28.1992.22058@electron.rutgers.edu>, chase@electron.rutgers.edu (Kevin Chase) writes:
|> Another thing? I broke off C114 (accidently) which was only marked
|> something like 50V Z and 104. I assume this means it is a 104pF (?)
|> Capacitor though it looked more like a diode. I replaced with a
|> similar looking but slightly smaller capacitor from a 16K memory
|> board marked 50V Z and 102. If I'm right there shouldn't be a
|> discernible difference since most of these components are only 5%
|> tolerance anyways but if I'm wrong and the 102 and 104 are part
|> numbers or something then I may have a problem. If anyone knows
|> something about this please send me email or post to this group. I
|> really could use the help.

A capacitor marked 50V Z 104 means 50V (max. voltage) and 100,000pF or .1uF. The code means 1, 0, and four zeroes in picofarads. When you replaced it with a 102, you were using a 1,000pF (or .001uF) cap, which is 1/100th the capacitance. This probably won't work well at all, but then I don't know what C114 does...

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1622. Memory upgrade problem: thanks to all

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 13:19:03 UTC
From: chase@electron.rutgers.edu
Message-ID: <Apr.14.09.19.01.1992.5888@electron.rutgers.edu>
Source record: 111566

Thanks to the efforts of some people on the net I solved my memory problem and learned a little about memory on the 130xe. It turned out that one of the chips was fried, and it took some more specific tests to notice (read: swap some chips and look at the data returned from the errant locations). Even though the problems were all specific to a certain memory location, it was not an address line problem as was originally suspected.

And yes, I realize I goofed when I read 104 as 104 and not 10^4. I haven't gotten a replacement capacitor yet but the computer seems to be working fine anyways.

I'll finish off the upgrade tonight probably, soon as I finish my taxes (;-)).

1623. Transkey Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 18:52:53 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92105.145254AKH104@psuvm.psu.edu>
Source record: 111567

I want it...anyone have one they wish to depart with? And
those of you who have one...could you tell me what keyboards you know
of that work with it...how about a Focus 5001?
Andrew

1624. Need some Atari disks translated to IBM Dos format

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 19:28:40 UTC
From: mwithers@pb.serum.kodak.com
Message-ID: <1992Apr14.192840.2189@clpd.kodak.com>
Source record: 111568

Help!help!Help

I have some old Atari diskettes that are in Ascii format from the
ATARIWRITER and from ATARI Basic that I need translated into
Ascii IBM Dos format. Is there a program that now exists on the
IBM that will read the tracks off of the old Atari disks???

Thanks

Mark Witherspoon (mwithers)

The opions expressed here are of my own, not of my employer who has
given me the access to this network.

1625. Panasonic 1092 Printer for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 20:06:49 UTC
From: lawrence@access.isc-br.com
Message-ID: <1995@tau-ceti.isc-br.com>
Source record: 111569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,pnw.forsale

9-pin
160 cps (draft)
32 cps (NLQ)

This printer is in excellent condition. It's about 5 years old, but it has had very light home use. Manual included

$100 or best offer

Terms: as is. - shipped U.P.S. C.O.D. - buyer pays shipping and C.O.D. charges.

Lawrence Kelley

Internet mail

lawrence@access.isc-br.com

Voice

(509) 927-5600 x5413 (7-4 M-F PST)
(509) 467-4516 (evenings & weekends)

1626. Atari 520ST For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 21:55:21 UTC
From: lawrence@access.isc-br.com
Message-ID: <1996@tau-ceti.isc-br.com>
Source record: 111570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,pnw.forsale

Atari 520ST (not FM)
1 meg RAM (not expandable)
DS-DD External Floppy Drive
Monchrome Monitor

$300 or best offer

Includes system software like BASIC, LOGO, and First Word Word Processor and a few games.

Terms: as is. - shipped U.P.S. C.O.D. - buyer pays shipping and C.O.D. charges.

Lawrence Kelley

Internet mail

lawrence@access.isc-br.com

Voice

(509) 927-5600 x5413 (7-4 M-F PST)
(509) 467-4516 (evenings & weekends)

1627. Supra 32Meg Hard Drive for Atari ST for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-14 22:25:09 UTC
From: lawrence@access.isc-br.com
Message-ID: <1997@tau-ceti.isc-br.com>
Source record: 111571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,pnw.forsale

Good condition in a shoebox case. Includes power supply, interface,
documentation and Supra utilities.

Ready to attach to an Atari ST and run.

$275 or best offer

Terms: as is. - shipped U.P.S. C.O.D. - buyer pays shipping and C.O.D. charges.

Lawrence Kelley

Internet mail

lawrence@access.isc-br.com

Voice

(509) 927-5600 x5413 (7-4 M-F PST)
(509) 467-4516 (evenings & weekends)

1628. Re: Transkey Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 00:12:01 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Apr15.001201.3441@cs.tulane.edu>
Source record: 111572

In article <92105.145254AKH104@psuvm.psu.edu> <AKH104@psuvm.psu.edu> writes:
> I want it...anyone have one they wish to depart with? And
>those of you who have one...could you tell me what keyboards you know
>of that work with it...how about a Focus 5001?
>Andrew

You can get the info you need from Chuck Steinmen (DataQue) at
P.O. box 134
Ontario, OH. 44862.

Your basic Transkey runs about $70
TK24ROM Transkey 2.4 plug-in, chassis kb jack, ZRAM (W/ SRAM less $10)

--

_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

1629. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 09:56:06 UTC
From: cca10@seq1.keele.ac.uk
Message-ID: <2546@keele.keele.ac.uk>
Source record: 111573
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

From postnews Wed Apr 15 10:52:29 1992

> What pezacaly IS roflastc? (rolflastic! :))
>
> _____________________________
> PhBill: Bill Kendrick
> moon!cyberden!phbill@well.sf.ca.us
> _____________________________

I think it stands for ....

Rolling On Floor Laughing And Scaring The Cat

TCOYN .... (Take Care Of Yourself Now)

Craig Armstrong @ Keele University Computer Centre, Keele, Staffs,
ENGLAND.

1630. Re: bonk

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 13:36:06 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Apr15.133606.21724@exu.ericsson.se>
Source record: 111574

In article <ZcZ7iB2w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>Hey..... ever produce commercial software? Or PD?! :) Is Bonk
>still (c)? What is it about??

ANALOG got all the rights to Bonk when I signed the contact with
them. I don't know who owns them now. It's probably okay to
just treat it as if it were PD.

Nope, never done anything commercial.
--
James Hague
exuhag@exu.ericsson.se

1631. Re: Random thoughts...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 15:12:27 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Apr15.151227.24578@exu.ericsson.se>
Source record: 111575

In article <sPZ7iB4w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>I'm wondering. Why are GB's still selling with cool things like
>the Sega and NEC >color< systems and the AWESOME Atari Lynx >color<
>system around?????

Why did the Commodore-64, with only 16 colors and a slower IO
system and stripped down BASIC and a slower CPU, outsell the
Atari 8-bit machines? Why did so many people buy Pac-Man and
E.T. for the Atari 2600? Mysteries of the universe I guess.
--
James Hague
exuhag@exu.ericsson.se

1632. percom drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 17:01:20 UTC
From: darkwing@cis.umassd.edu
Message-ID: <1992Apr15.170120.1974@cis.umassd.edu>
Source record: 111576

Hello everyone....

A few things:

1. Percom model AT88-S1, sn 3237113D ...

This is single density.... correct ?

Will this unit take an IBM 360K drive (even if it only uses 1
head as single density) ?

Can this unit be converted to double density single sided ?
How about single density double sided ?

2. Anyone have an extra 6507 ?

3. Anyone have a good working 810 mechanism (or drive) with the
push button release ?

Also:

Anyone know if Mission Impossible by Epyx was released for the Atari ?

Thanks,

-- Curt

Curtis H. Wilbar Jr. Graduate Student in CIS @ University of Mass Dartmouth
darkwing@cis.umassd.edu

1633. Re: percom drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 18:14:54 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr15.181454.12914@usenet.ins.cwru.edu>
Source record: 111577

I don't think your Percom will take an IBM 360K drive. It uses
bascially a half-height version of an 810 mechanism, which is
somewhat different from an IBM standard mech. It also runs at
288 rpm vs. 300 on the IBM mech. Yes, it IS a single-density
unit. I don't know about upgrading it to double, as it would take
something besides the mechanism to do it.

Call information for the number of San Jose Computers, as I believe
I saw them selling the old 810 MPI (pushbutton-eject) mechanisms
for around $10. I looked for the ad, but can't find it right now.

To my knowledge, Impossible Mission was never made for the 8-bit.
It's a shame, cause it was a good game on the Commodore 64.

ROb
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

1634. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 22:59:10 UTC
From: seanm@terapin.com
Message-ID: <seanm.0468@terapin.com>
Source record: 111579

IMHO is In my HUMBLE opinion.

---Sean---

1635. Yet another MIO question.....

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-15 23:51:09 UTC
From: a644690c@edinboro.edu
Message-ID: <0095927E4EC29F80.2020333F@edinboro.edu>
Source record: 111580

Does anyone know what the maximum length of the DMA cable that runs between the MIO and Atari can be? I called ICD and they were not very helpful. (any surprise??). Well, the guy just said "Don't do it." when I asked how long the cable could be extended. I tried one that was about 8' long and I had NO luck, just a black screen and the red access LED never even flickered. I am sure that the cable could be at least a foot or two. 1.79 Mhz is not exactly going to bury even an 8' foot ribbon, but something is keeping it from working. I guess RF could pose a problem but I think I should have gotten something. Any help would be greatly appreciated.

Thanks,
-Adam Conover.
a644690c@edinboro.edu.

PS. I mentioned not receiving any mail a while back. It WAS the mailer I guess. I got a flood of messages the other day.

1636. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-16 04:12:28 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr16.041228.421@visual.spk.wa.us>
Source record: 111581
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Apr12.191634.9537@newshub.ariel.yorku.ca> cs902117@ariel.yorku.ca (TONY D'ALFONSO) writes:
>What does "ROFLASTC" mean?

"Rolling on the Floor Laughing and Scaring the Cat"...

/\/\/_____ "Why, that's nothing but a two-bit ring
/jprevost@visual.spk.wa.us \ from a Cracker-Back Jox..."
\.signature virus was here!/ -Nick Danger, Third Eye
~~~~~~~~~~~~~~~~~~~~\/\/\/
~~~~~~~~~~~~~~~~~~~~

1637. last post

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-16 08:53:01 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <703450593.F00001@tdkt.kksys.com>
Source record: 111582

I dont know how to use E-mail on this network.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1638. Atari 410,800,1050 FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-16 17:55:29 UTC
From: goelz@cis.ohio-state.edu
Message-ID: <1992Apr16.175529.1111@cis.ohio-state.edu>
Source record: 111583

```
The following are for sale:

---------------------------------------------
Atari 800 computer (basic included) $50
Atari 1050 disk drive $40
Atari 410 cassette recorder $10
---------------------------------------------

I will pay shipping costs. All are in good working condition.
Send email to goelz@cis.ohio-state.edu if interested.
```

1639. game info

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-16 20:00:27 UTC
From: "u of m"
Message-ID: <0hp+x_B@engin.umich.edu>
Source record: 111584

Two questions for you.
First, does anyone know where I can get a copy of Crush, Crumble and Chomp on disk? I always find it on cassette.

Second, does anyone know anything about a game called Battletrek? I think that's the name. I played it once and its sort of like a two ship space battle game between you and the computer and it was really cool, but I can't find it anywhere.
Thanks

1640. Where are the Info-Atari8's??

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-16 20:56:07 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <16APR92205607@tiamat.hacks.arizona.edu>
Source record: 111588

The last Info-Atari-8 I got was #90. Has everyone been missing them,
or just me. If it's just me - where can I catch-up on back issues?

Oscar M. Fowler - omf@smaug.hacks.arizona.edu

PARMESAN CHEESE: Great on pasta, not great on eggs ...

1641. Midi Track III wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-16 21:17:01 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92107.171701AKH104@psuvm.psu.edu>
Source record: 111585

Anyone have a Midi Track II or III they wish to sell to me?
Andrew

1642. 1050 for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-16 22:45:46 UTC
From: caudle@spotted.owlnet.rice.edu
Message-ID: <1992Apr16.224546.25933@rice.edu>
Source record: 111586

I have a broken :(130XE for sale. The computer operates,
but refuses to read from the serial port.

I also have a 1050 drive for sale. I couldn't test it
because of the broken computer, but it worked fine
about a year ago.

I just spent $7 getting both of them packed up nice and
safely (in the same box), so make me an offer (including shipping)
for both together.

I'll plan on shipping via UPS, COD.

Chris Caudle
caudle@owlnet.rice.edu

1643. MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-17 01:28:17 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9204170128.AA01564@smithkline.com>
Source record: 111587

I see Adam Conver has fallen into the same quagmire as me RE: trying to put some distance between the computer & HD host adapter. Yup, I got that problem too. I only need 3 feet of cable between my XL & HD host, no can do. This isn't just an MIO problem, either. The CSS Black Box suffers the same affliction. Just a few days ago I had a nice chat w/Bob Puff about it. He said it was probably this or that or the other, take your choice: crosstalk, distributed capacitance, excess resistance, too much inductive reactance. Well, OK, fine, I know about all those things, but which one is the *major* contributor to the problem? Bob didn't know, no one has ever studied it. It will require an empirical study, I doubt anything beyond basic RF theory will help much. Someone making up different lengths of cable, booting up the system, & recording waveform shapes on a scope. The critical length seem sto be about 10 inches.

I'm not sure Adam's speculation about getting away with a relatively low freq. like 1.79MHz on parallel cable is correct. Bob & I went a few rounds on that. Bob thinks you need a minimum of 5 harmonics to maintain a decent square wave. That means the cable should have a 20MHz bandwidth. Those crummy ribbon cables can't hack it. OK, why not throw in some Schmidt trigger gates to spruce up the squarewaves? Whoops, buffer gates slow down the signals a smidge, next thing you know the timing sequences are out of sync, computer's brain gets tied in knots, etc.

My alter ego, the 8-Bit Alchemist, has a gut hunch the answer- if indeed there is one- lies in lo-capacitance/lo inductance/lo resistance shielded cable. The shield should be grounded on one side only, probably the computer side. Twisted pair cable offers possibilites, too- as long as ground loops don't introduce new horrors. The Alchemist's theory on that is to use an odd # of GND connections. That Alchemist guy even stole money from my wallet & bought a bunch of different shielded/lo-cap cables, all now collecting dust.

Excuse me while I exchange personalites here.....

Ah. All this 8bit magazine/Campaign stuff has drained away my hardware hacking resources, dunno when I'll ever get to play w/all that stuff The Alchemist bought.

A few months ago I posed the very same question to the Digest myself. Andrew Heller answered, said he knew someone who solved the problem & put several feet of cable successfully between PBI & host adapter. Promised to come back w/some specifics but never did. Claimed the main culprit was distributed capacitance but failed to elaborate.

So, Andrew ole' buddy, are yah reading this?

- BEN POEHLAND
The Alchemist

PS- Thanks for the thanks, Bill. Campaign results are looking optimistic!

1644. Re: percom drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-17 07:16:04 UTC
From: arthur@pnet01.cts.com
Message-ID: <1992Apr17.071604.6375@crash.cts.com>
Source record: 111589

darkwing@cis.umassd.edu (Curtis H. Wilbar Jr.) writes:
>
>Hello everyone....
>
> A few things:
>
> 1. Percom model AT88-S1, sn 3237113D ...
>
> This is single density.... correct ?
>

Atari single density would be nearly equivalent to _OLD_ IBM single density of
180K disks.

Arthur L. Rubin (home) (714)671-1051
PO Box 9245 (work) (714)961-3771
Brea, CA 92622 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453
INET (work): a_rubin@dsg4.dse.beckman.com (I don't know UUCP path)
INET: arthur@pnet01.cts.com or arubin@pro-sol.cts.com
UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01![arthur pro-sol!arubin]
ARPA: crash!pnet01![arthur pro-sol!arubin]@nosc.mil
>>> All opinions expressed here are my own and do not represent my employer<<<

1645. question concerning ftp stuff

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-18 20:21:40 UTC
From: jsd@seawolf.owlnet.rice.edu
Message-ID: <1992Apr18.202140.6571@rice.edu>
Source record: 111590

I've gotten a couple programs via ftp but can't get them working.
The problem is that I get an error 136 (End-of-file reached)
when trying to binary load them.

One of the programs was the supunarc.com program for unARCing
programs. Another was a game in a arc format that I unARCed
on SunSparc and then transferred to my Atari.

If its of any use, I'm using DOS 2.0S on an Atari800 with and 810.

Any help or suggestions would be most appreciated!

--

Shawn Joel Dube "Why take time to learn when
jsd@owlnet.rice.edu ignorance is instantaneous" -Calvin

1646. Lost IA8's

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-18 21:14:27 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <18APR92141427@tiamat.hacks.arizona.edu>
Source record: 111591

Ok, I guess I am still getting my Info-Atari8 mailings. My new and exciting question is: does anyone have a library of old IA8's? I have them dating back to vol91 #86, but a few are damaged or missing. If you have the following, please send Email:

Damaged: Vol 91 #88
Vol 92 #36
Vol 92 #89

Missing: Vol 91 #93
Vol 92 #68
Vol 92 #69
Vol 92 #70

Thanks.

Oscar M. Fowler - omf@smaug.hacks.arizona.edu

PARMESAN CHEESE: Great on pasta, not great on eggs ...

1647. AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-18 21:57:54 UTC
From: au527@cleveland.Freenet.Edu
Message-ID: <1992Apr18.215754.651@usenet.ins.cwru.edu>
Source record: 111592

Hello,
Does anyone know the commands for the City game editor. (accessible
by typing "fiat" with the control key down as your character's name)
The only one that I know is "cela saute aux yeux", which slows the
spinning of the stats. Any more would be very appreciated.

--Dan

1648. 800XL Keyboard Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-18 22:57:38 UTC
From: person@plains.NoDak.edu
Message-ID: <16915@plains.NoDak.edu>
Source record: 111593

I have a sticky = key on an 800XL. How do I unstick it? --
Brett G. Person
North Dakota State University
uunet!plains!person | person@plains.bitnet | person@plains.nodak.edu
If I have a chip on my shoulder, I sure hope it isn't a damned Intel

1649. Atari 8 Bit Software, Games, Books

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-19 04:58:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <703667890.F00001@tdkt.kksys.com>
Source record: 111594

Larry, I am interested in the entire lot of software and books for myself and the local 8-bit computer club. Is there a way I can reach you voice to discuss the transfer of the items you wish to sell?

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1650. Re: ftp files??

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-19 07:36:32 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Apr19.024324.2941@wvnvms.wvnet.edu>
Source record: 111595

In article <1992Apr16.171929.38@wsuhub.uc.twsu.edu>, krschimm@wsuhub.uc.twsu.edu (Karl Schimmel) writes:
> Is there a address that has 8bit files(atari 8bit) that we
> can ftp from??
> (I'm new here if you can't guess)
>
> Karl R. Schimmel
>
> The Wichita State University
> %%%%

1651. Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-19 08:03:05 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Apr19.034341.2942@wvnvms.wvnet.edu>
Source record: 111596

We are in desperate need of a copy of Mapping The Atari. If anyone has a copy they would like to unload, please email us. Thanx
Joe Phlegm
Phlegm Bros.

1652. Re: AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-19 19:49:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57624@cup.portal.com>
Source record: 111597

Well, I don't know what any of them do, but:
sempiternal
Master of Chronos
unseen
If you notice an effect other then the slowing of the slot stats, let me know

1653. Re: Random thoughts...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-19 21:00:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TJXHJB4w164w@cyberden.uucp>
Source record: 111598

exuhag@exu.ericsson.se (James Hague) writes:

> In article <sPZ7iB4w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us wr
> >
> >I'm wondering. Why are GB's still selling with cool things like
> >the Sega and NEC >color< systems and the AWESOME Atari Lynx >color<
> >system around?????
>
> Why did the Commodore-64, with only 16 colors and a slower IO
> system and stripped down BASIC and a slower CPU, outsell the
> Atari 8-bit machines? Why did so many people buy Pac-Man and
> E.T. for the Atari 2600? Mysteries of the universe I guess.
> --
> James Hague
> exuhag@exu.ericsson.se

<huge grin and a slight chuckle>

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1654. TAC2

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-19 21:04:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wPXHJB5w164w@cyberden.uucp>
Source record: 111599

Now THIS is on HELLUVA joystick! I bought it slightly used off of my friend for $8... Very nice little controller. The firebutton is a little less responsive than the peaice of ---- (supposedly analog, so said the people who sold it to me) joystick I got (this was from MCM..) It wasn't even hard to get used to after using that MCM one which needed you (actually, allowed you) to bend it far (about 1/4-1/2", I believe). This one only LETS you move it about 1-2mm... Nice, arcadish joystick. It's from SunCom. The retail price on the side of the box was $10.99. It's DEFINITELY worth it. Very sturd, and quite a bit more metal than in most joysticks.

There... there's my joystick review of the year!
aaaa!

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

1655. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-19 21:36:21 UTC
From: markjl@bu-it.bu.edu
Message-ID: <1992Apr19.173621@bu-it.bu.edu>
Source record: 111600

Hello all, fellow Atarians!

I've still wished that the AR series would have continued into the Wilderness, the Castle, and the Arena. Very few games created such an atmosphere with environmental sounds and wonderful themes to the extent that AR did, making it a pioneering work.

In any case, I explored 90% of the City and about 50% of the Dungeon. Does anybody out there have a complete solution/hints/tricks/etc. or other information on either the City or the Dungeon? I just saw the two posts on AR City character name cheats, but there must be more out there! Thanks!

Internet: markjl@pub2 or @buengf .bu.edu (Boston University)

1656. Re: MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 03:15:57 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92110.231557AKH104@psuvm.psu.edu>
Source record: 111601

>A few months ago I posed the very same question to the Digest myself. Andrew
>Heller answered, said he knew someone who solved the problem & put several
>feet
>of cable successfully between PBI & host adapter. Promised to come back
>w/some
>specifics but never did. Claimed the main culprit was distributed capacitance
>but failed to elaborate.
>
>So, Andrew ole' buddy, are yah reading this?
>
> - BEN POEHLAND

Did not ole' buddy....I was the one with the XF551 problems not the MIO!
Never said such a thing...and if I did I would very much like to have a copy
of the letter so I could beat the guy on the head for using my ID!
Thank you....
Andrew

1657. 800XL Keyboard Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 05:13:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <703770794.F00001@tdkt.kksys.com>
Source record: 111602

The keys are CHERRY (brand name) keys, but there are many types, you would have to take the sticky key with you to a GOOD electronics place (not Radio Shack) to get a replacement. Otherwise, the CAPs pull off, so you can take a small pliers and bend a internal tab. This is easyer said then done. Make sure the power is off and you are grounded. (accually power may be on, but you need to be careful. there isn'T enough power to kill you, but the computer is different.

A rare case would be a cracked circuit board, inwhice case you would have to fix that, but intermitent problems proboly wouldn'T amount to that.

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1658. Re: Atari 8 Bit Software, Games, Books

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 16:23:25 UTC
From: at974@cleveland.Freenet.Edu
Message-ID: <1992Apr20.162325.7553@usenet.ins.cwru.edu>
Source record: 111603

Michael,

You said=>:

=>From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com (Michael Fitzpatrick)
=>Newsgroups: comp.sys.atari.8bit
=>Subject: Atari 8 Bit Software, Games, Books
=>Date: Sun Apr 19 00:58:00 1992
=>
=>Larry, I am interested in the entire lot of software and books for myself and
=>the local 8-bit computer club. Is there a way I can reach you voice to discuss
=>the transfer of the items you wish to sell?
=>
=> * Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

Yes, I'd be glad to. Call me on (513) 287-2387 (8:00-5:00PM EDT with 24 hr
voice mail). I do not spend a lot of time at my desk but, I can get back
to you.

Thanks for your interest.

Larry
--
+---+
| Larry Bennett usr2059a@tso.uc.edu |
| Madeira, Ohio USA at974@cleveland.Freenet.edu |
+---+

1659. Re: Alternate Realitynews 73

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 18:03:27 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Apr20.131729.2948@wvnvms.wvnet.edu>
Source record: 111604

In article <1992Apr19.173621@bu-it.bu.edu>, markjl@bu-it.bu.edu (Mark Lavi) writes:
> Hello all, fellow Atarians!
>
> I've still wished that the AR series would have continued into the
> Wilderness, the Castle, and the Arena. Very few games created such an
> atmosphere with environmental sounds and wonderful themes to the extent
> that AR did, making it a pioneering work.
>
> In any case, I explored 90% of the City and about 50% of the Dungeon.
> Does anybody out there have a complete solution/hints/tricks/etc. or
> other information on either the City or the Dungeon? I just saw the
> two posts on AR City character name cheats, but there must be more out
> there! Thanks!
>
> Internet: markjl@pub2 or @buengf .bu.edu (Boston University)

I have a fairly comprehencive (sp?) map of the city that was published in the British mag (rag?) Atari User. It shows all of the locations of stores, taverns, banks, guilds, traps, etc. I could send you a colour photocopy if you wish.

Joe Phlegm
Phlegm Bros.

1660. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 18:31:56 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57670@cup.portal.com>
Source record: 111505

I used to play a lot of AR, but I'm in recovery<grin>. I was active on CI$ when the games were new so I picked a few files off there. Thanks Tim & Dave, if you're lurking I'll get your maps out via snail mail today. There were at least two character editors for The Dungeon & I seem to recall one for The City. I think the ARC file for The City discussion was about 160k. The hints were not all that great, but they did get you across the river: [2 coppers @ midnight]. No one ever complained about the hints, but a number of people said editing their characters to 255 for stats & 1,000,000 HP took a lot of the fun out. Really, if you have an exceptionally 'GOOD' level 6 or 7 character from The City you don't have to even use the editors. Have you found [The Weapon Enchantriss, Lucky's Potient Brewery] ?

1661. Hardware, Software, books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 20:38:24 UTC
From: goelz@cis.ohio-state.edu
Message-ID: <1992Apr20.203824.22040@cis.ohio-state.edu>
Source record: 111506

The following items are for sale. You pay shipping. I will ship UPS,
COD unless you prefer another arrangement.

Atari 800.....$30
Atari 800XL.....$35 in original packaging
Atari 410 program recorder.....$5
Ape Face printer interface.....$5 used to connect Atari 400,800,600XL,
and 800XL to all parallel printers
Touch Tablet with software.....$12 AtariArtist cartridge

Cartridges:
Assembler Editor.....$5 with user's manual
Star Raiders.....$5
Donkey Kong.....$5
Joust.....$5
Pac-Man.....$5
Computer Chess.....$5
Asteroids.....$5
Galaxian.....$5
** any two.....$9
** any three.....$12
** four or more.....$3.50 per cartridge
Disks:
Choplifter! (Broderbund).....$4
Frogger (Sega).....$4
* both.....$6
Books:
Compute!'s First Book of Atari.....$4
Compute!'s Second Book of Atari.....$4
Compute!'s Third Book of Atari.....$4
The Atari Assembler.....$4 step-by-step guide to learning the
Atari Assembler, assuming no prior
knowledge of assembly language
6502 Assembly Language Programming..$3
** 2 or more.....$3 per book

Send me email if you are interested in purchasing any of the above items.

--
Chris Goelz
The Ohio State University, Columbus, Ohio
goelz@cis.ohio-state.edu

1662. Re: MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 21:44:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e9TJJB6w164w@cyberden.uucp>
Source record: 111507

> PS- Thanks for the thanks, Bill. Campaign results are looking optimistic!

I'll take it this was to me, Ben??? Or am I just being a geek!??! :)

BTW:....speaking of Magazines! ... did Z-mag issue #206 (I believe) get
sent out yet? My mail system's been dead... Anyone who got bounced or
unreplied mail, PLEASE TRY AGAIN!
thanks.. (gosh-darned Well...)

_____________________________HH
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us
_____________________________JJ!

1663. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-20 21:48:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0euJJB8w164w@cyberden.uucp>
Source record: 111508

Hey..... did I mention that "Atari" sign up at the basket ball game
in the movie "The Final Shot"... or was that on a bbs....???
later-on... (still noticing the name
Atari...even if it's on
for only 1 frame!!!)
Bill,

_____HH
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us
_____JJ!

1664. Looking for IA8 Digests

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-21 11:46:02 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920421114601_71450.1050_EHB28-1@CompuServe.COM>
Source record: 111509

I am looking for the following:

A complete copy of Info-Atari8 Digest #92-36

A copy of Info-Atari8 Digest #92-63 with the UUENCODED files removed

A copy of Info-Atari8 Digest #92-74

If you have any of these issues that I need, I would appreciate it if you could mail them to 71450.1050@COMPUSERVE.COM.

Thanks again for your assistance.
-Lawrence Estep

1665. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-21 16:02:41 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57755@cup.portal.com>
Source record: 111510

If no one has a copy to unload, you can always try American Techna Visions.
They've jacked up the prices to $25 (ARRRGHHH!) 1-800-551-9995

1666. More MIO.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-21 17:19:46 UTC
From: a644690c@edinboro.edu
Message-ID: <009596FE9F42C320.202016C8@edinboro.edu>
Source record: 111511

Hi,

I would like to thank the people who commented about my MIO cable length problem. (I guess the older discussion that was mentioned happened before I arrived on the net.) I was not considering the ribbon acting as a capacitor, I guess it would. Anyway, I was not really thinking when I made the comment about the ribbon cable and 1.79Mhz. I guess the problem really lies in the pulse edges since most gates are edge triggered. It does not really matter what the rate is, the pulse edges are going to represent the same change in amplitude, but when harmonics come into play, I really could not tell you what is happening.

I am still having a problem though....
I tried building myself another 50pin card to 50pin pin-edge connector w/ about 5" of cable and I STILL had no luck. I know the MIO is fine, because the original cable works. At this point I would be happy with just more flexible cable and sturdier ends, which I need due to a cramped work space. (My original intent was to get the thing away from my monitor/TV and disk drives because the RF is so great.) What I am wondering is this: Why don't the cables I build work, but the beat-up old one does? (I do, by the way, know how to build cables properly :-). I noticed that the Red strip (pin one) on the ribbon is on the LEFT going into the MIO, but pin one on the board (according to the numbers on the board) is on the RIGHT. What is going on there??

Also: has anyone come up with any good idea on how to cut down on some of the RF interference produced by the MIO?

Thanks,
-Adam Conover.
a644690c@edinboro.edu.

PS. Could capacitance be a problem over only a few inches with the right (wrong) ribbon?

1667. 8-bit accessories wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-21 19:49:29 UTC
From: krw@cbnewsk.cb.att.com
Message-ID: <1992Apr21.194929.14680@cbnewsk.cb.att.com>
Source record: 111512

Please contact me at krs@pruxm.att.com if you have any/all
of the following that you might want to part with:

1) parallell printer interface for 65XE

2) SX212 1200 baud modem w/communication software

3) XF551 double density disk drive w/docs

4) DOSXE w/docs

5) ST mouse (I hear that this will work with 8-bits too)

6) SpartaDOS cartridge w/docs

7) 1050 drive w/docs

If you have any of the items but not the docs, I may still be interested
if you can refer me to a source for docs.

Thanx much,
Keith

1668. MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-21 19:50:45 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9204211950.AA22579@smithkline.com>
Source record: 111513

Ok, Andrew, I coulda *swore* it was you who posted something about these PBI cables. About the capacitance. Last Nov. or so, I think.

So, if it wasn't Andrew Heller, then who WAS it? Anybody?

I only have about a foot of email printouts here at work , but those only go back to Jan. I have a few more feet at home, I'll look there tonite....

I never heard of either a BB or MIO being supplied w/18" cable. Mine came w/ like 6" cable. I also have some of that shielded copper screened ribbon stuff, dunno if that will work. I was sorta hoping we'd hear from someone who'd already solved this problem, it would save The Alchemist a lot of time/sweat.

Sweat, I don't mind. But TIME is at a premium.....

- BEN POEHLAND
The Alchemist

****

1669. Re: ftp files??

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-21 21:03:39 UTC
From: jason@edsi.plexus.COM
Message-ID: <1992Apr21.210339.9586@edsi.plexus.COM>
Source record: 111514

krschimm@wsuhub.uc.twsu.edu (Karl Schimmel) writes:

>Is there a address that has 8bit files(atari 8bit) that we
>can ftp from??
>(I'm new here if you can't guess)

>Karl R. Schimmel

>The Wichita State University
>%%%

1670. Re: Two 2400 Baud modems - $50

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-21 21:20:44 UTC
From: at974@cleveland.Freenet.Edu
Message-ID: <1992Apr21.212044.27086@usenet.ins.cwru.edu>
Source record: 111515

On Sat Apr 18 04:05:08 1992, moon!cyberden!phbill@well.sf.ca.us
(Bill Kendrick) asked=>:

=>at974@cleveland.Freenet.Edu (Larry Bennett) writes:
=>
=>> One is a Racal-Milgo Model 24LSI which is a 2400/1200 baud asychronous
=>>
=>> The other is a Codex Model 2232 with model 224 Automated Call Unit.
=>
=>Hey... niether of these are readily 8-but usable, are they??

Yes, if you have an ATARI-850 or an R-VERTER (Advanced Interface Devices)
that allows an RS-232 device to be connected to an Atari.

With either of these (or similar) devices you should be able to connect
a modem or serial printer to an Atari 400/800/800XL CPU.
--
+---+
| Larry Bennett usr2059a@tso.uc.edu |
| Madeira, Ohio USA at974@cleveland.Freenet.edu |
+---+

1671. Draconus/Zybex programmers..

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-22 00:28:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JiwLJB14w164w@cyberden.uucp>
Source record: 111516

Hey! Are any of these guys around?! (let me see if I remember their names... ummmm...)

Kevin Franklin... er... Brian Jobling.... mmm... damn! Can't think of the rest.. You all know, tho!!

I'd REALLY like to ask these guys how they did the graphics and stuff.. very interesting.. thanks!!!! Bill

_____HH
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us
_____JJ!

1672. Two 2400 Baud modems - $50

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-22 04:00:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <703947024.F00001@tdkt.kksys.com>
Source record: 111517

is it $50 for the two modems?

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1673. Re: 800XL Keyboard Problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-22 07:19:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wiFmJB4w164w@cyberden.uucp>
Source record: 111518

Henry.Miller@f47.n282.z1.tdkt.kksys.com (Henry Miller) writes:

> The keys are CHERRY (brand name) keys, but there are many types, you would ha
> to take the sticky key with you to a GOOD electronics place (not Radio Shack)
> get a replacement. Otherwise, the CAPs pull off, so you can take a small pli
> and bend a internal tab. This is easyer said then done. Make sure the power
> off and you are grounded. (accually power may be on, but you need to be
> careful. there isn'T enough power to kill you, but the computer is different
>
> A rare case would be a cracked circuit board, inwhice case you would have to
> that, but intermitent problems proboly wouldn'T amount to that.
>
> * Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

Hey....... what about the 1200xl keys? Do they come of the same way? I
REALLY need (I mean REALLY!!!) to clean this sucker's keys out GOOD!!
(perhaps a nice wash in the dishwasher could help!!! :)).......
thanks alot!

_____________________________HH
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us
_____________________________JJ!

1674. System Cost

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-22 08:29:45 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Apr21.175032.2966@wvnvms.wvnet.edu>
Source record: 111519

A friend of ours wants to sell an 8-bit system including:
(1) 800xl
(2) Drives (Rana, I believe)
(1) Printer (do not know the model)

Now she has never used the system (she bought it used pretty cheap) and I told her I'd buy it. She wants me to set the price, which leads me to my question: how much is this reasonably worth? The person in question is a really good friend and I don't want to stiff her, so I was hoping I could get an objective price. Thanx muchly.

Theo Phlegm
Phlegm Bros.

1675. More MIO.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-22 15:34:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <704015083.F00001@tdkt.kksys.com>
Source record: 111520

Well, I do know that if you looking at you MIO from the position of being in front of the cpu, your red end of the ribbon (pin 1) is at the RIGHT rear of the unit. I noticed in your message that you typed left, and actually, pin 1 is the right top pin on the MIO. At least it is on the 1 meg unit I have hooked up to a 1 meg XL.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1676. Still wondering!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-22 23:45:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <17oNJB8w164w@cyberden.uucp>
Source record: 111521

Has Z-mag #206 been send out?!

_____HH
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us
_____JJ!

1677. "Primus".....

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-22 23:46:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <i9oNJB9w164w@cyberden.uucp>
Source record: 111522

I'm VERY tempted to make a fishing game starring Primus... heehe
can't wait for the digitizers.... LOTS of Primus music I can sample!
(AAAA!!!!!!) later-on Bill

(BTW: any of you even HEARD of them, just outta curiosity).....

_____HH
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us
_____JJ!

1678. Re: System Cost

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-23 03:29:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57841@cup.portal.com>
Source record: 111523

I'm no expert, but San Jose Computers sells reconditioned 1200xl for $49, a good 800xl may be about equal to a little more valuble. I've seen 'em go form $30-$80. Drives seem to go for anywhere from $30 to $120 depending on if it's a Happy modified drive or an odd ball that you can't find parts for: like a Rana for instance <grin>. The type of printer means everything. If it's an Atari only then it's only worth $20 to $50, if it's something like a Citizen 120D or Panasonic 1091 then it's probably worth about $100.

1679. Re: AR Maps

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-23 03:39:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57842@cup.portal.com>
Source record: 111524

I know a bad source for maps, me! Last ones I sent out took me two months
before I copied & sent them. Maybe one of those guys will forward you a copy.
They can't be any slower then me.
BTW: Way back when Software Toolworks was still in business (right Co.?)
after they took over the AR series someone asked them if it was OK for
me to copy the maps, at the time I'd refused because of copyright, &
they gave the go ahead. I've also talked with Supra Corp about their old
Microport XL schematics & got the approval to send out a copy to someone,
but I forgot who asked! If you're lurking out there, let me know.

1680. Re: "Primus".....

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-23 14:23:43 UTC
From: dam1@RandB.CC.MsState.Edu
Message-ID: <1992Apr23.142343.746@ra.msstate.edu>
Source record: 111525

In article <i9oNJB9w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>I'm VERY tempted to make a fishing game starring Primus... heehe
>can't wait for the digitizers.... LOTS of Primus music I can sample!
>(AAAA!!!!!!) later-on Bill
>
>(BTW: any of you even HEARD of them, just outta curiosity).....
>
>_____HH
>PhBill: Bill Kendrick
>moon!cyberden!phbill@well.sf.ca.us
>_____JJ!

Yeah man...Primus SUCKS!!! :)

My favorite Primus songs are Too Many Puppies, Fizzle Fry, John the
Fisherman...I haven't bought their new CD yet but I will.....

--
Danny Martin : dam1@Ra.MsState.Edu

1681. Memory upgrade problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-23 15:54:33 UTC
From: rwt@swamp.cis.ufl.edu
Message-ID: <35251@uflorida.cis.ufl.edu>
Source record: 111526

Greetings,
Anyone have any ideas what this problem may be?
I have a 130XE expanded to 320k, the extended memory will work
fine for about a week, and then start to fail. Ramdisks will suddenly
erase, Paperclip XE will lock up. After about another week, it will
work fine again! The wires all seem to be ok. Could it be the
74ls158? Would it be worth replacing to find out? Thanks in
advance for any help.

Bob Trabucco
rwt@reef.cis.ufl.edu

1682. Re: Video DMA

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-23 19:07:34 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Apr23.190734.16953@exu.ericsson.se>
Source record: 111527

Bear in mind that this is all just speculation...

In article <etxansk.704029756@garbod20> etxansk@garbo.ericsson.se writes:
>
> (a) why the bars look so stable, no flicker in their left-right edges?

The wait for horizontal sync keeps the timing constant for each
iteration of the loop, I would suspect.

> (b) why the first few bars are wider?

I'm not sure. Something to keep in mind is that after accessing
WSYNC, you have a few cycles of horizontal retrace time before the
next line starts to be displayed.

Sorry if this is vague...
--
James Hague
exuhag@exu.ericsson.se

1683. Re: AR Maps

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-23 20:12:58 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Apr23.151259.10973@miavx1.acs.muohio.edu>
Source record: 111528

In article <1992Apr22.025701.15637@nmt.edu>, mfrank@nmt.edu (Matthew Frank) writes:
> Does anyone know where I can get good maps of Alternate Reality
> the City and/or Alternate Reality the Dungeon?
>
> Thanking you in advance,
> Matthew Frank

This is a lame response...but make your own. My brother and I spent hours mapping the City...and it was a blast! There's this one part *REAL* close to Town Center Square that is IMPOSSIBLE to figure out without a map!!!

If anyone knows what I'm talking about there's some cool Wizard Star something or other at the center of "The Maze"...it is totally way ultra spiffy cool. I strongly recommend you take the time to map it yourself!!!!

1684. MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-23 22:21:58 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9204232221.AA04876@smithkline.com>
Source record: 111529

Ok, for sure it wasn't Andrew Heller who claimed he knew someone who'd solved the host adapter cable length problem.

It was Amos Jackson! (Dadhangit, I *knew* it was a name that began with "A"!) I only had to hunt thru 2 feet of email printouts to find this. It was in the IA8 Digest dated Dec. 5, 1991. Alchemist hasn't lost his marbles after all! (well, not all of them anyway).

So Amos, you still on this Net? Speak up good buddy, there's peoples here who wanna hear how your friend got a long cable to work!

Jeff McWilliams' comments about how a squarewave gets turned into a cruddy sinewave as a function of increased capacitance (which in turn is a function of cable length) is all well & good, but do we know for sure this is the cause of the com failure with long PBI cables? I think not, there are so many other variables. It's certainly a likely culprit, I wouldn't rule it out, but the problem is no one knows for sure 'cause nobody ever undertook a systematic examination of the system.

Which is why the Amos Jackson's comments last Dec. were so intriguing. Did his friend make up a long cable that worked OK by happenstance, or does Amos's friend know something the rest of us would also like to know?

C'mon, Amos, we're dyin' here!

Oh yah, this is for Bill Kendrick- no, you aren't being a geek, my last comments were indeed directed to you. The Campaign is in a mopping-up phase, late responses still dribbling in, etc. Looks like we might issue some kind of final report around May 1. I don't yet see any cause to deter me from my previous optimism (tee-hee!), but we'll have to ask everyone to please be patient, fine wine takes time & all that.

- BEN POEHLAND
The Alchemist

****

1685. Re: MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 00:29:32 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92114.202932AKH104@psuvm.psu.edu>
Source record: 111530

In article <9204232221.AA04876@smithkline.com>,
poehland%phvax.dnet@smithkline.com says:
>
>Ok, for sure it wasn't Andrew Heller who claimed he knew someone who'd solved
>the host adapter cable length problem.
>
>It was Amos Jackson! (Dadhangit, I *knew* it was a name that began with "A"!)
>[does his] friend make up a long cable that worked OK by happenstance, or does
>friend know something the rest of us would also like to know?
>
>**
>*
Ok, good..whew! Was worring about what else I might have said...
So has anybody bothered to BOTHER the guys and ICD about this? Hmmm
might not lend us much help...I can see the reply now: "um, 4 inches didn't
work so we left it at 3 and let it be! 8-)"

And about the Atari Classics Campaign...have any of you read the AtariUser
magazine? We can atleast top that! Its a "nice" magazine...looks odd..feels
odd with all that recycled paper. hmmm here is to high hopes....and (kneeling
down praying) a first issue of many into the 21st century!

Andrew

_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM.PSU.EDU<=== ===>bs003@cleveland.freenet.edu<=== _
_ ===>CIS 71020,3451<=== ===>Genie A. Heller<=== _

1686. Re: Memory upgrade problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 01:51:44 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr24.015144.24461@ucsu.Colorado.EDU>
Source record: 111531

I had the same problems once, except I was upgrading my 800 to 288K.
You need to run a memory checker, one that is specific to your upgrade
that way it not only can tell you the bad memory location(s), but will
also tell you wwhich chip to replace.
Hope this helps,
Jonathan
krakover@spot.colorado.edu

1687. Re: ftp files??

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 01:59:21 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr24.015921.25031@ucsu.Colorado.EDU>
Source record: 111532

The site is atari.archive.umich.edu. Log on as anonymous, cd atari, cd 8bit and your there. Be sure to leave a note to jeff thanking him for his support.
Hope this helps,
Jonathan,
krakover@spot.colorado.edu

1688. Re: AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 03:56:32 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Apr.23.23.56.31.1992.27552@remus.rutgers.edu>
Source record: 111533

Wow! The recent Alternate Reality posts have got me interested in this game again. By far, it's my favorite game on the 8-bit, but I haven't touched it in over a year because I thought I'd discovered everything in the City and Dungeon. I guess not... I never knew about the "fiat" secret and the other commands (hey, I named my character Master of Chronos back when I first got the City back in '85 or so, after going through the disks with a sector editor and seeing that text imbedded at the end of side 1!).

So...does anybody else know of any other hidden goodies in the City or Dungeon that I might have missed?

A couple specific questions that I've always wondered about:

1) "The City of Xebec's Demise". Who is/was Xebec?????

2) What is the Gargoyle's name in the Dungeon?

-Ray

wilmott@remus.rutgers.edu
R.WILMOTT on GEnie

1689. AR Maps

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 05:50:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <704099120.F00001@tdkt.kksys.com>
Source record: 111534

What is (was) a Microport XL? I think I recall, but there are so many things in my memory. I might be interested in a skematic. If you know how to use net mail send me some.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1690. Re: 8-bit accessories wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 06:11:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PP2PJB5w164w@cyberden.uucp>
Source record: 111535

krw@cbnewsk.cb.att.com (keith.r.smith) writes:

> 2) SX212 1200 baud modem w/communication software

Well... whatever you do, don't get ripped off like I did on SX-Express.
I payed $10 for it! It SUX compared to BobTerm...

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1691. Re: Two 2400 Baud modems - $50

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 06:13:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1s2PJB6w164w@cyberden.uucp>
Source record: 111536

at974@cleveland.Freenet.Edu (Larry Bennett) writes:

> On Sat Apr 18 04:05:08 1992, moon!cyberden!phbill@well.sf.ca.us
> (Bill Kendrick) asked=>:
>
> =>at974@cleveland.Freenet.Edu (Larry Bennett) writes:
> =>
> =>> One is a Racal-Milgo Model 24LSI which is a 2400/1200 baud asychronous
> =>>
> =>> The other is a Codex Model 2232 with model 224 Automated Call Unit.
> =>
> =>Hey... niether of these are readily 8-but usable, are they??
>
> Yes, if you have an ATARI-850 or an R-VERTER (Advanced Interface Devices)
> that allows an RS-232 device to be connected to an Atari.
>

Well... I KNEW that!! I meant readily withOUT them... like me lil' sx212
sittin' here.

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1692. Re: AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 14:21:54 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57919@cup.portal.com>
Source record: 111537

A Xebec is a type of ship/boat. I once had the Garg's name, it's sort'a nonsensical. All it does is get you a pulse rifle I think. IF they had continued the series you also would have been able to get a radiation suit in that hallwall just outside Omar's that has a blink mine that keeps throwing you one square back when you step into it.

1693. Re: AR Maps

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 14:38:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57920@cup.portal.com>
Source record: 111538

The Microport was just a 6821 with the necessary decoding to map it into any page between $D100 & $D700. Plugged into the XL expansion bus & had about 4"X6" prototyping/wire wrap area for "experimenting". It 'was' as in no longer available, a great learning tool for adding memory mapped I/O. I'm thinking really seriously of adding a a couple of 6551 to the bus, something I wouldn't of been able to figure out without the instructions in the Microport. Concurent I/O makes me nausous, I want a R: device on the BUS! <g>. I can't send schematics via E-Mail, they're not files.

1694. Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 16:16:21 UTC
From: krw@cbnewsk.cb.att.com
Message-ID: <1992Apr24.161621.8074@cbnewsk.cb.att.com>
Source record: 111539

I have been out of the 8-bit Atari world for a few years now,
and would like to get some feel for what's hot and what's not,
softwarewise, out here today.

What is/are your favorite:

1) DOS

2) programming language

3) text editor/word processor

4) communication program

5) spreadsheet

6) database

7) typing tutor

8) user interface

9) drawing/paint package

Please include sources.

What are the hottest hardware enhancements these days? (please give sources)

I know that I am asking a lot, and will appreciate any responses.

Keith

1695. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 16:41:56 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr24.164156.20492@usenet.ins.cwru.edu>
Source record: 111540

Okay, here are my favorites:

DOS: SpartaDOS 3.2 or MYDOS 4.5, depending on what I'm doing.

Language: Action! or Basic XE

Text Editor: Action!

Word Processor: AtariWriter Plus (Actually, I use Word Perfect
on my Mega STE)

Communications Program: BobTerm 1.21

Spreadsheet: Yeah right.

Typing Tutor: Atari's own Touch Typing is still
my favorite.

User Interface: Huh?

Drawing/Paint Package: None. I use Degas or Prism Paint on my MSTE.

I still use the 8-bit quite a bit, but when you have a machine that's
far more capable in certain areas, I use it instead.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

1696. Beat Zybex!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 20:56:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4o7qJB1w164w@cyberden.uucp>
Source record: 111541

Has anyone else out there beaten this game!? It's a VERY cool game! My score after beating it was 176600! Just the day before I made my all time high score of only 96000 something. I was just lucky, I guess!

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1697. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-24 21:53:08 UTC
From: dougal@hal.gnu.ai.mit.edu
Message-ID: <dougal.704152388@hal>
Source record: 111542

```
1 Spartados
2 Turbo BASIC XL
3 Writer's Tool word processor
4 Bobterm
5 Syncalc
6 Synfile
7 ???
8 ???
9 Koalapaint

Favorite game: Defender
:wq
```

1698. Hmm...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-25 05:16:51 UTC
From: ghosty@terapin.com
Message-ID: <ghosty.05fm@terapin.com>
Source record: 111543

is there a binary section usable by atari 8s? I need the 850.com file for ANSIterm!...

__ . .
/_-host (/\)riter

BTW- if anyone has sent me email through the system, it bounced! my address is now working so please re-send!...

1699. Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-25 05:22:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <704179428.F00001@tdkt.kksys.com>
Source record: 111544

1 Spartados/x (but I use mydos cause I can'T afford sparta) some would disagree, but mydos or sparta are faviorets
2: ACTION! or assembly, since nothing else is really avaibal. (other then basic but you intend to be serious, right)
Bobterm is the top term. It is the only one that is really good.

Someone else may be able to answer the rest of your questins.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1700. Re: Beat Zybex!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-25 07:11:46 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Apr25.071146.8191@usenet.ins.cwru.edu>
Source record: 111545

In a previous article, moon!cyberden!phbill@well.sf.ca.us () says:

>Has anyone else out there beaten this game!? It's a VERY cool game! My

Yes, I have played Zybex and solved it. The first time wsn't really for score, just to see how to do it. It gets kinda repetative after a while, seems like the same ol things. The other times when I have solved it, my score was around 327,000 + [or greater, only one I can remember].

Another keul game is Draconus, which I have solved numerous times.
--
Welcome to my UnderWaterWorld!
Once lost and forgotten
But Found once more.

1701. Re: "Primus".....

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-25 18:23:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HausJB8w164w@cyberden.uucp>
Source record: 111547

(ya said ya liked Too Many Puppies!...AAAaA!)

Anyways.. I wanna digitize primus TO DEATH!!! Hmmm..... if only the
"John The Fisherman" video was on more... that's on a fishing boat.
It'd be a rather nice looking little title screen.... Hmmm.....
And DO get the new Primus CD... it was my first, and it's REALLY good
(not as good as Frizzle Fry... but this is only my twisted demented
opinion....)

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1702. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-25 18:37:50 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1992Apr25.183750.26426@casbah.acns.nwu.edu>
Source record: 111548

In article <1992Apr24.161621.8074@cbnewsk.cb.att.com> krw@cbnewsk.cb.att.com (keith.r.smith) writes:
>I have been out of the 8-bit Atari world for a few years now,
>and would like to get some feel for what's hot and what's not,
>softwarewise, out here today.
>
>What is/are your favorite:
>
1) DOS
DOS 3.0 surprizingly. I really like 3.0 better than
2.0 and 2.5. But then again Ive always favored the 1200xl
over the rest of the 8bit fleet.

> 2) programming language:
Action\Atari Basic. Both have real strong suits.

> 3) text editor/word processor:
Atari Writer. I havent really found a better processor even
in 16\32 bit land. Microsoft Word 5.0 for DOS is the next best
editor Ive found.

> 4) communication program:
1030 Express. Sorry. I own a 1030. But I still find 1030 Express
a very good program.

> 5) spreadsheet:
Speedcalc from compute. Never really used it much though.
>
> 6) database:
I believe its called Analog Database? Its been a while. I havent
seen anything but dBIII+ for guite some time now.

> 8) user interface:
None. Im rather fond of C:> Prompts and their forefathers,
"Ready."

--
If its not a Lynx, then your Just Playing Games.

1703. Atarians Musical taste?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-25 20:16:22 UTC
From: a644690c@edinboro.edu
Message-ID: <00959A3BF4BC0B00.202042BC@edinboro.edu>
Source record: 111549

>I'm VERY tempted to make a fishing game starring Primus... heehe
>can't wait for the digitizers.... LOTS of Primus music I can sample!
>(AAAA!!!!!!) later-on Bill
>
>(BTW: any of you even HEARD of them, just outta curiosity).........
>
>_____HH
>PhBill: Bill Kendrick
>moon!cyberden!phbill@well.sf.ca.us
>_____JJ!

Yeah, I've heard of Primus! (just ask my down-stairs neighbors :-)
Primus definitely takes a 'special taste' in music.....

At the risk of starting a non-Atari related thread; I am curious as to
what types of music other Atari 8-bitters like. I really enjoy psychology
and this could be an interesting survey. I have a feeling that most people
that really enjoy computers also really enjoy music. Both are alternative
forms of communication. I believe, very strongly, that the types of music
people listen to has much to do with their other interests and I think
that users of different computers probably have different musical tastes.

Here are some of my favorites:
R.E.M.
RUSH
Grateful Dead
Phish
Blues Traveler
Primus
(A lot of classic rock: Cream, Steve Miller, any Eric Calpton, etc.)
(even SOME Techno/industrial stuff)

Is anyone interested in (me?) getting a survey together? Is it worth it?
Think about it......

Peace,
-Adam Conover.
a644690c@edinboro.edu.

1704. Re: MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 01:42:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <609uJB7w164w@cyberden.uucp>
Source record: 111550

poehland%phvax.dnet@smithkline.com writes:

> previous optimism (tee-hee!), but we'll have to ask everyone to please be
> patient, fine wine takes time & all that.

Hahah... Oh well. I DO hope it gets going!!! :)
(too bad I couldn't've sent in 3 or 30 or 300 postcards as
different names.. but... I think the address MIGHT get a little
recognizable after the 150th or so...)
<grin>

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1705. Working!....

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 01:46:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oF0uJB8w164w@cyberden.uucp>
Source record: 111551

I found ANOTHER set of "supporting" businesses. I will add and update
and etc.etc.blah blah to the "8-bit supporters" list and HOPEFULLY get it
out soon (????!)

BTW:.. I found a sorta nifty Tetris (yawn) game I made sometime last
year and never really bothered to get out anywhere. (I've become a leech
lately!) (then again, if I UPLOADED as well as downloaded, my phonebill'd
be >$600< rather than $300.. (ok, so I don't spend THAT much time on the
computer....but....!))

COuld somebody be kind enuf to give me the address of where to send (aka
upload) files to the archive.. I believe the address was john something
@ umich...etc.etc. But I don't want to WADE thru 1000s of sheets of
paper just to find it!!! :)
thanks alot!! (maybe I'd better write these addresses
down in me rolodex??!)
bill

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1706. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 02:07:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aFaVJB9w164w@cyberden.uucp>
Source record: 111552

krw@cbnewsk.cb.att.com (keith.r.smith) writes:

>
1) DOS
Definitely MyDOS.. it's VERY compatible with Atari's 2.5, but also adds
subdirectories and all sorts of spiffy things. It's run off a menu, just
like 2.5. It's PD (shareware?) and avaliable ...well..somewhere!?
>
> 2) programming language
For BASIC's, it's gotta be TurboBASIC XL. I'd LOVE to learn (and get!)
'C', but haven't gotten to it yet. It's supposed to be the "fad" of
languages, and supposedly get you any computer job.. (hmm!?) Also,
Action! (from OSS..then ICD, when OSS died... now I think ICD doesn't
support it anymore) looks "to-die-for!".. I have yet to GET it as
well. It's structured and is said to have a SUPERB editor.
(BTW: it's NOT PD and is on cartridge)
>
> 3) text editor/word processor
I have TextPro 4.56 (some 130xe version). I use it alot to edit my Oasis
Jr.BBS files, but it isn't the most powerful. I really recommend
AtariWriter +, even tho it LOVES to add all that JUNK to the beginning,
and handles ONLY 2 drives an DOS 2.5 (you can load it from MyDOS and
Sparta, but you still can't use the directory commands, etc.etc.) (there
is a Sparta patch, tho...not sure about one for MyDOS.)
(this is also pd/share..? the FINAL version (is that done??) MIGHT be
(c)'d. BTW: Textpro SEEMS to be just a very upgraded (and far easier to
use) version of Compute!'s SpeedScript.)
>
> 4) communication program
DEFINITELY BobTerm. I have version 1.21, and I BELIEVE there is a 1.22
out there somewhere, or am I mistaken. It's the BEST terminal program
>I<'ve ever used on ANY computer (then again, I don't get out THAT much!
:)). Very powerful. But, if you're into Kermit stuff, I've heard (I
have it as well, but never DID figure it out) that Kermit 65 is very
good. So.. I guess it depends on what you want to do. Both of these are
PD (or Shareware.. I think BT is Shareware.)
>
> 5) spreadsheet
>
> 6) database
>
> 7) typing tutor
Don't have any of these types of programs..^
>

> 8) user interface
How do you mean?? If you mean an "environment", then THAT will depend on what you want. I have a demo. of GOE, which will (is this out? I was gonna ask that today anyways..) be a cartridge much like the RTime/8 and SpartaDOS X ones (ie, can have another cart. sit on top of it). It's a Mac/Xerox/Windows/GOES type of environment. THere is also Diamond, which too is a cartridge, but that's about all I know about that!
If you meant something like keyboard/joystick/touchtablet,etc. I believe that joystick (or the trackball, which can act like either a joystick or trackball) and a keyboard is about all you need. (sorta like how the light-gun/light-pen/paddles died...) Or a mouse that can possibly act like both a mouse and joystick. It depends on what you need.
ORRR.... if you meant an actual INTERFACE, all I can say is, if you have $200, GET THE BLACK BOX!!!!!!! ... or an 850 or P:R:Connection will do for just P:rinter/R:S232 (usually modem) interface. (whew...)
>
> 9) drawing/paint package
Well... from what I've heard/seen a little of, it seems that RAMBrandt is the best. I belIEVE it was produced by Antic??? StarFleet software also has a version that supports Atari Xmm801 printer dumps, and he has been trying to get the program released into the PD.. but I don't believe it is yet. I'm also not sure where you CAN get it, except maybe B&C computervisions.
Also, I've talked to Steve Hoffee of K.O.Products and he REALLY recommends EscalPaint which is from Germany (I think). It supports full 256 color graphics. The problem is, it canNOT zoom or cut/paste, and it seems that a program like that, esp. with a joystick (I believe it actually can handle pretty much any controller, tho.) would be VERY hard to start from scratch in. It uses Prizm/APAC ILC format pictures, and also seems to have a few bytes of code at the end which lets the picture use 256 colors OUT OF A PALLETTE of about 25,>000<. (some pictures have adjusted hues/tones/etc.) (I got the MAPDA Amiga Picture Show demo. from Steve. Very nice! :))

ANYways... I hope I helped a little bit. I seem to like what the rest of you people like, so.. Then again, my opinions ARE a bit TwIsTeD!, so... don't use me as the ONLY source of opinions! :)
bye!
>

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1707. GOE

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 02:09:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <siaVJB10w164w@cyberden.uucp>
Source record: 111553

I played with my "GOE" demo a little bit today. Has the "final product"
ever been released?? (this was from "total control software" and David
R. Sullivan (I believe)).

So?? Is it OUT yet!? :) And how much does it cost!?
I've heard SO SO >little!< about it!

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1708. Re: Atarians Musical taste?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 05:18:48 UTC
From: JB3ISPSA@MIAMIU.BITNET
Message-ID: <92118.011848JB3ISPSA@MIAMIU.BITNET>
Source record: 111554

Well, I'm an 800 owner from way back in the day (like 1981), and I listen to Pat Metheny, Lee Ritenour, Geto Boys, Jane's Addiction, Ice Cube, Wynton Marsalis---basically any rap or jazz.

Jack "Fuck the (Cr)apple II/Can't Give Up those old Rivalries"
Baruth.

1709. Looking for a good home

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 14:27:48 UTC
From: cptvideo@cbnewsc.cb.att.com
Message-ID: <1992Apr27.142748.928@cbnewsc.cb.att.com>
Source record: 111455

Atari 8-bit Items for sale

Well, its time to see if I can find a good home for my 8bit Atari
items that are no longer being used. I have packaged everything
listed below into one big box and would like to sell it all together
if possible. I am not looking to get a lot of $$ for it but I need to
cover shipping costs. Let me know if you are interested. I will not
be available to reply between May 1 and May 20, so if I don't get back
to you, that is the reason.

All software on original disks with documentation unless otherwise stated.

SOFTWARE
Disk Game Package
1- Loadrunners Rescue
2- Cosmic Balance
3- Cosmic Balance 2
4- F-15 Strike Eagle
5- Autoduel
6- War Game Construction Set
7- Objective Kursk
8- Kampfgruppe
9- 50 Mission Crush
10- Conflict in Viet Nam
11- Flight Simulator 2
12- Field of Fire
13- Tail of Beta Lyrae
14- Rescue on Fractalus
15- Dimension X
16- Pirates of the Barbary Coast
17- Eldolon
18- Silence Service
19- Ali Baba & the 40 Thieves
20- Galahad & the Holy Grail
21- Hitchhikers Guide to the Galaxy
22- Bolderdash Construction Set
23- Scott Adam's Saga 3
24- Decision in the Desert (no docs.)
25- Seven Cities of Gold (no docs, not org. disk)
26- (3) Lotsa Bytes Game Disks (No Docs)

Bank Street Music Writer + Advanced Music Player
PrintShop + PrintShop Companion + 5 Icon Disks + Typesetter + Awardware
Synfile + (Can use Mosaic extended memory)
Syncalc (Can use Mosaic extended memory)

News Room with all clipart
MMG and DataSoft Basic Compilers (2 different compilers)
Superboots Paint
Koalaware + Koalapad + Koalapainter Cart + Atari Video Easel

Language + Utility Pack
Holiday Software Handyman
Atari Home Filing Manager
Basic View 1.2
Basic /XA
(7) LotsaBytes Utility Disks (No paper docs.)
DOS 2.5
PILOT Cart. + Manuals
LOGO Cart. + Manuals
ASSEM/EDITOR Cart. + Manuals
AMODEM 752 (Download)(Formatted for SDX)
TurboBASIC (Download)(Formatted for SDX)
APX PASCAL (No Docs.)

Atariwriter Cart + Printer Driver Maker + Atariwriter+ (disk)

CARTRIDGE GAMES
1- Eagles Nest
2- River Raid
3- Wizard of Wor
4- K-RAZY Antics
5- Pac-Man
6- David's Midnight Magic
7- Ballblaze (XE)
8- Gorf
8- Pitfall
10- Startrek
11- Space Invaders
12- Miner 2049er
13- Bounty Bob Strikes Back
14- Kickback
15- Star Raiders
16- Atari Computer Chess
17- Missile Command
18- Joust (No docs.)

Basic rev. A cart. + Basic rev. C. cart. + Manual
74 disks from Antic and Analog Magazines (including plastic disk case)
Bonus - Frogger, Blue Max, and 11 Analog Magazine on cassette

BOOKS & DOCS
1- 400-800 H/W & OS manual (>200 pages)
2- DE RE ATARI + OS listing
3- Mapping the Atari Books (orig & revised issues)
4- Inside Atari OS Book (OS listing)
5- Programming the 6502 Book

HARDWARE
1- (5) Atari Joysticks + extra cord
2- Atari Paddles
3- 850 interface inc. power supply & SIO cable & Parallel
printer cable
4- Atari 1010 cassette recorder & SIO cable

For sale later:

Two 1050 drives (one with US doubler, other with Happy rev 7.2) will be available later. Also I have a really hacked (upgraded?) 400 with a B-Key keyboard, 256k memory, both the 800 and XE operating systems and built in Basic rev. C. With a three position switch, the machine looks like (1) a 48K 800 with original OS, (2) a 256K 800 with Mosaic RAM, and (3) an XE machine with Newell RAM. It also has baseband audio and video out. If anyone would be interested in such a beast, that will be available also. A SDX cartridge + docs. will also be available.

1710. MIO Cables: Say What??

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 15:35:09 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9204271535.AA21583@smithkline.com>
Source record: 111456

Uh, thanks for addressing this topic again, Amos. Only, as I read your last post I couldn't make heads or tails out what you were trying to say. Putting the MIO IN FRONT of the XL?? Red lines on the cable? Huh?? I got the feeling I'm missing something...

I did once try to talk to someone at ICD, can't remember who it was. Got nowhere, the fellow seemed not to even understand what I was talking about, just kept saying 6" was all you use. I dunno, maybe I was talking to a salesman or something. I always get bummed out when I call up the experts & discover I'm better informed than they are.

I gather from Amos's comments- what I could make of it- that he is still referring to flat ribbon cable. All the pundits say ribbon cable doesn't work if you make it several feet long. There seems a contradiction... .

Has anyone tried round shielded cables?

- BEN POEHLAND
The Alchemist

****

1711. Soft/Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 15:37:06 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <704385237.F00001@tdkt.kksys.com>
Source record: 111457

Well, I thought I'd throw in my pennys worth of thought along the lines of hardware/software likes.

DOS: SpartaDOS X 4.20 without a doubt! I love having the ability of having 9 disk drives, and knowing the tricks to have two of the same numbered drive online at the same time and knowing how to get the right one to work at the right time.

Text Editor: BBS Express Professional: Does ATASCII graphics, has a scrolling rate equal to 19.2K baud. Makes GREAT text files that can be used on a bbs or any other program without having to modify them.

Term PROgram (yep the hint is in the topic header): BBS Express Professional: I call all the boards I call without ever having o take my board down, while having all of the 1000's of options included in my bbs.

Interface: Without a doubt, ICD's 1 meg MIO (rev 2 - the one WITHOUT the unused 80 column port). Totally reliable product, and goes very well with the 1 meg 800XL that sits in front of it, and SpartaDOS X. It's nice to be able from time to time to have 2 megs of ram without even having to listen to any kind of mechanical drive.

Database: My system is for fun (mostly)

Spreadsheet: I spread all my sheets (of paper) on the floor.

Oh, one more thing about DOSes: I HATE ANY kind of menus, and anything that is AtariDOS 2.? or equal. My DOS table looks like this:

D1:DOS
D1:>DOS>A> 13 versions of SPartaDOS from 1.1 to 3.2d. 65 different fonts for use under SpartaDOS)
D1:>DOS>B
D1:>DOS>B>1>126 different command modules for SpartaDOS, 2 communicaions programs)
D1:>DOS>B>2>44 more command modules for SpartaDOS, and this keeps on growing)
D1:DOS>C>15 different command modules for SPartaDOS. You'd figure that all would be in the same sub, but these are Basic modules (everything from formatting a hard drive to placing ultraspeed on a DOS 2.5 disk).
D1:DOS>D>79 doc files for all of this good stuff.

So as far as ICD goes, I've seen alot of complaints about them, but I guess I'm one of the few who doesn't have any complaints except the fact that they've given up on the 8-bit, so I'll always like 'em. Also, the put out a DOS (either one - 3.2d or SpartaDOS X) that frankly in terms of performance and workability - no other DOS can touch it.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1712. SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 17:01:40 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Apr27.124840.3036@wvnvms.wvnet.edu>
Source record: 111458

I was reading an old issue of Analog (sniff, a moment of silence please) yesterday and came upon an interview with the chaps from ICD. Now the artical was from 1987, just when ICD were getting ready to release the MIO, SpartaDOS X, etc. In the artical it was stated that SpartaDOS X was going to be released with functions to create/control a database. It seemed like pretty powerful stuff from what was being said. Now, my question is: Was SpartaDos X ever released with this code included? I have v4.20 and according to the manual the XIO statements that the artical said would control the database are not listed, and the database is not mentioned anywhere. Does anyone know if ICD developed any code at all, or if this idea was simply dropped in the planning stages. Any info would be greatly app.
thanx

Theo Phlegm
Phlegm Bros.

1713. Re: Beat Zybex!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 23:42:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iDywJB4w164w@cyberden.uucp>
Source record: 111459

ai792@cleveland.Freenet.Edu (Tony Lang) writes:

>
> Yes, I have played Zybex and solved it. The first time wsn't really for
> score, just to see how to do it. It gets kinda repetative after a while,
> seems like the same ol things. The other times when I have solved it,
> my score was around 327,000 + [or greater, only one I can remember].
>
> Another keul game is Draconus, which I have solved numerous times.

Yeah... I'm JUST getting to beating Draconus.. I THINK. I figured out
the exact purpose of the eye thing, and I found that staff that lets you
use those funky energy clouds as a weapon (sorta gets in my way tho, as
I'm not used to having them there when I jump...!)
Anyways... those doors on Draconus, are they just background, or will I
<eventually!> be able to open them... just the other day I got to some
bouncy bullet throwing dude, but that's as far as I've been.... also, do
the cloud bullets ever run out? They seem to be limitless, though there
are so many of them to collect around the game. BTW: I'm planning on
mapping it! :) (maybe.. unless I beat it first! :))

Anyways, back to Zybex.. I don't think it's repetitive.
Ya wanna see repetitive? Look at a few of the old >#1<
games ... Pac Man... Space Invaders... Asteroids
<yawn>.. Not saying I don't love them more than the 7 Nin-blender
games I have, but.... I think Zybex is a little bit better.. (a game
that can waste space using an enemy ONLY ONCE (that brain thing on one of
the >3 token< levels) is a good game!!!)
(esp. since it loads once into my little 48k!!!!)

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1714. New Postings to Atari Archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 23:43:04 UTC
From: a.falcon@BITSY.COOPER.EDU
Message-ID: <9204271943.AA03360@bitsy.cooper.edu>
Source record: 111460

The following is a list of the latest postings on the 8bit section of the Atari Archive. Enjoy!

```
drwxrwxr-x jrd 4608 Apr 19 13:42 ./8bit
drwxr-xr-x jrd 512 Apr 19 13:43 ./8bit/djg
-rw-rw-rw- jrd 54160 Apr 19 13:43 ./8bit/djg/issue5.arc
drwxr-xr-x jrd 1536 Apr 19 13:46 ./8bit/zmag
-rw-rw-rw- jrd 17711 Apr 19 13:43 ./8bit/zmag/zmag130.arc
-rw-rw-rw- jrd 18914 Apr 19 13:43 ./8bit/zmag/zmag131.arc
-rw-rw-rw- jrd 20056 Apr 19 13:43 ./8bit/zmag/zmag132.arc
-rw-rw-rw- jrd 20320 Apr 19 13:43 ./8bit/zmag/zmag133.arc
-rw-rw-rw- jrd 26166 Apr 19 13:44 ./8bit/zmag/zmag134.arc
-rw-rw-rw- jrd 33211 Apr 19 13:44 ./8bit/zmag/zmag135.arc
-rw-rw-rw- jrd 39766 Apr 19 13:44 ./8bit/zmag/zmag136.arc
-rw-rw-rw- jrd 28336 Apr 19 13:44 ./8bit/zmag/zmag137.arc
-rw-rw-rw- jrd 17670 Apr 19 13:44 ./8bit/zmag/zmag138.arc
-rw-rw-rw- jrd 14483 Apr 19 13:44 ./8bit/zmag/zmag140.arc
-rw-rw-rw- jrd 18059 Apr 19 13:44 ./8bit/zmag/zmag141.arc
-rw-rw-rw- jrd 15301 Apr 19 13:44 ./8bit/zmag/zmag142.arc
-rw-rw-rw- jrd 19773 Apr 19 13:44 ./8bit/zmag/zmag143.arc
-rw-rw-rw- jrd 19669 Apr 19 13:44 ./8bit/zmag/zmag144.arc
-rw-rw-rw- jrd 16749 Apr 19 13:44 ./8bit/zmag/zmag145.arc
-rw-rw-rw- jrd 18267 Apr 19 13:45 ./8bit/zmag/zmag146.arc
-rw-rw-rw- jrd 19577 Apr 19 13:45 ./8bit/zmag/zmag147.arc
-rw-rw-rw- jrd 23097 Apr 19 13:45 ./8bit/zmag/zmag148.arc
-rw-rw-rw- jrd 15979 Apr 19 13:45 ./8bit/zmag/zmag149.arc
-rw-rw-rw- jrd 13212 Apr 19 13:45 ./8bit/zmag/zmag150.arc
-rw-rw-rw- jrd 15801 Apr 19 13:45 ./8bit/zmag/zmag151.arc
-rw-rw-rw- jrd 16676 Apr 19 13:45 ./8bit/zmag/zmag152.arc
-rw-rw-rw- jrd 12895 Apr 19 13:45 ./8bit/zmag/zmag153.arc
-rw-rw-rw- jrd 17111 Apr 19 13:45 ./8bit/zmag/zmag155.arc
-rw-rw-rw- jrd 15636 Apr 19 13:45 ./8bit/zmag/zmag156.arc
-rw-rw-rw- jrd 10393 Apr 19 13:45 ./8bit/zmag/zmag159.arc
-rw-rw-rw- jrd 15379 Apr 19 13:46 ./8bit/zmag/zmag160.arc
-rw-rw-rw- jrd 14076 Apr 19 13:46 ./8bit/zmag/zmag161.arc
-rw-rw-rw- jrd 9021 Apr 19 13:41 ./8bit/dos20s.arc
-rw-rw-rw- jrd 30906 Apr 19 13:41 ./8bit/dos25.arc
-rw-rw-rw- jrd 54106 Apr 19 13:41 ./8bit/dos40.arc
-rw-rw-rw- jrd 31759 Apr 19 13:42 ./8bit/dosxe.arc
```

P.S. I wrote to John Dunning to see if he can automate the process of listing new 8bit Atari Archive postings to the c.s.a.8 digest. However, he has yet to answer me (maybe my letter got lost in the shuffle?) Ill try to contact him again this week.

Anthony Michael Falcone The Cooper Union School of Engineering
FREENET: bf802 41 Cooper Square N.Y., N.Y
INTERNET: a.falcon@bitsy.cooper.edu

1715. IBM AtASCII Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-27 23:44:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HHywJB5w164w@cyberden.uucp>
Source record: 111461

Does anyone out here in net-land have one of these (or >the< if only one
was made..)?????
I'd kill to get one for my BBS so all these Idiot Boring Machine
users around here could see the cool AtASCII. BTW: (since I know little
of IBM's...and even LESS about how the programs work) Is this a seperate
terminal program, or does it change the IBM's character set or what?
What are it's limitations....??
Thanks alot...
sysophbill (heehe)

_____________________________________Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1716. Read Atari disks on an IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 02:00:24 UTC
From: andrewsr@utopia.rutgers.edu
Message-ID: <Apr.27.22.00.22.1992.12930@utopia.rutgers.edu>
Source record: 111462

I saw a mention of an IBM program which allows read/write of an Atari (8bit, ala 800) on an IBM 5 1/4" disk drive. Where can I get my hands on it? (ftp is best, or uuencode :-)

How well does the program work? I would like to use it to archive all of my Atari 800 disks onto another media. Is that possible? Could I use this utility to transfer an Atari modem package to my Atari and then get a modem to use?

What about disks that are protected (and required the Happy modification to copy)?

Thanks for any info!

-Rich
--
< Disclaimer: Everything I write on usenet is my personal opinion only! >
< Don't get confused and think that I talk for any school or company. >

1717. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 02:43:21 UTC
From: esok@everest.ee.byu.edu
Message-ID: <7'@byu.edu>
Source record: 111463

Someone asked for favorites. Mine are:

1. DOS: I use DOS 2.5 99% of the time. I use DOS XL with my indus the other 1%.

2. Programming language: Action!, all the way. Atari Basic occasionally. Turbo Basic less often.

3. Text editor: I use SpeedScript by Compute! magazine. It's small, easy to read, fast to load and looks better than AtariWriter (it uses that special Antic character mode that allows true descenders on y,j,p,q.)

4. Communication program: I like Omniterm because it give me 80 columns (as I communicate with UNIX systems a lot and don't need file transfer much (I know Omnicom purports to have Xmodem and Kermit but I have been unable to get either of these to work).
Besides, I don't have an XEP80.

8. User interface: I like the unix interface, which is partially copied by DOS XL, but DOS XL is less convenient when you don't have a hard drive.

1718. Sparta Read for the IBM

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 03:02:04 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92118.230204AKH104@psuvm.psu.edu>
Source record: 111464

I am uploading a sparta dos disk reader for the IBM to the archives
(that is atari.archive.umich.edu) that I have NOT tested and did not write.
Let me know how it goes.....
Andrew
This is the same one just recently found on Compu-Serve and Genie.

1719. Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 03:48:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-04-27-20:48:55.10*UJ1G"@DKAUNI2.BITNET>
Source record: 111465

here are my favorites:
1) DOS
MYDOS 4.51 because of it's compatibility to DOS 2.5 and of course
because it can handle 170K disks and copy from one format to
another.

2) programming language
assembler. It's so fast! You can programme everything in assembler.
For simple programs I like TurboBASIC XL. It has some great
graphics functions and it is fast, not as fast as assembler but
the speed is OK :-).

3) word processor
Speedscript 3.0. It's simple to use and sufficient for my use.

4) communication program
UTIL.EXE on the IBM-PC to copy programs from the archive to atari
disks.

5) spreadsheet
One integrated in S.A.M (see 8)

6) database
again S.A.M (see 8)

7) typing tutor
never used any

8) user interface
It is with no doubt S.A.M.
This user interface gives you an 80 characters screen with pull
down menus. It supports the ST-mouse as well as joysticks at the
same time. It looks little like GEM on the ST, has build in standard
file operations as well as a painter using 128 colors, a spreadsheet,
a database, a character editor in B/W and Graphics 12, memory scanner
word processor and a user interface. All these features work
with the ST-mouse

9) drawing package
again S.A.M

hottest hardware enhacments:-MIO is supposed to be good. I don't
have it but there are many people
who like it.
-my home brew sampler

My favorite hardware: my ATARI 130 XE!!!!!

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1720. MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 04:27:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-04-27-21:27:34.87*UJ1G"@DKAUNI2.BITNET>
Source record: 111466

Well, I don't have a MIO but I'm almost sure the problems with
the long cables are related to the increase of capacitance of the
cables. This results of course in the corruption of the squarewave
which was already said by Jeff McWilliams.
The only way to ovecome this is to build a small interface between
the Atari and the MIO cable containing some TTL buffers (don't have
the 74LS??? number handy) which restores the squarewave.
Theoretically you could build more than one of these 'power up stations'
and place them in various distances from the computer making a daisy
chain like buffer-cable-buffer-cable-buffer-cable.....MIO.

(just an idea)

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1721. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 06:03:05 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92119.010305JJMCWILL@MTUS5.BITNET>
Source record: 111467

Regarding your question, the ONLY thing I can think of that even remotely comes close to this is the revision of the point command. Unlike MYDOS or other AtariDOS look-alikes, SpartaDOS-X's POINT and NOTE command require you only specify which byte number in the file to start reading from, no sector numbers are needed like the NOTE and POINT of other DOS systems. This could be a boon to a database program, which relies heavily on Random access of data within a file... as it would simplify the programmer's job dramatically... at least that's what I read out of it. Other than that, I never heard anything else about such a "feature".

Jeff McWilliams

1722. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 06:07:03 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92119.010703JJMCWILL@MTUS5.BITNET>
Source record: 111468

Let's see, favorite DOS is SpartaDOS X. It is very lean on memory usage, but I would like to see some sort of technical programmer's documentation come out f or it explaining how to write my own DRIVER.SYS programs, and how to access the Kernel. I do understand SD-X CAN be tricky to program with every now and then though... it has its quirks.

Database: Turbofile for the XEP80.

Spreadsheet: Currently Turbocalc from Dataque software.

Word Processor: Torn between Textpro and Turboword+.

User interface: the CLI in SD-X works just fine for me.

Favorite game: Galaxians and Millipede oddly enough..

Programming language: no favorites right now.

Jeff McWilliams

1723. Re: MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 06:12:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92119.011201JJMCWILL@MTUS5.BITNET>
Source record: 111469

In article <"92-04-27-21:27:34.87*UJ1G"@DKAUNI2.BITNET>, UJ1G@DKAUNI2.BITNET says:
>
>Well, I don't have a MIO but I'm almost sure the problems with
>the long cables are related to the increase of capacitance of the
>cables. This results of course in the corruption of the squarewave
>which was already said by Jeff McWilliams.
>The only way to ovecome this is to build a small interface between
>the Atari and the MIO cable containing some TTL buffers (don't have
>the 74LS??? number handy) which restores the squarewave.
>Theoretically you could build more than one of these 'power up stations'
>and place them in various distances from the computer making a daisy
>chain like buffer-cable-buffer-cable-buffer-cable..........MIO.
>
>(just an idea)

Yes but won't this cause timing delays? I think 74HCT series would
be best... but even then you still have some delay.

Jeff McWilliams
>
>Marek Tomczyk
> \ ATARI 8-BIT
>--| \ the
>Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
>BITNET: uj1g@dkauni2 | / equipment
>FREENET: bn137 | /
>--| / for the 21st century
> /

1724. Looking for a good home

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 06:37:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <704437689.F00001@tdkt.kksys.com>
Source record: 111470

I am keenly interested in the Antic Disks, and the SDX cart & docs.
How do I contact you for them?

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1725. equip for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 07:11:37 UTC
From: watters@byron.u.washington.edu
Message-ID: <1992Apr28.071137.29341@u.washington.edu>
Source record: 111471

```
Atari 800 (48K) w/ power supply.............$30
810 Drive / power supply.............$25
1030 modem " " .................$10
600XL (no power supply)(I never plugged it in so let's call it "parts")
............$15
Okimate 10 color printer.............$20
(missing print head, includes 8 color ribbons)
Epson RX80 printer...................$25

Mapping the Atari book...............$15
Various Antic/Analog (19 total from 84-87)....free
prices do not include shipping, offers considered.
watters@genetics.washington.edu
```

1726. New BBS

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 07:41:03 UTC
From: ltatman@terapin.com
Message-ID: <ltatman.05n4@terapin.com>
Source record: 111472

There is a new Atari 8-Bit BBS that has just gone up. It's called The Dismal Cafe' The # is 510-237-6679. They are running Carina II v2.5 software and are having an Upload contest with the prize being a 286 Clone. The contest rules and Prize Specs are posted on the board.

The Dismal Cafe'
510-237-6679
3-2400 baud 24 Hours

1727. MIO Cables: Say What??

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 15:08:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <704468087.F00001@tdkt.kksys.com>
Source record: 111473

I stated in looking at the MIO from the front of the XL (when it's connected to the parallel bus in it's normal position), pin #1 is the top rear position of the arrary of the 50 pin connection. As far as the ribbon cable goes, yes I do know someone who has a longer cable on his, but he seems to be having some connecting problems with his modem when making certain kinds of calls, so I don't think it's "smooth sailing" for him. All else seems to be working fine.

I have stuck to "if it ain't broke, don't fix it! I'm also lucky enough to have a computer desk that has enough room for my oversized hard drive case on it. The case can hold 4 half height or 2 full hight drives in it, and is now half full (2 half height hard drives). I'm not at all impressed with ribbon cable, but I do know that the shorter, the better, and with having about 6' of it between the hard drive and the MIO before I discovered a short and noticed the hard drive wouldn't boot, I chopped that down to about 5", and noticed the performance of read/write operations DRAMATICLY increase. So at this point, the issue of extending the length of cable between the CPU and the MIO continues. I'm still checking into it and will return with a further update.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1728. S.A.M and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 15:50:59 UTC
From: krw@cbnewsk.cb.att.com
Message-ID: <1992Apr28.155059.13377@cbnewsk.cb.att.com>
Source record: 111474

In article <"92-04-27-20:48:55.10*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>here are my favorites:
....
>
>5) spreadsheet
> One integrated in S.A.M (see 8)
>
>6) database
> again S.A.M (see 8)
>
>8) user interface
> It is with no doubt S.A.M.
> This user interface gives you an 80 characters screen with pull
> down menus. It supports the ST-mouse as well as joysticks at the
> same time. It looks little like GEM on the ST, has build in standard
> file operations as well as a painter using 128 colors, a spreadsheet,
> a database, a character editor in B/W and Graphics 12, memory scanner
> word processor and a user interface. All these features work
> with the ST-mouse
>
>9) drawing package
> again S.A.M
>
>hottest hardware enhacments:-MIO is supposed to be good. I don't
> have it but there are many people
> who like it.
....
>Marek Tomczyk

Marek,
How can one get a copy of S.A.M.? Is it commercial, PD, or Shareware.
If it is commercial or shareware, how much does it cost? What are the
hardware requirements for S.A.M.? Can you give ordering info?
What is MIO and what does it do?

Keith

1729. Re: MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 17:11:47 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.704481107@pv1786.vincent.iastate.edu>
Source record: 111475

In <"92-04-27-21:27:34.87*UJ1G"@DKAUNI2.BITNET> Marek Tomczyk writes:

>Well, I don't have a MIO but I'm almost sure the problems with
>the long cables are related to the increase of capacitance of the
>cables. This results of course in the corruption of the squarewave
>which was already said by Jeff McWilliams.
>The only way to ovecome this is to build a small interface between
>the Atari and the MIO cable containing some TTL buffers (don't have
>the 74LS??? number handy) which restores the squarewave.
>Theoretically you could build more than one of these 'power up stations'
>and place them in various distances from the computer making a daisy
>chain like buffer-cable-buffer-cable-buffer-cable..........MIO.

well, I don't have a MIO either, but I thought I'd expand
on this idea anyway. You could use 4 74LS244's to buffer
the address and control signals, and a 74LS245 to buffer
the data lines. The '245 is a bus transceiver, which has
a direction input, and buffers going both directions.
The only trick would be the direction and enable lines -
could probably use the Read/!Write line for direction, and
maybe the Math Pack Disable for the enable.
Probably only need 1 of these between the computer and MIO.

If anyone with an MIO wants to try this, feel free to email
me if you want pinouts or whatever.
--
Todd Greenfield
tgreen@iastate.edu

1730. Re: Beat Zybex!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 19:20:08 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Apr28.192008.4675@usenet.ins.cwru.edu>
Source record: 111476

In a previous article, moon!cyberden!phbill@well.sf.ca.us () says:

Everything in Draconus is merely background. Everything important is in the
foreground; there are no doors which you must go through.
Bets of luck mappin it out, as in the one spot you must jump off to the
left side of the screen and fall through 2 or 3 screens to get to the end
series of rooms which leads to the final Monster.

Zybex is a keul game. I mean its repetitive on what you have to do to move
on. But the graphics are awesome and so are the monsters.

BTW: I have made little programs which enable you to have Unlimited Lives
for both games. You can toggle back and forth between the two.

--
Welcome to my UnderWaterWorld!
Once lost and forgotten
But Found once more.

1731. NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 20:35:11 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Apr28.203511.19131@mack.uit.no>
Source record: 111477

I've been looking at these posts from people selling their old machines,
and I have been drooling at the prices($30-$40).
However, all sellers have been somewhere in USA, and therefore the machines
have been NTSC-machines. Is there some way to convert them to PAL?
I have both a commodore 1701 and 1084 monitor that I can use(preferably
1701), and at least the 1084 accepts 60Hz.
What about the power supply; does it have to deliver something based around
60Hz? Would a new power supply from Atari Norway do the trick?
Same question for disk-drives. Does some have a builtin power supply?

Is there anyone who would like to sell me a PAL 800/800XL/130XE? (are there
any other versions I should consider? the 600XL has only 16K, the 400 has a
silly keyboard)

Some local guy wants to sell an 65XE(for ~$135!). What do you people think
of it?

Thanks in advance(e-mail would be nice)
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

1732. Re: Atarians Musical taste?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 23:06:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4DRyJB1w164w@cyberden.uucp>
Source record: 111478

SURE DO IT!! :)

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1733. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-28 23:09:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oiRyJB2w164w@cyberden.uucp>
Source record: 111479

glover@casbah.acns.nwu.edu (Eric Glover) writes:

> In article <1992Apr24.161621.8074@cbnewsk.cb.att.com> krw@cbnewsk.cb.att.com
> 1) DOS
> DOS 3.0 surprizingly. I really like 3.0 better than
> 2.0 and 2.5. But then again Ive always favored the 1200xl
> over the rest of the 8bit fleet.

Hmm... ever try MyDOS??? What does DOS 3.0 look like? Anything at
ALL like the 2.x series??

Also.. oh how I too love the 1200xl's keyboard!!

(but I can't play Fred and Mission Shark...and I want a PBI port!!)
this brings up a good question... why DID Atari choose to use
different keyboards on the other XL's...????

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1734. Re: NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 00:53:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58146@cup.portal.com>
Source record: 111480

As far as I know, all older Atari equipment [computers, disk drives, printer] used 9 VAC, so if you have a hefty 220 V to 9 V transformer, It should work. I've got schematics for the 800 Xl so if you get one & absoulutely have to convert it, I can get you the part values. Prior to the XL's, I don't think Atari had everything on the mother board to do the conversion. If you get a XL they use +5 VDC so any good regulated supply will work. A lot of people hack power supplies/cases. A fairly recent trend has been to get a cheap IBM clone case with power supply (they can be had for about $39) then tap into the +5 & +12 volts for computer & drives. I think the high priced 65 XE is, well over priced. The 65 XE is just a 800 XL with a cheap keyboard.

1735. Hardware for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 02:22:17 UTC
From: seanm@terapin.com
Message-ID: <seanm.05nk@terapin.com>
Source record: 111481

I have some 8-but hardware for sale.... Please look over the list and make an offer on all or part. Shipping is not included.

Disc. Cond. Price
800xl Good/No power $30
(I have 2)
1 meg MIO Exc. $175
Basic XL Exc. w/docs $25
Basic XE Exc. w/docs $25
R-Time 8 Exc. $20
1050 US DD Good w/power $75
850 Exc. w/ps/IO $45
850 Good no ps/IO $35
ACB 4000a Exc w/docs $50
ST225 2om Good works $50
AT case/135wps $45
(Cables included. Wish to sell
above three together)
MANY 8-Bit disks. Some Originals.
(Make offer)

Mail to me at my address may have bounced. If you sent me any mail, please try again. Current address is: seanm@terapin.com Mail should work from here on.

---Sean---

p.s. Frank Seiple?? You out there someplace?

1736. IBM AtASCII Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 05:27:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <704549327.F00001@tdkt.kksys.com>
Source record: 111482

the sysop here (Flightline) has telix extensions to use ATASCII. I don't know how well they work, contact him.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1737. Can I hook 1 SCSI HD to 2 computers, and more on MIO thread

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 08:14:08 UTC
From: cs331333@umbc5.umbc.edu
Message-ID: <1992Apr29.081408.11659@umbc3.umbc.edu>
Source record: 111483

Well, I'm finally back in atari 8-bit business after my tragic loss of
a 256k 800xl a little over a year ago. I now have 3 800xl's, 1 1megMIO,
2 400's, 2 1027's, 1 1020, 1 850, one 1050w/ doubler and 1 or 2 410's.

One note of advice though..
If you order from B&C ComputerVisions, make sure you realize
they have a no-return policy. After buying the 2 800xl's at a yard sale, I
decided to mail the 1 800xl I ordered from them back (It was unopened
from UPS and had just arrived when I bought the 2 other 800xls).
They refused to accept it and said that "All sales are final" was
in all of their advertisements.. oh well..

The following text gets somewhat technical with regard to hardware,
so you might wish to skip it.

Anyway, I was wondering if anyone could answer a question for me. The
MIO has a SCSI connection, and I was reading somewhere that two
or more computers could share a single SCSI drive (I lost the article).
I was wondering if it would be possible to connect a SCSI drive to
both a MIO, and a 486. I was planning on running a null modem cable
to the MIO's comm port and having the two computers communicate via
that but unfortunately, it was only after buying the needed equipment
(A comm3/4 card, and null modem cable) that I found out that only
2 comm ports can function at one time on a ISA bus. This presents
a problem due to the fact that I have a 19200 Dataphone connection
to our UNIX system, and a mouse, and these basically tie up both IRQ's.

I was thinking that an ideal situation might be to buy an inexpensive
SCSI card (if they exist) and hook an inexpensive 10 or 20 meg. SCSI
hardrive into both computers. This would allow me a bit of freedom
because I could store atari programs on the SCSI drive and back
all my programs up on 1.44meg 3 1/2" disks and eventually even on
mag. tape. I would like to know if this is possible and some cheap
places to buy the required hardware if it is. Also, I'm not sure
how long my 1050 will last, so having the alternative of using 3 1/2"
disks would be nice.

As it is, I am planning on buying IBM's new OS/2 v2.0 and doing some
serious multitasking so having a second harddrive dedicated to the
Atari/MIO combo would be very convenient. I am hopeing that at
least one person has thought of and implemmented this idea already.
Since there has been alot of traffic on MIO "extension cords" I
assume a fair share of readers of this group at least own MIOs :-)

Also, just my $.02 on the "extension cord" issue. I recall reading that
the MIO can basically be thought of as an extension of the mother board.

Although the shape of the wave has been examined and its been noted that longer cords change it, I still think that trying to seperate the two units (motherboard/MIO) by a great distance would create other problems. The speed of light is only so fast and the MIO deffinately controls the CPU at least to some degree as evidenced by the ability to change logical drive numbers, interupt the printer control, and even give the setup menu on powerup with select held down.

Basically, I bought my MIO a LONG time ago. In fact, when I bought it, atari was still alive 8-bit wise and I actually received it in the mail just before all the die hard atarians noticed that ICD was having problems picking up the memory chips for it and delays in order processing happened. (Anybody else old enough to remember that happening?)

Anyway, I was very interested in anything about MIOs at the time and called numerous BBS's out of state and the common consensus among BBS operators running systems with MIO's was just that it was impossible to seperate MIO and computer by more than the enclosed cable. It was also commonly said about how the harddrive should be kept as close as possible to the MIO (It might even be mentioned in the manual). Anyway, thats just my $.02 and hopefully someone will try out Todd Greenfield's suggestion and I will be proven wrong. :-)

That stupid
short cord deffinately gets in the way. The only reasonable workaround I found for having my setup in a small deskspace (ie not deep enough) was to buy a 1/2 height milk crate, thread the wires through the holes in the milk crate to the MIO (which sat it the milk crate) and set the monitor on top of the milk crate. It was scarey the way the crate sagged but everything was well ventilated and the monitor never fell. (it was a commodore 17?? monitor, REALLY deep).

Anyway, you all will probably be seeing alot more of me on this group, and hopefully be reading some articles by me once the all 8-bit atari magazine is finalized (I just received the postcard info and will put it in the mail today. Thanks Jeff !!)

I will probably post a less atari-8-bit oriented message on comp.ibm.pc.hardware asking for 80_86 oriented SCSI info so any info on the atari side of it would be appreciated. I don't mind if you get technical with it.. :-)

Dave Steibel (cs331333@umbc5.umbc.edu)
--

1738. Re: NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 14:22:26 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Apr29.142226.25857@aber.ac.uk>
Source record: 111484

That's a bit unfair calling a 65XE an 800XL with a cheap keyboard! The 65XE is really a shrunk down 130XE but has all the advantages of the new range: smooth running, clear TV output, etc. Also, the 65XE uses a 130XE PCB with the extra RAM chips missing and the controller chip missing. But, it's quite easy to add these later. But, $135 is a bit steap!

Dean Garraghty. djg0@uk.ac.aber

1739. Re: NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 16:59:38 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58192@cup.portal.com>
Source record: 111485

Sorry about the comment Dean, but I REALLY hate those mushy keyboards that the Tramiels have been using in every computer they've been responsible for. I've just got a copy of Write On for the ST & I like it's features, but even the ST keyboard is so bad I'll probably end up using a clone for typing then reformating on the ST. I'm a little biased since I have done a lot of typing where I used to work & since I returned to school. I'm starting a new job on tuesday & it looks like I won't need to do any typing so maybe I'll lighten up <grin>. Heck! I even canabilized one of 800 XL's & transfered the Rambo, OS, etc to a 1200 just to get a better keyboard.

1740. Re: New BBS

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 18:52:41 UTC
From: darkwing@cis.umassd.edu
Message-ID: <1992Apr29.185241.27208@cis.umassd.edu>
Source record: 111486

In <ltatman.05n4@terapin.com> ltatman@terapin.com (Lance Tatman) writes:

>There is a new Atari 8-Bit BBS that has just gone up. It's called The Dismal
>Cafe' The # is 510-237-6679. They are running Carina II v2.5 software and are
>having an Upload contest with the prize being a 286 Clone. The contest rules
>and Prize Specs are posted on the board.

> The Dismal Cafe'
> 510-237-6679
> 3-2400 baud 24 Hours

1. Where is this located ?

2. Doesnt it seem funny that an Atari 8-bit BBS is giving away an IBM clone
as an upload pize ????

Later,

-- Curt

darkwing@cis.umassd.edu

1741. Re: S.A.M. and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 20:48:37 UTC
From: krw@cbnewsk.cb.att.com
Message-ID: <1992Apr29.204837.20993@cbnewsk.cb.att.com>
Source record: 111487

```
In article <"92-04-29-21:55:09.50*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>
>in a previous article Keith.R.Smith writes:
>
>> How can one get a copy of S.A.M.? Is it commercial, PD, or Shareware.
>> If it is commercial or shareware, how much does it cost? What are the
>> hardware requirements for S.A.M.? Can you give ordering info?
>> What is MIO and what does it do?
>
>S.A.M is commercial software. Few years ago it was printed in some
>issues of the German 'AtariMagazin'. This was a huge series of articles
>and listings. Now this software is still being commercialy sold by
>the publisher. It isn't cheap though. The same version that has been
>published in the magazines costs 49DM (devide it by 1.67 than you have
>it in $), there are additional disks for it like the S.A.M. Designer
>(19DM), S.A.M. Patcher (12DM) and a supplement (24DM). They also
>sell the whole package with all additional disks for 79DM.
>But there is still another, cheaper possibility to get S.A.M.
>You can by the back issues of 'AtariMagazin' for 3DM each. As far
>as I remember you'll need 5 or 6 issues since it was a series.
>Hardware requirements: You need an Atari 8-bit computer with
>at least 48K, a disk drive, joystick and your TV set. Nothing
>else except you want to use a mouse. S.A.M. supports a ST-mouse
>plugged in into the second joystick port. You can leave the joystick
>in port one and use the mouse and joystick simultanously.
>You don't need an extra 80 charcters card like XEP-80. The 80 chars
>screen is emulated by software.
>
>Now the address of the retailer:
>
> Power per Post
> Postfach 1640
> W-7518 Bretten
> Germany
> Tel. (code for Germany) (0)7252/3058
> Fax. (code for Germany) (0)7252/85565
>
> or Verlag Werner Raetz (Power per Post)
> Melanchthonstr. 75/1
> W-7518 Bretten
>
>You can ask them if you still have questions.
>
.............................
```

>Marek Tomczyk
> \ ATARI 8-BIT
>---------------------------------------| \ the
>Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
>BITNET: uj1g@dkauni2 | / equipment
>FREENET: bn137 | /
>---------------------------------------| / for the 21st century
> /

Marek,
Thanx for the info on S.A.M.
I have two more questions. Is there an english-language version of S.A.M.?
Is there an english-language version of "AtariMagazin"?
I hear that there is a lot of commercial software development going
on in Europe, especially Germany, for the Atari 8-bits, and I would
like to stay "up" on it. I don't speak German though, not even
"high school German". Am I out of luck?

Keith

1742. Re: Can I hook 1 SCSI HD to 2 computers, and more on MIO thread

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 21:33:17 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92120.163317JJMCWILL@MTUS5.BITNET>
Source record: 111488

DON STEIBEL,

I think it was Don Lancaster who talked about SCSI sharing devices. He was writing about Postscript laser printers that had SCSI ports on them. He would hook up a hard drive to the laser printer and his Apple MAC type computer, and then write the file out to the hard drive at SCSI speeds. THen he instructed the computer via an Appletalk cable going from the MAC to the postscript printer to look on the hard drive for the file to print. So apparantly it works, just make sure no two devices are trying to use the hard drive at the same time. As for the IBM being able to recognize and read/write the Atari partition on the drive, I don't think this is possible. THey probably format differently and set up their DISK structure differently. One thing I do know about the MIO is that all data written to a hard drive is actually inverted.... I got that from Bob Puff's documentation on the Black Box.

1743. Re: NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 22:34:39 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Apr29.182835.3062@wvnvms.wvnet.edu>
Source record: 111489

In article <1992Apr29.142226.25857@aber.ac.uk>, djg0@aber.ac.uk (Dean John Garraghty) writes:
> That's a bit unfair calling a 65XE an 800XL with a cheap keyboard! The 65XE
> is really a shrunk down 130XE but has all the advantages of the new range:
> smooth running, clear TV output, etc. Also, the 65XE uses a 130XE PCB with
> the extra RAM chips missing and the controller chip missing. But, it's quite
> easy to add these later. But, $135 is a bit steap!
>
> Dean Garraghty. djg0@uk.ac.aber

If given a choice of the two I would have to go with the XL. Lack of a PBI, baked beans for a keyboard, and function keys that go bad more often then child actors seriously outweigh the cleaner tv output. Just on this fact alone I would pay more for an 800XL than a 65XE. But not $135.
^^^

Theo Phlegm
Phlegm Bros.

1744. PD libraries

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 22:35:48 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Apr29.183608.3063@wvnvms.wvnet.edu>
Source record: 111490

I would like to know a little information from the 8-bit owners out there. Does anyone use/purchace disks from PD library companies? Do you feel that it is worth paying for disks of PD software? Why/why not? At what price would you be willing to buy PD disks at? Are there too many/too few PD supply companies supporting the 8-bit? I am asking this because I am thinking of starting a PD library myself. Obviously I don't want to sink a lot of time and money into this operation only to fall flat on my butt, so I would welcome any thoughts/comments.
please e-mail replies
thanx
Theo Phlegm
Phlegm Bros.

1745. MIO Cables/NTSC-PAL Video

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-29 22:42:04 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9204292242.AA24388@smithkline.com>
Source record: 111491

According to bob Puff, Jeff McWilliams is right in questioning the wisdom of placing <Schmitt trigger> buffers in addrress/data/control signals, due to the induced timing delays which throw the various signals out of sync turn the computer's brain into Jell-O. *sigh* I'm gonna be away from the Net for awhile (taking a week's vacation), perhaps I'll devote a day to looking into this problem scientifically since it appears everyone else- including Amos- is as much in the dark as I am. Mayhap upon my return I'll be able to shed some light on all this??

My office area at home is rather cramped, I don't have the luxury of spreading my system over several acres of tabletops, etc. I'm sure I'm not the only person in the world w/this problem. I considered mounting my host adapter in a 2" thick metal box placed under my XL console, but that arrangement blocked access to my 5.25" floppy drive which is about 4" behind my console. Another brilliant idea down in flames.....

I think Boerge Noest's video problem is much simpler to cure than this MIO cable thing. Converting from NTSC to PAL is- as far as I'm aware- a straight-forward hardware hack. At least on the 800XL, whose circuit board I have in mind. The XL generates all its video, including sync, from on-board components all drawing power from the +5V line, nothing is synced to the 60Hz AC power source. The hack would involve removing the NTSC-generating components & installing the PAL components whose locations are already screened on the board. The parts are not much- a transistor or 2, I think a CMOS gate chip of some sort & the PAL crystal (4MHz???). Plus a jumper or 2. It could be done just by working from either the Atari or Sams schematics, all the parts are listed w/designations as to which are for PAL & which are for NTSC. The tough part would be to adjust the color, which would have to be done directly on the PAL monitor using appropriate softwarte such as the German Testbild or Analog's Colorbar programs, both are good if your eyes see color correctly (heh-heh).

No, I will not mail schematics to people as that material is commercially available from Best, B&C, or ATV. The video adjustment software is available from most of the PD distributors; I suspect Testbild would likely be found on BBS' in Europe.

Of course, I'm assuming you already have a +5V supply that drws its power from whatever the AC mains is in Norway, probably 220V/50Hz. Never having seen a pwr supply for a European Atari I'm sure if the only difference is the plug on the end of the AC cord. I'd be willing to bet the pwr transformer for European supplies is different also, but all the components on the xfrmr secondary should be the same.

- BEN POEHLAND
The Alchemist

****

1746. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 00:08:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7Vo1JB8w164w@cyberden.uucp>
Source record: 111492

UJ1G@DKAUNI2.BITNET writes:

> here are my favorites:
> 1) DOS
> MYDOS 4.51 because of it's compatibility to DOS 2.5 and of course
> because it can handle 170K disks and copy from one format to
>
> 8) user interface
> It is with no doubt S.A.M.
> This user interface gives you an 80 characters screen with pull
> down menus. It supports the ST-mouse as well as joysticks at the
> same time. It looks little like GEM on the ST, has build in standard
> file operations as well as a painter using 128 colors, a spreadsheet,
> a database, a character editor in B/W and Graphics 12, memory scanner
> word processor and a user interface. All these features work
> with the ST-mouse
>
> 9) drawing package
> again S.A.M
>

Hmm... I believe I have MyDOS v. 4.56/4?? (the /4 or /3 is for the
directory list values... 4 or 3 digits (3 like in 2.5, 4 like
in...well... MYDOS! thats good for h/d's, etc. (ie, "999+FREE SECTORS"
doesn't really tell much, except when you only have just over 1000!)
(unfortunatly, tho, "/4" isn't the BEST with AtariWriter+ or my GOE
demo., but I got me spartados now, and just seeing the 1st 3 digits of a
textfile is okee dokee!)

Anyways. PLEASE explain this S.A.M. program! The only SAM I've
ever heard of was from Don't Ask Software .. it was a voice sythnesizer
built into software (ie, use it for your own programs, etc.)
I've only seen THAT on my brother's c=64, but I know I can get
it. (BTW: wasn't it one of you out here in net-land who said they had a
copy they'd get me?? or was it someone else??????)
later-on Bill

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1747. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 00:12:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <44o1JB9w164w@cyberden.uucp>
Source record: 111493

esok@everest.ee.byu.edu (Eric Sokolowsky) writes:

> to read, fast to load and looks better than AtariWriter (it uses that
> special Antic character mode that allows true descenders on y,j,p,q.)

Please explain. I know how to get into the 9-byte character mode (antic mode #3...2 being graphics 0, 3 not exsisting in "graphics" calls), but does it REALLY use 9-bytes? I've seen this screen in SpeedScript and Textpro (wonder whY!? textpro seems to be a (nicely!, I think) upgraded version of S.Script.) Hmmm... c-ya
BTW: anyone know anything about any free space (about 1k, starting on a page) in BobTerm??? (do I wanna make a characterset module? Nooo!!!! :))

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1748. Re: Sparta Read for the IBM

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 00:13:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <H6o1JB10w164w@cyberden.uucp>
Source record: 111494

AKH104@psuvm.psu.edu writes:

>
> I am uploading a sparta dos disk reader for the IBM to the archives
> (that is atari.archive.umich.edu) that I have NOT tested and did not write.
> Let me know how it goes.....
> Andrew
> This is the same one just recently found on Compu-Serve and Genie.

What type of drive do you need to use it? XF551, or can I use my
unupgraded (stock..powerful 127k!) 1050???

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1749. Re: S.A.M and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 00:17:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ecP1JB12w164w@cyberden.uucp>
Source record: 111495

krw@cbnewsk.cb.att.com (keith.r.smith) writes:

> What is MIO and what does it do?
>
> Keith

Well.. I'm SURE others can help out FAR more than I, but from what I can
remember, it's a hard-drive interface (does it do P: and modem,
guys/gals?) that plugs into the PBI port (am I wrong??) of the XL's/XE's
(except the 1200xl like I'm using! <sob> <sob> <sob>)
(why'd I try???!)
c-ya

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1750. Re: MIO Cables (and a question)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 01:16:30 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.704596590@pv1786.vincent.iastate.edu>
Source record: 111496

In <"92-04-29-21:15:14.97*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
[stuff deleted]
>>
>> Yes but won't this cause timing delays? I think 74HCT series would
>> be best... but even then you still have some delay.
>>
>> Jeff McWilliams

>I don't think so. 1.79MHz isn't that fast. As far as I know, buffers
>like 74LS244 and 74LS245 (thanks Todd) are used in various controller
>interfaces for IBM computers and they do well. If you want to be sure
>you can of course take 74HCT types, the price is not much higher.
>Hardware is always very fast you don't have to worry about it, at
>least in this case.

>Marek Tomczyk

for a 74HCT244 with output capacitance of 50pf, the delay is 14ns,
and for 150pf its 20ns. It is very possible that this would
be too much delay. I don't have very details timing specs on the
bus, just what was in Antic. But I still think it would work :-)

Now a question: I've got a couple unmodified 1050's, and I'm
thinking about getting a US doublers or Happy. Are both still
available? USdoubler gives high speed I/O with Sparta, right?
What about Happy? What are the advantages of each? I seem to
recall that Happy is more expensive. Is it worth it?

and a MIO question: I know you can use SCSI stuff, but what
about a RLL drive?

--
Todd Greenfield
tgreen@iastate.edu

1751. MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 04:15:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-04-29-21:15:14.97*UJ1G"@DKAUNI2.BITNET>
Source record: 111497

> >Well, I don't have a MIO but I'm almost sure the problems with
> >the long cables are related to the increase of capacitance of the
> >cables. This results of course in the corruption of the squarewave
> >which was already said by Jeff McWilliams.
> >The only way to ovecome this is to build a small interface between
> >the Atari and the MIO cable containing some TTL buffers (don't have
> >the 74LS??? number handy) which restores the squarewave.
> >Theoretically you could build more than one of these 'power up stations'
> >and place them in various distances from the computer making a daisy
> >chain like buffer-cable-buffer-cable-buffer-cable...........MIO.
> >
> >(just an idea)
>
> Yes but won't this cause timing delays? I think 74HCT series would
> be best... but even then you still have some delay.
>
> Jeff McWilliams

I don't think so. 1.79MHz isn't that fast. As far as I know, buffers
like 74LS244 and 74LS245 (thanks Todd) are used in various controller
interfaces for IBM computers and they do well. If you want to be sure
you can of course take 74HCT types, the price is not much higher.
Hardware is always very fast you don't have to worry about it, at
least in this case.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1752. S.A.M. and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 04:55:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-04-29-21:55:09.50*UJ1G"@DKAUNI2.BITNET>
Source record: 111498

in a previous article Keith.R.Smith writes:

> How can one get a copy of S.A.M.? Is it commercial, PD, or Shareware.
> If it is commercial or shareware, how much does it cost? What are the
> hardware requirements for S.A.M.? Can you give ordering info?
> What is MIO and what does it do?

S.A.M is commercial software. Few years ago it was printed in some
issues of the German 'AtariMagazin'. This was a huge series of articles
and listings. Now this software is still being commercialy sold by
the publisher. It isn't cheap though. The same version that has been
published in the magazines costs 49DM (devide it by 1.67 than you have
it in $), there are additional disks for it like the S.A.M. Designer
(19DM), S.A.M. Patcher (12DM) and a supplement (24DM). They also
sell the whole package with all additional disks for 79DM.
But there is still another, cheaper possibility to get S.A.M.
You can by the back issues of 'AtariMagazin' for 3DM each. As far
as I remember you'll need 5 or 6 issues since it was a series.
Hardware requirements: You need an Atari 8-bit computer with
at least 48K, a disk drive, joystick and your TV set. Nothing
else except you want to use a mouse. S.A.M. supports a ST-mouse
plugged in into the second joystick port. You can leave the joystick
in port one and use the mouse and joystick simultanously.
You don't need an extra 80 charcters card like XEP-80. The 80 chars
screen is emulated by software.

Now the address of the retailer:

Power per Post
Postfach 1640
W-7518 Bretten
Germany
Tel. (code for Germany) (0)7252/3058
Fax. (code for Germany) (0)7252/85565

or Verlag Werner Raetz (Power per Post)
Melanchthonstr. 75/1
W-7518 Bretten

You can ask them if you still have questions.

Now MIO.....
as far as I know MIO is a kind of interface to be plugged into the
parallel port. Then you obtain the possibility to connect SCSI hard
disk drives and other SCSI equipement. An additional feature is
the built in memory upgrade with possible size of 1MB. There are

sure other features but I don't know exactly about them.
It sounds very good and who knows, perhaps I'm going to buy one
some time :-). I think it is sold by ICD in the states.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1753. NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 05:15:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <704610417.F00001@tdkt.kksys.com>
Source record: 111499

ALOT of potential problems. First the good news: the ATARI power supplie will be good on the XL/XE. on the rest, your different line speed may matter, I'm not an expert on how Atari did it, but the C64 used 60HZ power lines for the timing, and would run slower on 50HZ lines. If you have access to the comadore base, ask a technical person there is the comadore monitor will handle the different speeds. It may do it already, or just need a crystal change.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1754. MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 05:19:01 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <704610417.F00002@tdkt.kksys.com>
Source record: 111500

THis isn'T ment for the person on the line ^^^ My dad once worked with Semore Cray (before he started Cray) and he (Cray) had done some calculations that showed if Transitors could switch instantly computers would only be twice as fast as they are now, because of the delays in lines.

Keep that in mind when extending cables.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1755. Can I hook 1 SCSI HD to 2 computers, and more on MIO thread

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 05:29:02 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <704610417.F00003@tdkt.kksys.com>
Source record: 111501

MANY possibal probelms. First, the IBM is uasally 512k sectors, and Atari is sothing else(either 128 or 256) That is the first probelm, Second: SCSI is designed so that all adapters have priority numbers. IF 2 computers are on the bus and want to use the prot at the same time, the one with the higer number gets the bus. Unfortunatly I don'T know if many boards for the BIm support this, and doupt that the MIO does.
The specs for SCSI state that the cable should go to 18 meters without trouble (54 feet)

You Null modem problem may not be sunk yet, SOME IBM cards can put a different Irq on the serial port, but then you need to find software to recignise it. (Telix will recignise a different Irq- I used to have a modem on 5- but most programs won't)

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1756. Re: MIO Cables (and a question)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 08:23:54 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92121.032354JJMCWILL@MTUS5.BITNET>
Source record: 111502

In article <tgreen.704596590@pv1786.vincent.iastate.edu>, tgreen@iastate.edu
(Todd Greenfield) says:
>
>In <"92-04-29-21:15:14.97*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>[stuff deleted]
>>>
>>> Yes but won't this cause timing delays? I think 74HCT series would
>>> be best... but even then you still have some delay.
>>>
>>> Jeff McWilliams
>
>>I don't think so. 1.79MHz isn't that fast. As far as I know, buffers
>>like 74LS244 and 74LS245 (thanks Todd) are used in various controller
>>interfaces for IBM computers and they do well. If you want to be sure
>>you can of course take 74HCT types, the price is not much higher.
>>Hardware is always very fast you don't have to worry about it, at
>>least in this case.
>
>>Marek Tomczyk
>
>for a 74HCT244 with output capacitance of 50pf, the delay is 14ns,
>and for 150pf its 20ns. It is very possible that this would
>be too much delay. I don't have very details timing specs on the
>bus, just what was in Antic. But I still think it would work :-)
>
>Now a question: I've got a couple unmodified 1050's, and I'm
>thinking about getting a US doublers or Happy. Are both still
>available? USdoubler gives high speed I/O with Sparta, right?
>What about Happy? What are the advantages of each? I seem to
>recall that Happy is more expensive. Is it worth it?
>

Yes, the US Doubler modified 1050 drives will operate very fast with
SpartaDOS or SpartaDOS X. The Happy upgrade will also, the reason it
is more expensive is because the Happy also has software for making
archival back-ups of protected software. The Happy will also operate
darn fast with just about any DOS system. If you own the Ultra SPeed
Plus operating system from C.S.S., you can get high speed I/O with
any of the 1050 modifications using any DOS. This also applies to
owners of the Black Box.
Computer Software services still sells their own version of the Happy
called the Super Archiver, but you will have to check around the
U.S. vendors for the other upgrades. Try B&C, BEST, American TV, the
usual places.

>and a MIO question: I know you can use SCSI stuff, but what
>about a RLL drive?
>

If you haave the appropriate SCSI to RLL controller, the MIO can
operate these drives. I believe the Adaptec 4000A is a SCSI
to MFM controller, and the Adaptec 4070 is a SCSI to RLL controller.
They run $90.00 and $130.00 respectively from C.S.S., or you could
go digging in some computer magazines looking for cheaper prices.

Jeff McWilliams

>
>
>--
>Todd Greenfield
>tgreen@iastate.edu

1757. Re: PD libraries

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 10:05:04 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Apr30.100504.1476@aber.ac.uk>
Source record: 111503

As people will probably know, I have run a PD library in the UK for about 4 years now. Over the years I have supplied many disks, and now have a library of 125 disks. It could be a lot more, but in fairness to other UK PD libraries, I only supply PD which they don't carry themselves. People are prepared to pay for PD disks, but don't try and get rich quick. People won't be interested if PD ends up costing more than commercial stuff! I charge 2pounds a disk, or have bulk purchase discounts of 10 disks for 15pounds, 20 disks for 25pounds. It's suprising just how many people actually take advantage of the bulk discounts. In order to keep prices low and efficiency high, I run the library like a business, and issue invoices and the likes, and have official order forms, etc. It seems that people prefer it done like this. But, you must try and keep things very informal, and try and answer peoples questions and queries. Running a PD library takes a lot of time and patience, but it's worth it!

Dean Garraghty. djg0@uk.ac.aber

1758. Hardware for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 12:29:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <704642873.F00001@tdkt.kksys.com>
Source record: 111504

I'd like to acquire the Rtime8 Cartridge. Please let me know where to send the funds.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1759. What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 15:02:49 UTC
From: krw@cbnewsk.cb.att.com
Message-ID: <1992Apr30.150249.11835@cbnewsk.cb.att.com>
Source record: 111405

What exactly is a PBI?

Keith

1760. Diamond Graphical Operating System

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 15:36:18 UTC
From: krw@cbnewsk.cb.att.com
Message-ID: <1992Apr30.153618.12452@cbnewsk.cb.att.com>
Source record: 111406

I just finished browsing the 8-bit section of a recent issue of Zmag,
(#202, I believe) and there was mention if a company called
ReeveSoft that produced a graphical operating system for the Atari 8-bits.
This product comes in both cartridge and disk versions. They were featured
in the June '91 issue of ATARIUSER magazine (which I did not get)>

Here's the "rub". The phone number listed in the Zmag article for
ReeveSoft (312-393-2317), is no good. I called directory assistance
for Warrenville IL, and they have no listing for ReeveSoft.
Has the company:

moved?

changed their name?

gone out of business?

Has anyone out there heard of them or used their products?

Keith

1761. Re: NET BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 16:21:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58242@cup.portal.com>
Source record: 111407

Let's see if I can get this transferred properly <g>. I've been hanging out on Forem NET boards lately & the 8-bit sigs are not really doing that well. I picked a post off the 8-bit sig for the Forem boards that carry the 8-bit sig, sorry no numbers. I just wanted to say a good way to show continued 8-bit interest would be to participate in the NET. Atari's company BBS is part of the Net & Bob Brodie from Atari routinely answers questions. Please don't flame him about lack of 8-bit support, it's already happened so much somebody should stick a fork in him 'cause he's done! I'm only posting the boards that have the 8-bit sigs since the ST SIGs are not really fond of anything but ST users in their sigs & constantly flamming each other. Other then Carina Net & here, there aren't a lot of places we can get together & if the Forem Net drop the 8-bit SIGs for lack of interest we'll have one less!
@

Conf : Atari 8 bit
Msg# : 66 Lines: 18 Read: 3
Sent : Apr 19, 1992 at 02:00 PM
To : Conference Node Listing
From : Barry Torrance at TEMPLE OF DOOM BBS (Node #595)
Subj : (2 changes) ADD: 635, 705.

* * * CrossNet Conference Node Listing - as of 04/19/92 at 02:00 PM * * *
Conference: "ATARI 8 (CROSSNET)" (44681)
Generated From "Lead" Node: 595 - TEMPLE OF DOOM BBS
Last Node List generated on: 04/10/92

3 - Atari-OH! 8 - Universal ST
19 - Autoboss/Atari Elite BBS 96 - *Oasis* BBS
108 - Kamtech BBS 133 - Hologram Inc.
181 - NovelConcepts BBS 204 - Full Moon: FoReM Support
224 - Flash BBS 307 - PayBax BBS
319 - Atari Base 410 - ACE Information Service
478 - Spectrum Atari Group of Erie 500 - Battlezone
501 - STormShadow 532 - Bill's BBS
556 - Thieves Guild 593 - Z*Net Online
595 - TEMPLE OF DOOM BBS 635 - STormbringer - Z*Net Wyoming
657 - The Round Table BBS 675 - Motherboard
705 - Hacker's Haven BBS 706 - Z*Net Golden Gate
716 - The STronghold 722 - Alcatraz Prison

Read Msg Cmd (?=List)>

1762. MIO Cables (and a question)

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 17:35:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <704669629.F00001@tdkt.kksys.com>
Source record: 111408

According to Appendix D -- Hard DRive Data, part of the docs that came with the MIO (I have a 1 meg), there are a few drives listed that are RLL and MRLL that can be used with the MIO. Manufactures listed are Lapine, Miniscribe and Seagate, but this is only a partial list of drives that can be used with the MIO. It is also mentioned that RLL controllers are required for RLL drives, and MRLL stands for Modified RLL (the Adaptec 4070 was listed as an example of a RLL controller).

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1763. Re: Diamond Graphical Operating System

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 18:24:10 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92121.132410JJMCWILL@MTUS5.BITNET>
Source record: 111409

According to other sources, Reevesoft has gone out of business. I can not confirm this, but I haven't seen Alan Reeve on GEnie in the past 5 months before cancelling the service two weeks ago. He had a section in the Bulletin boards there for Diamond and Reevesoft products.

The business was basically run out of his parents' home, Alan was a college student. So perhaps you could ask directory assistance in the town of his address for a phone number and find out what is happening.

I would be interested in knowing what happened to Diamond and Reevesoft, so if you discover anything, please post to the Comp.sys.atari.8bit or Info-Atari-8 for the rest of us.

Jeff McWilliams

1764. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 18:27:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92121.132715JJMCWILL@MTUS5.BITNET>
Source record: 111410

In article <1992Apr30.150249.11835@cbnewsk.cb.att.com>, krw@cbnewsk.cb.att.com (keith.r.smith) says:
>
>What exactly is a PBI?
>
>Keith

This is the Parallel Bus Interface, found on the back of the 800XL and 600XL computers. It was offered on the 130XE in a different form, as the Cartridge port and the ECI (Enhanced Cartridge Interface). Unlike the SIO port, the PBI could transfer data 8 bits at a time, and there is also special code in the OS ROM to look for special PBI devices. If such a device existed, and contained a ROM on it configured properly, the OS would download a device handler from the ROM on the Parallel BUS and place it into the HATABS table, which is a table containing vectors for all standard device handlers, like E:, S:, P:, D: (when DOS is loaded) etc. Up to 8 PBI devices could be put on the parallel bus and accessed in this manner.

But the Parallel Bus can be used in different ways, either more simple or more complex. The Microport XL is a PBI experimenter's kit produced by Supra Corporation back when they were selling Hard Drive interfaces for the Atari XE/XL computers. This little board has a PIA chip on it which could be addressed to one of several unused locations in memory. Then by reading/writing to these locations you could access the PIA much like one access the Joystick ports, which are actually using PORTA of the internal PIA for joysticks 1 and 2.

The MIO from ICD and the Black Box from C.S.S. are highly complex devices which connect to the Parallel BUS or ECI, and offer a wide range of features.

The MIO offered RS232 and Parallel printer ports, and a SCSI/SASI port for connection of Hard Drives. Additionally, depending on whether the unit came with 256K or 1024K, this memory could be used as a print spooler and/or a RAMDISK which DOS could recognize. The MIO could also do I/O redirection for disk drives. You could tell it to take your 1050 floppy drive which you normally configured as Drive #1 and make the computer now think it was drive #5.

The Black Box in its standard configuration also offers the printer and RS232 and SCSI/SASI ports, as well as the ability to call up a screen dump utility contained in the ROM on the Black Box. It also has a 6502 monitor debugger callable. You could also tell the Black Box to use some of the extra memory inside a 130XE or similarly

upgraded 800XL as a print spooler, or you could install 64K on the
Black Box itself to do the same thing. There is a new enhancement for
the Black Box which improves the screen dump features and has a
sector editor/copier on it. I am a little bit vague as to the exact
features on this, recalling all of this from memory of what I've read
about it. Just released for the Black Box is another enhancement
called the Floppy Controller which allows IBM standard floppy drives
to be connected to it and be accessed by the computer
at blazing speeds.

Well, this isn't everything one can know about the PBI, but it is a
darn good start. Antic had a 4 part series on the PBI way back when.
It offered a detailed, highly technical, and sometimes confusing
look at how to build devices yourself to plug into the PBI.
I also think I found at least one bug in the sample code offered
in the magazine.

Bob Woolley of the SLCC journal and available on compuserve
has done quite a bit of experimenting with the Parallel Bus, and has
even done a modification for 1200XL computers to add the Parallel
Bus to them, along with the 800XL OS, and optionally internal REV. C
BASIC.

There was also a short article in Analog Magazine that showed
how to put additional memory on the Parallel BUS useable by a
16K 600XL. There are also two different 64K upgrades for the 600XL
that simply plug into the parallel BUS. Supra did one, and Atari did
one. I believe BEST has some Atari versions.

Atari at one time was going to design a product called the 1090XL
which was a box with card slots in it. Into this you plugged
memory cards, I/O cards, or any other sort of goody you could dream of.
I've seen some preliminary specs, and a few of these items are in the
hands of Rabid 8 bitters, but it never was officially an 8 bit product.

On a bit of a tangent to this topic, I've witnessed the emergence of
some math intensive software lately for the Atari 8 bit. ChromaCAD
XE comes to mind, and I know of other software either on the drawing
board of almost complete which also is very math intensive.
This makes me ask if there is any way a math coprocessor could be
added to the Parallel BUS. My initial thoughts were of the 68881
math coprocessor from Motorola. But lately I've had another idea.
The Atari Lynx uses a version of the 65C02 running at 8 mHz, and
I believe Western Design Center sells standard 65C02 CPU's in 8 mHz
models. If not, they sell its big brother, the 65816 at 8 mHz
rates. An intersting thing about the Parallel BUS is that when
a official Parallel Bus device is recognized, and it's handler code
loaded into HATABS, the actual code from the Parallel Bus device's ROM
appears in the same area as the FLoating point routines. This is
when the MPD (Math Pack Disable) line on the Parallel BUS is active.
I think it is possible to design a circuit to keep the MPD line always
active, thus having some custom code sitting on a ROM out connected to

the Parallel Bus always active and residing in the memory location that
the Floating Point Routines usually reside. How does this help?
My thought process came up with the following idea:

Take the OS ROM floating point code, put a 65C02 running at 8mHz
on a card, with the floating point code, 32K of Static RAM, and a PIA.
On the same card, place a ROM chip and circuitry to always keep the MPD
line active. This way the code in our special ROM chip replaces the
internal floating point routines at all times.
When any program makes a call to the floating point routines, it calls
the code in the custom ROM. The custom ROM talks via a PIA on the
Parallel BUS to the 65C02 running at 8mHz, sending it the two
Floating point values and which function is to be performed on them.
The 65C02 takes these values and just accesses the Floating Point
routines exactly the same way the computer would have, but since
it is running at 8mHz, the operations will be done much faster than
the Atari computer could do them.
When the 65C02 finishes, it sends the result back via the Parallel
Bus to the Atari computer, and it is placed in the same area the
standard floating point would normally place it.
The net effect is that to the computer and the software using the
floating point routines, everything is exactly the same except for the
speed improvement.
The result? Floating point calculations done at greater than 4 times
the speed of a standard Atari, with no internal modifications needed
to be done to the computer. Additionally, since the 65C02 has all
sorts of extra memory to play with, some of that addressing space
could be used to store look-up tables for trigonomic functions.
These wouldn't be able to be callable from the standard Floating Point
routines in the Atari, but any software that needed them could call
this "coprocessor" and have lightning fast trig. calculations.
This concept could be expanded even furthere, having the 8 mHz CO-
Processor do all sorts of data manipulation and computations that
would normally take a long time on the standard 1.79mHz 6502 in the
standard Atari computer.
Another thing that came to mind would be to have the CO PROCESSOR
actually read the Floating Point routines off of the Atari OS ROM
and place them in non-volatile memory that it can access.
Why do this? Because if you have the Newell Fastchip F.P. routines
in either the OmnimonXL chip or Omniview 256, then the co processor
will use these faster routines, for EVEN FASTER calculations.

What makes the idea so elegant is the following.

Doesn't require internal modification of the computer. Everything
is packaged on one plug-in card.

Since it replaces the standard Floating Point routines, ANY
program can take advantage of the speed without knowing it
exists. BASIC, Lightspeed C, Action!, almost every other
programming language including the Machine Language

Floating point Macros for MAC/65 publishied by Antic all used the
Floating Point routines in the OS, and would therefore
benefit from such a coprocessor board.

It shouldn't be too expensive.. the major parts are as follows:

65C02 running at 8mHz.
OS ROM for the 65C02, containing basic startup code for the 65C02,
communication protocol for talking with the Atari computer, and
an exact copy of the floating point routines contained in the
XL/XE ROM.
OS ROM that appears in the Atari computer's floating point address space.
contains communication protocol for talking with the CO-processor.
Static RAM for the 65C02 32K runs about $12.00 but could use less.
Two PIA chips, one for the Atari computer, one for the 65C02 for
talking to one another.

Glue circuitry.

Would it be worth it? I don't know the exact cost, but if I ever get
some cash I will probably give it a try.. maybe not for a while though
Are there any other hardare enthusiasts out there who are interested in
this and have the ability to work on such a project?

Well Keith, I am afraid you got much more than you bargained for
as an answer to your question. I apologize if I overwhelmed you,
I wanted to present this idea to the rest of the 8 bit readers and
your question present me with the perfect opportunity to do so.

Jeff McWilliams

1765. Interested in PBI Information.

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 19:05:51 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Apr30.190551.1731@usenet.ins.cwru.edu>
Source record: 111411

I am interested in trying some hardware hacks using the PBI. But,
I can not find information pertaining to the PBI. I checked "Mapping..."
but it merely says its a vast topic and refers me to 3 Back issues of
Antic (1987 I think. I dont have the book with me right now).
Are there any other sources for PBI Information, specificly the programing
and handleing of external PBI devices? I have the 'general' material that
"Mapping..." states. I was thinking maybe AIM or some other news magazine
had articles on them. Or possibly someone would be willing to sell me those
Antic magazines or a copy of that information.

Thank you for your support.
ai792@cleveland.freenet.edu
clisowsk@mcs.kent.edu

--
Welcome to my UnderWaterWorld!
Once lost and forgotten
But Found once more.

1766. OSS SuperCarts...

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 19:08:21 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Apr30.190821.2226@usenet.ins.cwru.edu>
Source record: 111412

I remember a few years back reading a message by Bob Puff telling how
to disable/reinable OSS SuperCarts. I used to have the program to do this,
but have lost it in my archives. Could someone post the needed information
to do this?

Thanks again,
ai792@cleveland.freenet.edu
clisowsk@mcs.kent.edu
--
Welcome to my UnderWaterWorld!
Once lost and forgotten
But Found once more.

1767. Re: NET BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1992-04-30 21:35:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92121.163551JJMCWILL@MTUS5.BITNET>
Source record: 111413

Can someone provide telephone numbers for FNET nodes? I doubt there is one up here in Houghton, Michigan, but you never know.

Jeff McWilliams

1768. Re: Beat Zybex!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 00:14:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VuJ3JB3w164w@cyberden.uucp>
Source record: 111414

ai792@cleveland.Freenet.Edu (Tony Lang) writes:

> BTW: I have made little programs which enable you to have Unlimited Lives
> for both games. You can toggle back and forth between the two.
>

SEND! PLEEZ!

Bill
_____________________________________Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1769. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 00:27:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Xgk3JB4w164w@cyberden.uucp>
Source record: 111415

(this doesn't have much to do with the title, but it does have to do with a MyDOS "feature" I've lately noticed...)

When you want to use the "*" wildcard, you need NOT add the "." before the extender. Wow, you say. (shut up, I'm not finished yet!). Anyways, another nifty feature (not sure if it exsists in SpartaDOS) is the filenameext rather than filename.ext ability it has. Wow again!, you say. (shut up, I'm STILL not finished). Anyways, sure these are pretty useless, etc.etc. (then again, I'm for speed when it comes to computers. To load BobTerm, I just hit "LB**" and return. :))

Well... here's something I did to trick Jeff Potter's ColrView (haha! and you thought it was fool-proof!). Anyways, I wanted to load up a single-file picture for a second, and didn't want to have to leave. I thought, "gee, I wonder if Jeff made it replace extenders if there are any?" so I tried to load "filename.gr9". It didn't work. I'll suppose it replaced the ".gr9" with a ".g". So then I thought, "well, I know it adds the ".g"'s, etc.etc. to the >end< of the name-string, so if I were to use something like "filenam*gr9", forgetting about the "." and letting MyDOS take care of it (unfortunately, this can't work if you have files named "filenama", "filenamb", etc., but how often does that happen!? anyways, just replace it with "fil?nama", "fil?namb", etc.).

Back to the point of this babbled gibberish. I typed in "filenam*gr9", and it, I guess, tried "filenam*gr9.g", "filenam*gr9.b", and "filenam*gr9.r". (this'd be a nice way of testing your r/g/b/hue values for perfect colors (white, in this case)). When it did this, it just loaded the 1 file 3 times, turning it into a b/w picture. I suppose if I were to (dangerously) remove the disk right between loads, I could remove one of the colors. Ok, so what, you say? So... this is a little feature of MyDos that I've never seen (or have forgotten!?.. I don't think so. Like I said, I'm for SPEEEEED....) documented. So THERE! Thanks Bob & you guys for that spiffy DOS ya made. I STILL like it better than SpartaMess... :)

BTW, Jeff.. have you ever considered making a version of CV with the ability to load 1 HUGE .RGB screen? (ie, rather than using Apac to load, save as r, load, save as g, load, save as b.. just load, save, load, append, load, append. I'm not saying to re-make the format of CV files, but perhaps just add this as a way of loading files into it.. or did you think of this already and avoid it for some reason that is totally unobvious to my meager mind!??! :))
ok.. I'm done... you can wake up now! :)

Bill
_____Happy

PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1770. Re: IBM AtASCII Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 00:30:03 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <skk3JB5w164w@cyberden.uucp>
Source record: 111416

Henry.Miller@f47.n282.z1.tdkt.kksys.com (Henry Miller) writes:

> the sysop here (Flightline) has telix extensions to use ATASCII. I don't kno
> how well they work, contact him.
>
> * Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

HEEEELLP ME!!!!!!!!!! Could you perhaps uuencode it for me and mail it??
thanx

Bill
_____________________________Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1771. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 00:44:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58265@cup.portal.com>
Source record: 111417

Well, neither here nor there, but a while back Steve Cicara <sp?> of Byte fame came out with a co-processor board for the clones. It just used a bunch of 8031's as co-processors on a card with a fast serial link to each 8031. I can't recall all the details, but I believe he had a couple of dozen 8031's & he'd transfer the operation he wanted done to each one i.e. 8031 #1; you find the square root of 3. 8031 #2; you find the square root of 4. Ad infinitum (whoops! make that a dozen) by the time he gave all the 8031's their task, the 1st one had already finished. In concept you're right, I'm not to sure about execution of the design or choice of parts, but then since I haven't got much to offer myself, I can't be too critical <g>. You know I've been programming in M/L for about 25 years now & I can only recall a couple of instances where I absolutely HAD to result to FP. I could get behind a ATD T2534280
Whoops! Macro key! CONT: behind a 16 MHz 68000 on the bus with a fast serial link to the 8-bit, but I have no idea about the amount of glue you'd need to get a 68000 running, if you'd need latched memory access to access a 6551, & I don't do 68000 M/L yet & maybe never. I guess I'm just thinking about what you'd need that kind of processing power for. Fractals? Weather predictions? IMHO: Except for a few math majors who want to do Mandelbot's/Fractals it'd be a little to much club for the distance to the green. Well, I'll get off my high horse now. I've just been through one of the most incredible periods of my life as far as free time goes. I'll see if I can get caught up in pet projects including my parallel bus project. Suggest an application that more then 2 or 3 people can/will use & maybe I'll give it a shot. Remember: you can decode a single page to access 64-6551's and at full speed a 6502 (19,200 BAUD 6551's) can only keep up with 4-8 devices.

1772. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 05:39:14 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92122.003914JJMCWILL@MTUS5.BITNET>
Source record: 111418

In article <58265@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>Well, neither here nor there, but a while back Steve Cicara <sp?> of Byte
I think that was Steve Ciarca... heard of the guy from the days when BYTE
was a honest to goodness hardware magazine, and not just a caterer to
PC clones. Perhaps it's a sign of the changing times, and the move from
technical people to DISK jockeys.

>fame came out with a co-processor board for the clones. It just used a
>bunch of 8031's as co-processors on a card with a fast serial link to each
>8031. I can't recall all the details, but I believe he had a couple of dozen
>8031's & he'd transfer the operation he wanted done to each one i.e. 8031 #1;
>you find the square root of 3. 8031 #2; you find the square root of 4. Ad
>infinitum (whoops! make that a dozen) by the time he gave all the 8031's
>their task, the 1st one had already finished. In concept you're right, I'm
>not to sure about execution of the design or choice of parts, but then since
>I haven't got much to offer myself, I can't be too critical <g>. You know
>I've been programming in M/L for about 25 years now & I can only recall a
>couple of instances where I absolutely HAD to result to FP. I could get
>behind a ATD T2534280
>Whoops! Macro key! CONT: behind a 16 MHz 68000 on the bus with a fast serial

Well, the upcoming 65832 will run at 10Mhz.... I think that will be
be quite fast enough, in fact the 8 mHz will be ample I believe.
If it was couple with the Newell fastchip routines, which claim 400%
speed inrease themselves, an 8 mHz setup would give 16 times the speed.

>link to the 8-bit, but I have no idea about the amount of glue you'd need to
>get a 68000 running, if you'd need latched memory access to access a 6551, &
>I don't do 68000 M/L yet & maybe never. I guess I'm just thinking about what
>you'd need that kind of processing power for. Fractals? Weather predictions?

programs like ChromaCAD XE , which has sold over 1000 copies, would
greatly benefit from such a device.. and I am thinking of something
along the lines of a CAD or vector based drawing program that would be
highly math intensive.

The reason I wanted to stick to the 65c02 is that the floating point
code could be copied directly from the OS to the 65C02 ROM. I wouldn't
have to reinvent the wheel for floating point stuff. a project I would
never have time to tackle.

>IMHO: Except for a few math majors who want to do Mandelbot's/Fractals it'd
>be a little to much club for the distance to the green. Well, I'll get off
>my high horse now. I've just been through one of the most incredible periods
>of my life as far as free time goes. I'll see if I can get caught up in

>pet projects including my parallel bus project. Suggest an application that
>more then 2 or 3 people can/will use & maybe I'll give it a shot. Remember:
>you can decode a single page to access 64-6551's and at full speed a 6502
>(19,200 BAUD 6551's) can only keep up with 4-8 devices.

Is there anyone out there who would be interested in seeing this
coprocessor project become a reality? Or am I offbase in thinking there
is an actual need for faster math calculations?

Jeff McWilliams

1773. Re: NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 06:41:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8q23JB4w164w@cyberden.uucp>
Source record: 111419

Rick_Michael_Cortese@cup.portal.com writes:

> up <grin>. Heck! I even canabilized one of 800 XL's & transfered the Rambo,
> OS, etc to a 1200 just to get a better keyboard.

^^^^^^^^

HAHA! I'm GLAD I have this keyboard! Hahaha!.... why'd they stop,
anyways!? ... idiots, I say...

Bill

_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1774. Looking for a good home (followup)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 19:38:28 UTC
From: cptvideo@cbnewsc.cb.att.com
Message-ID: <1992May1.193828.11949@cbnewsc.cb.att.com>
Source record: 111420

Thanks to all who e-mailed me about their interest in my package of
8bit H/W & S/W. Since I will be away for the next 2.5 weeks I thought
a follow up posting appropriate. There have been several offers
for the whole box of stuff and I am inclined to accept one of those.
The drives and computer will be available also when I return.

Dave Vlack cptvideo@ixstar.att.com
AT&T Bell Labs (708) 713-5003
1200 E. Warrenville Rd.
Naperville, Il. 60566-0545

1775. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 22:57:48 UTC
From: buescher@beyond.ugcs.caltech.edu
Message-ID: <buescher.704761068@beyond>
Source record: 111421

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

>Well, the upcoming 65832 will run at 10Mhz.... I think that will be
>be quite fast enough, in fact the 8 mHz will be ample I believe.
>If it was couple with the Newell fastchip routines, which claim 400%
>speed inrease themselves, an 8 mHz setup would give 16 times the speed.

>>link to the 8-bit, but I have no idea about the amount of glue you'd need to
>>get a 68000 running, if you'd need latched memory access to access a 6551, &
>>I don't do 68000 M/L yet & maybe never. I guess I'm just thinking about what
>>you'd need that kind of processing power for. Fractals? Weather predictions?

I'd say the speed you'd want to benchmark yourself against would be
say a 286/287 combo, or at least a fast 8088/8087... That has all kinds of
uses. Why not a fast interface to an IBM PC card? That would have loads
of other uses too.

>programs like ChromaCAD XE , which has sold over 1000 copies, would
>greatly benefit from such a device.. and I am thinking of something
>along the lines of a CAD or vector based drawing program that would be
>highly math intensive.

I'd be willing to bet that ChromaCAD uses intensive table lookup... it
might not even use floating point at all. This is very common in FORTH.
Anybody actually look at the code? Am I way off base here?

>The reason I wanted to stick to the 65c02 is that the floating point
>code could be copied directly from the OS to the 65C02 ROM. I wouldn't
>have to reinvent the wheel for floating point stuff. a project I would
>never have time to tackle.

>Is there anyone out there who would be interested in seeing this
>coprocessor project become a reality? Or am I offbase in thinking there
>is an actual need for faster math calculations?

I think a lot of this is nostalgic fondness for the 6502 series. I'm
guilty of it too... most of my "gedanken" designs involve a 65c02 or
65816. I think it wouldn't be that hard to build a really slick PBI
interface to a PC clone motherboard that would include floating point
routine emulation, and could do other things like give you very fast
access to peripherals... Would be neat to do under something like Linux
or Minix instead of MS-DOS.

>Jeff McWilliams

Just my two cents
Brent

1776. Re: NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 23:34:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Hoc5JB5w164w@cyberden.uucp>
Source record: 111422

un037406@wvnvms.wvnet.edu writes:

> In article <1992Apr29.142226.25857@aber.ac.uk>, djg0@aber.ac.uk (Dean John Ga
> > the extra RAM chips missing and the controller chip missing. But, it's quit
> > easy to add these later. But, $135 is a bit steap!
> >
> > Dean Garraghty. djg0@uk.ac.aber
>>>>BTW: DEAN!! I CANNOT MAIL YOU!!!!<<<<

>
> If given a choice of the two I would have to go with the XL. Lack of a PBI,
> baked beans for a keyboard, and function keys that go bad more often then chi
> actors seriously outweigh the cleaner tv output. Just on this fact alone I
> would pay more for an 800XL than a 65XE. But not $135.

I wonder.. HOW about rip the chips outta the 65xe, plug 'em into a
1200xl, and then add a PBI port? (I'd just go for some better
TV/chips)...but....

Bill
_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1777. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-01 23:42:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B2c5JB7w164w@cyberden.uucp>
Source record: 111423

krw@cbnewsk.cb.att.com (keith.r.smith) writes:

> What exactly is a PBI?
>
> Keith

Umm....geez... lemme see...!! Well.. if I'm not mistaken (I aint got one (boohoo!!!!!) on my 1200xl) it stands for "Peripheral Bus Interface". From what I've seen, it's good for hooking up doo-dads (like chips, etc.) BUT, the best use is high-speed data transfers (??!?!?!?!) ie- the MIO (??) and Blackbox connect to it.

HELP! I guess I dunno either!! :0

Bill
_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1778. MIO: Adaptec controller & Seagate 506/412 drive sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-02 14:36:33 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.30@sofus.dhhalden.no>
Source record: 111424

Hi there,

I'm posting this for one of my friends who is an 8-bit nostalgist...

He's searching for an Adaptec MFM 4000 controller (or 4000A, 4010) and a Seagate ST-506 or ST-412 drive for hos MIO. Anyone having these items or info about where to get them (as well as info wheter these are behaving good or not with the MIO), please contact Vidar Olavesen, Stevneveien 7, N-1720 Greaker, Norway or me on jonal@sofus.dhhalden.no

BTW, he fried his MIO when attaching a ST-225N to his MIO. The manual said SCSI drives would work...

Thanks!

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

1779. Re: Diamond Graphical Operating System

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-02 15:20:56 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992May2.152056.18740@mnemosyne.cs.du.edu>
Source record: 111425

Jeff...

Just curious, what made you cancel your GEnie account?

Pattie

1780. Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-02 19:05:33 UTC
From: at974@cleveland.Freenet.Edu
Message-ID: <1992May2.190533.22232@usenet.ins.cwru.edu>
Source record: 111426

I recently sold my Atari 400 computer and have the following
software items that are looking for a good home.

If you are interested, please reply via email.

- -

Prices below do NOT include shipping (from the Cincinnati area)

- -

SOFTWARE: ($5.00 each or $25.00 takes all)

ATARI Basic Cartridge (ATARI Corp.)
- complete with original manual on MINT condition
- includes storage case for up to six (6) cartridges

Timewise (ATARI Corp.)
- calendar software
- includes original disk, packaging and manual in MINT condition

CheckMate (Mastertronic, Inc.)
- software to manage your checkbook
- original disk in MINT condition and packaging but no documentation

PrintShop (Broderbund)
- design and print banners, posters, greeting cards, etc.
- original disk, manual and packaging in MINT condition

Print Power (Hi Tech Expressions)
- design and print banners, posters, greeting cards, etc.
- original disk (Commodore "flippy" disk), manual and packaging in
MINT condition

AwardWare (Hi Tech Expressions)
- design and print award certificates
- original disk (Commodore "flippy" disk), extra graphics disk, manual
and packaging in MINT condition

Creative Process 1.8 (Antic Publications)
- Outline software
- original disk and printed copy of documentation in MINT condition

Antic Publications Disks (unused, MINT condition)
- August, 1989 - "Return of 'Mapping the Atari'"
- September, 1989 - "Joystick Laboratory"

Backup Master (Computer Age Software)
- disk copy utility program

- original disk only (no docs) in very good condition
--
+---+
| Larry Bennett usr2059a@tso.uc.edu |
| Madeira, Ohio USA at974@cleveland.Freenet.edu |
+---+

1781. MAIL-IN CAMPAIGN A SMASHING SUCCESS !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-02 20:37:04 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205022037.AA10171@smithkline.com>
Source record: 111427

******************************** ATARI CLASSICS **************************

******************** MAIL-IN CAMPAIGN: FINAL REPORT ******************

A mail-in campaign to poll support for an independent Atari 8-bit magazine, to be called ATARI CLASSICS, was conducted during the 3-month period of January 15-April 15, 1992. The goal of the Campaign was to collect 500 hard commitments from individuals willing to spend $25 annually for a subscription to such a publication.

The Campaign was conducted by a Campaign Committee consisting finally of six people, two in the U.S. and the other four in various countries around the world. The Campaign was managed and largely financed from the U.S.

The Campaign Committee is pleased to announce that the mail-in campaign WAS A COMPLETE SUCCESS!!!

As of this date a total of 556 written commitments have been secured, and late returns are still wandering in.

Some statistics: 1512 campaign information packets were mailed (1100 in the U.S., 412 internationally) to individuals and usergroups. This involved a total of about 12,000 individual xerox copies, 2000 envelopes, 4000 printed labels, and an estimated total expenditure of US$1650 by the Committee. The entire effort was financed out of the pockets of individual members of the Committee, all of whom are dedicated 8-bitters. Internationally, returns were received from the following countries: Australia, Canada, Czechoslovakia, France, Germany, Great Britain, Israel, Italy, Norway, The Netherlands, New Zealand, Romania, and Sweden.

The overall rate of returns was 37%; the return rate in the U.S. was 36%, and 37% for international respondents. All the information collected from the postcard returns has been compiled in a database in TurboFile format on an XL computer.

Not every 8-bit enthusiast was reached by the Campaign effort. Only about half the usergroups we had originally intended to send mailings to were actually contacted, and a number of individual requests for information packets were received after the official close of the Campaign and were turned away. The Committee regrets any disappointment caused by these unintended omissions and begs your understanding of the often chaotic conditions and limited resources available for the pursuit of this effort.

The Committee acknowledges with deep appreciation the following 8-bit vendors who supported our effort by running ads, forwarding lists of names, and distributing Campaign literature: BaPAUG Publishing, B&C ComputerVisions, Best Electronics, Computer Software Services, Current Notes Inc., Gralin Inter-

national, K.O. Distributors, and Unicorn Publications.

The Campaign Committe consisted of the following people:

Jeff McWilliams (USA), Campaign Manager
Ben Poehland (USA), Logistical Support
Mike Jewison (Canada), Distribution
Colin Hunt (England), Distribution U.K. and Europe
Dawn Scotting (New Zealand), Distribution
Dave Blears (Australia), Distribution

Its work now completed, the Committee is now disbanded. The comraderie shared between the various Committee members will remain a fond memory, and it is hoped the accomplishments of the Campaign Committee will stand as an example of what the 8-bit community can achieve when its members exercise initiative and pull together toward a common goal.

What's next? Jeff McWilliams and Ben Poehland are presently engaged in forging the sinews of what will- we hope- become ATARI CLASSICS. The intention is to take advantage of all the best features of other well-regarded periodicals (ANTIC, ANALOG, AIM, Current Notes, PSAN, etc.) while hopefully avoiding their mistakes. The subject content of the magazine will be taken from comments on the return cards and from discussions in public forums on the various telecommunications networks. All interested 8-bitters are encouraged to offer their opinions/suggestions, whether they participated in the Campaign or not. At this stage of things Jeff and Ben want to see as much diversity of opinion as the 8-bit community cares to offer. Communicate your ideas/suggestions to the Info-Atari8 newsgroup on INTERNET or the 8-bit Forum on Compuserve. You may also submit your ideas directly to: Jeff McWilliams, 2001G Woodmar Drive, Houghton MI 49931-1017 (INTERNET: jjmcwill@mtus5.mtu.edu) or to : Ben Poehland, 179 Sproul Rd./Rt. 352, Frazer PA 19355-1958 (GEnie: B.POEHLAND, INTERNET: poehland%phvax.dnet@smithkline.com). We shall not acknowledge individual communications, but be assured your ideas will be considered. We anticipate this phase should take about 4-6 weeks. Stay tuned for further announcements as we progress.

The number of returns recorded in this report will be taken as the official tally of Campaign returns. However, returns received after the release of this report will be accepted by Jeff McWilliams and duly logged into the Atari Classics Campaign database. So, if you are still in possession of an information kit and have not returned your card because you thought it was too late, please send it in! You will still be counted when we present our results to Unicorn Publications.

The Committee urges all interested parties to freely download/re-post/re-print/mail unaltered electronic or hardcopies of this Report. Permission is also hereby granted to publish this Report in unaltered form in any newsletter, magazine, or other print media. Tell your friends!

Finally, the Committee wishes to thank everyone who participated in the Campaign and returned their card. By so doing, you have cast your vote in favor of LIFE for your computer! LONG LIVE THE 8-BIT!!

(Signed), The Committee:

Jeff, Ben, Mike, Colin, Dawn, and Dave

****

1782. Re: Diamond Graphical Operating System

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-03 03:19:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4qH7JB4w164w@cyberden.uucp>
Source record: 111428

(as to about the makers of Diamond GOS...)

I recall YEARS ago (87? 88?) seeing an ANTIC (the first ANTIC mac. I'd
ever seen.. I had one of the books tho (lotsa typos! I loved it!!!)
anyways..) in an Electronics Boutique and it had a big picture of the
Diamond screen (desktop, I believe. I remember seeing mac-like things
(trash, folders?.. I DO recall the trash.. God it was ugly. Looked like
an Amiga (ugly orange/blue colors)
oh well..later

Bill
_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1783. 130XE Keyboard Circuit Insert

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-03 04:05:40 UTC
From: jtb2@itri.bton.ac.uk
Message-ID: <1992May3.040540.11690@unix.brighton.ac.uk>
Source record: 111429

I used to own a 130XE, but after a couple of years the layer of plastic inside the keyboard on which the circuit is painted began to pick up corrosion on some of its tracks. For a couple of years I soldiered on, repainting tracks every couple of months. I even rang a guy at Atari UK, only to be told that this wasn't a spare part they stocked. Eventually I sold the system to a friend, who knew about the keyboard track repainting chore but who was desperate for access to some very old favourites such as MULE and Archon... Now, after abandoning the XE for his Amiga for a couple of years he's conceived a craving for MULE once more but those corroded tracks need the conductive paint treatment again and his hand is nowadays rather shaky from beating the hell out of Steel Fury to get into the first division on Speedball II and he can't paint a straight track. OK, the lager doesn't help either.

My request? Does anybody out there know where either an XE keyboard inlay can be obtained or an XE is being sold CHEAP for parts? Better still, would be some translations of certain Atari 8-bit games to Amiga or an 8-bit emulator with details for connecting up a drive (1020) to load the games from.

Advice from anywhere would be appreciated, although I suspect my friend is unlikely to put much effort into importing stuff into the UK without some arm-twisting.

Cheers.

1784. comp.sys.atari.8bit Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-03 04:19:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GJJVOX255S90MUOJ@carleton.edu>
Source record: 111430

A lot of these Questions have been Frequently Asked again, so it must be time
to repost:

Frequently-Asked Questions

comp.sys.atari.8bit

Revised 18-Apr-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is this Usenet newsgroup, dedicated to the free
exchange of information pertaining to the 8-bit Atari computers:
the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest consists of postings to comp.sys.atari.8bit,
collected and e-mailed to subscribers on the Internet who do not have access
to Usenet. To subscribe or unsubscribe to the Info-Atari8 Digest, send
e-mail to Info-Atari8-Request@naucse.cse.nau.edu.
Cross-posting from the Info-Atari8 Digest to comp.sys.atari.8bit is not
implemented at this time. Thus, one should NOT post to
Info-Atari8@naucse.cse.nau.edu. Rather, one should send his/her posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu to ensure that the message will appear
on comp.sys.atari.8bit.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning,
jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu
(141.211.164.8), login as "anonymous" and type in your e-mail address as your
password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is
your first visit to the archive, be sure to download the file -read-.-me-.
Other files of interest are 8-bit.cat, containing 1-line descriptions of all
the files available, and 8-bit.text, which contains paragaph-long descriptions.
Be sure to have file-type set to BINARY when downloading binary files (.arc,
.com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is
atari@atari.archive.umich.edu. If you are a first-time BART user, send it a

message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

BART automatically UUEncodes binary files before sending them to you.
Other files of interest are 8-bit.cat, containing 1-line descriptions of all
the files available, and 8-bit.text, which contains paragaph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous",
type in your e-mail address as your password, and then type "cd
atari/8bit/new". You may upload files to this directory. Be sure to set
file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also,
please upload a short .text file describing your upload so John Dunning can
tell what permanent directory to move it to.
2. Send your upload by e-mail to jrd@stony-brook.scrc.symbolics.com. If
you're sending a binary file you must UUEncode the file first. Be sure to
include a short descrption of the file at the top of the message so he knows
what directory to place it in at the archive.
3. If you can neither FTP to the archive nor e-mail to John Dunning, then
you are welcome to post your file, UUEncoded if binary, directly to
comp.sys.atari.8bit. You'll then be relying on someone else to take your
posting and upload it to the archive for you.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International 8-Bit Atari Online Magazine,
published bi-weekly. It covers the 8-bit Atari computers exclusively.
Z*Mag is NOT the same thing as Z*Net, though they are published by some of the
same people.
To have Z*Mag delivered "right to your own mail box," send a message
to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add
your address to his Z*Magazine Distribution List. Back issues of Z*Mag are
available at the atari.archive in the /atari/8bit/zmag directory, in filenames
such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at
75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board
system. Anyone can access the Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG members-list are automatically
members of the official Atari users' group CAIN - Central Atari Information
Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many
product reviews and all sorts of other information related to Atari products,
all online. Its mission for 8-bit users is as a depository for any and all

information in ASCII format related to the 8-bit Atari computers.

Are there any magazines still supporting the 8-bit Atari?
There are several:

Atari Explorer Atari Interface
Subscriptions Unicorn Publications
P.O. Box 6488 3487 Braeburn Circle
Duluth, MN 55806 Ann Arbor, MI 48108
$14.95/1 yr (6 issues) $18/1 yr (12 issues)
8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) $27/1 yr (10 issues)
71777.3223@compuserve.com 72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England [prices, frequency?]
&15/1 yr (6 issues) /pn=colin.w.hunt/o=sprintintl/admd=
8-bit disk: add &17/1 yr (6 disks) tmailuk/c=gb/@sprint.com

Are there any product developers or vendors still supporting the 8-bit Atari?
Ben Poehland has created quite a long list of firms devoted to the 8-bit Atari market. This file is called vendlist.arc in the /atari/8bit directory of the atari.archive.
Ray Wilmott maintains a similar list. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
Yes! There are three files at atari.archive that claim to do this. They are: atario21.arc, pcxfer.arc, and util.arc. Each of these programs runs on an MS-DOS type of computer. For disks written on your PC to be read on your 8-bit Atari, you must have an Atari disk drive capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT or equivalents, but not an unmodified 1050 or 810. There is no way to write 128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is an extension of Atari DOS 2.0S/2.5 that provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon. It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

1785. Higher-res APAC modes.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-03 04:59:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mDm7JB1w164w@cyberden.uucp>
Source record: 111431

(Jeff, I hope you're reading this! :))

I'd like to see both a 16 color 160x192 mode (sorta like how it was done in ColrView, but more like APAC) and a pseudo 640 mode (again, done like APAC). The 640 mode would be hellish, but much clearer for things like 80 column than the normal 320 mode. (yikes!) What >I< was thinking was having two screens (here comes the death of 16k!) Both would have black backgrounds, and one would have a white, the other a grey foreground. IF you wanted, say, to draw a circle, it would be like this: (spaces are black, "+"s are grey, and "*"s are white)

```
 +**+
 +*****+
 ******
 ******
 +*****+
 +**+
```

hmm! That even LOOKS a lot like a circle (then again, I'm using 40 column, so for most of you folks, it'd look like an oval, but you get the point, don't you?).

Well now. Isn't that special??
Here's a neat way to really smack the 320 mode 80 column screen in the face. Have character sets (this SHOULDN't be too difficult to switch into my above mode...) with only the left (or right!) nybbles filled with character (just like done in the graphcis style), but THEN, using another screen for the opposite nybble (and not even a seperate character set, just set the scroll register over 2 color-clocks (4 high-rez nybbles), switch between the two at high speeds (oh! page flipping!) I might even start work on a little ML routine that'll do it right tonight! (and probably crash my computer, and if I'm lucky, accidentally call the "format drive" routine! hahaha!)

Well.. are any of you major hackers out there interested in creating a mode like this (these)?? I'd really like to see that 80 column mode!! (hmm...mabye I'll also forward this to Bob Puff! hahha! ("hey Bob! (hint hint)"))

well, lateron Atari-dudes

Bill
_____Happy
PhBill: Bill Kendrick Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1786. Re: Beat Zybex!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-03 19:31:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HRq8JB2w164w@cyberden.uucp>
Source record: 111432

ai792@cleveland.Freenet.Edu (Tony Lang) writes:

> Will do, they will be up there this evening. [Friday May 1st]
> Most likely in the New Directory with the names ZYBEXFIX.bas and
> DRACONUSFIX.bas.

THANKS! Great. Now all I need to do is remember how to send for stuff!
Hahahha! Later!

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1787. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-03 19:35:30 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VXq8JB3w164w@cyberden.uucp>
Source record: 111433

Brent Buescher writes:

> (quoting Jeff McWilliams:)
> >programs like ChromaCAD XE , which has sold over 1000 copies, would
> >greatly benefit from such a device.. and I am thinking of something
> >along the lines of a CAD or vector based drawing program that would be
> >highly math intensive.
>
> I'd be willing to bet that ChromaCAD uses intensive table lookup... it
> might not even use floating point at all. This is very common in FORTH.
> Anybody actually look at the code? Am I way off base here?
>

Hey! Yeah.. Probably. In BASIC a few times I decided to copy the
SIN/COS table for use in drawing circles and the such. It IS much
quicker, and if done correctly, shouldn't take up TOO much more memory
(tho the "resolution" is lost..)

I'd like to see something use a math-coprocessor, tho! :)

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1788. Re: Atari Explorer ON-LINE

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-04 04:38:35 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992May4.043835.28464@ra.msstate.edu>
Source record: 111434

Gumble, Grumble, Grumble... ST's, ST's, ST's... How much 8-bit? None...

Ofcourse we will see,
John

--

_____________ _------_ |||IBM & | EE majors Do it Best 8-)
--------\\ ] ~-______-~ |||Atari |~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / | \Rules!jdz1@ra.MsState.edu jdz1@MsState.bitnet
______| (/ | \ | AOL: Zitt jdz1@isis.MsState.edu

1789. Atari Explorer ON-LINE

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-04 07:24:04 UTC
From: jonc@status.gen.nz
Message-ID: <Tai0JB2w164w@status.gen.nz>
Source record: 111435

This is the official Press Release regarding the merger of Z*Net and
Atari Explorer forming Atari Explorer Online Magazine. The first issue
will debut May 1, 1992.

FOR IMMEDIATE RELEASE-

Contact:

John Jainschigg 718-545-2900 GEnie: EXPLORER CIS:76704,1616
Ron Kovacs 908-968-2024 GEnie: Z-NET CIS:75300,1642
Bob Brodie 408-745-2052 GEnie: BOB-BRODIE CIS:70007,3240

April 24, 1992 - Atari Explorer Announces New Online Magazine!

Sunnyvale, CA.- Atari Corporation and Rovac Industries are proud to
announce a brand new online magazine for the Atari Community: Atari
Explorer Online. Atari Explorer Magazine, the Official Atari Journal,
is now extending its coverage of all things Atari to the online scene,
as well. The first issue of the Explorer Online is set for May 1, 1992,
and the magazine will appear biweekly, thereafter.

"Explorer Online will team up some of the finest journalists in
the Atari Community!" said John Jainschigg, Publisher. "We're excited
to be able to offer such a quality product to our many customers. The
goal of Explorer Online will be to serve the needs of all Atari
users: Portfolio, Lynx, ST/TT, and 8 bit. All of Explorer's regular
contributors will be represented in Explorer Online: from music experts
like Craig Anderton, to Portfolio Wizards like BJ Gleason. And we are
actively soliciting contributions, both to the online magazine, and to
our regular, bimonthly print edition. We want to make Explorer Online
a solid resource for the whole Atari community."

Atari has teamed up with Ron Kovacs, publisher of the Z*Net Newswire
and Z*Net Online Magazines, to produce Atari Explorer Online. "When
we decided that we wanted to do an online magazine, it just didn't
make sense to completely re-invent the wheel," stated Bob Brodie, Atari's
Director of Communications. "In the online Atari community, Z*Net has
set the standard for quality and accurate reporting, and it only made
sense to invite them to participate in this new venture. Ron Kovacs and
John Nagy are among the finest, most dedicated journalists on the Atari
scene today. The entire Z*Net staff will be part of the new team at
Atari Explorer Online. We're very excited that they have chosen to join
us in making Explorer Online the best it can be."

The start of Atari Explorer Online also signals the end of the Z*Net
Online magazine for the Atari ST Community. Current plans call for
Kovacs' firm, Rovac Industries, to continue to publish their popular

Z*Net PC, and Z*Magazine publications. "While there is a certain sense of loss with Z*Net discontinuing, we're very excited that Atari has invited us to be a part of this exciting new venture" said Ron Kovacs, Editor-in-Chief of Atari Explorer Online. "Atari Explorer is one of the finest magazines on the market, and it's very flattering to our efforts that Atari has chosen us to help them with their online magazine."

"When Explorer Publisher John Jainschigg came to me with an idea for a new online magazine, there was no question that we were going to need some outside help. And it was an easy choice to decide where that help should come from. Week in, week out, Z*Net has provided the latest news to the Atari Community for years. Indeed, Z*Net has experienced growth over the years. They have the experience in launching new online publications, like the original ST-Report, ST*ZMagazine, and Z*Net PC. Additionally Z*Net's Atari News Service has appeared in print publications world-wide including: STart Magazine, ST-World Magazine, ST-Informer, ST-Journal, ST-Express, AtariUser, Current Notes, and Germany's PD Journal now Atari Journal. It really just made sense from every side that we considered to ask them to be involved," stated Brodie."

AEO will be distributed worldwide on major information services and networks. Atari Explorer Online will carry up-to-the-minute reports on hot topics in the Atari market: from trade shows to new product announcements. Explorer Online will give you the facts you need to make the most of your Atari investment. Utilities and Atari PD releases, new product demos, product and dealer databases, and other interactive offerings will round out the publication, making Atari Explorer Online the best in online journalism today!!

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
=======----------

1790. Re: Atari Explorer ON-LINE

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-04 15:51:43 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992May4.155143.24787@usenet.ins.cwru.edu>
Source record: 111436

In a previous article, jdz1@Ra.MsState.Edu (John D. Zitterkopf) says:

>Gumble, Grumble, Grumble... ST's, ST's, ST's... How much 8-bit? None...
>
>Ofcourse we will see,
>John
>
>
>--
> ____________ _------_ |||IBM & | EE majors Do it Best 8-)
> --------\\ ] ~-______-~ |||Atari |~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
> (~~~~~\\|_(__ ~~ / | \Rules!jdz1@ra.MsState.edu jdz1@MsState.bitnet
> ______| (/ | \ | AOL: Zitt jdz1@isis.MsState.edu
>

We have the premiere issue of Atari Explorer Online on the Cleveland Free-Net
Atari SIG. There is exactly zero mention of the 8-bits - even in
describing the coverage of the printed Atari Explorer.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1791. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-04 17:23:22 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92125.122322JJMCWILL@MTUS5.BITNET>
Source record: 111437

In article <VXq8JB3w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>Brent Buescher writes:
>
>> (quoting Jeff McWilliams:)
>> >programs like ChromaCAD XE , which has sold over 1000 copies, would
>> >greatly benefit from such a device.. and I am thinking of something
>> >along the lines of a CAD or vector based drawing program that would be
>> >highly math intensive.
>>
>> I'd be willing to bet that ChromaCAD uses intensive table lookup... it
>> might not even use floating point at all. This is very common in FORTH.
>> Anybody actually look at the code? Am I way off base here?
>>
>
>Hey! Yeah.. Probably. In BASIC a few times I decided to copy the
>SIN/COS table for use in drawing circles and the such. It IS much
>quicker, and if done correctly, shouldn't take up TOO much more memory
>(tho the "resolution" is lost..)
>
> I'd like to see something use a math-coprocessor, tho! :)
>
Well, you can only put in so many points for a look-up table.
When you are talking about a vector based program, where you need to
draw objects like arcs, circles, ellipses, and parts of circles and
ellipses, say draw an ellipse but only from PI/2 to .88231 PI you
NEED to have an accurate calculation of TRIG functions. Then what
if you want to rotate an object about a fixed point?
And if you want the output to be scalable and accurate, you
start with a virtual page that has say, 3000 DPI, and depending
upon the printer you need to print it to, scale it down
to 300 DPI for a laser, 180 DPI for a 24 pin printer, whatever.

Unless you use up ALOT of RAM for lookup tables accurate to
8 decimal points.. .it's better off waiting a little while longer for
the FP routines to do their stuff... and improve the speed of the FP
routines.

Doing a Math COprocessor is tempting... but I know nothing about such
beasts. Say you wanted to use a 68881. Will it talk properly to
a 65802 or 65816? Or will the CPU need to be upgraded to a 68000?
Then you are talking about knowing how to code an entirely different
processor. And Math CO's are not cheap. 68881 are somewhere around
$100.00 plus figure in the cost of the other components, the 68000,

RAM, EPROM, the board, glue chips... who's gonna pay for such a hardware product, or even build it from scratch?

Does anyone see my point here... the benefits of having a 68881 are many... but with those some other complications. Hence my desire for a simpler, cheaper design.

I appreciate all this input. It has given me ideas and a notion that what I build may probably end up being only for myself and maybe an interested special friend or two.

Jeff McWilliams

>_____________________________ ||| __Happy
>PhBill: Bill Kendrick / | \ Happy
>moon!cyberden!phbill@well.sf.ca.us Joy
>_____________________________________ Joy!

1792. Re: Favorite 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-04 23:22:57 UTC
From: bmarcum@world.std.com
Message-ID: <Bnr2AA.3Aw@world.std.com>
Source record: 111438

In article <44o1JB9w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>esok@everest.ee.byu.edu (Eric Sokolowsky) writes:
>
>> to read, fast to load and looks better than AtariWriter (it uses that
>> special Antic character mode that allows true descenders on y,j,p,q.)
>
>Please explain. I know how to get into the 9-byte character mode (antic
>mode #3...2 being graphics 0, 3 not exsisting in "graphics" calls), but
>does it REALLY use 9-bytes? I've seen this screen in SpeedScript and
>Textpro (wonder whY!? textpro seems to be a (nicely!, I think) upgraded
>version of S.Script.) Hmmm... c-ya
The character set only uses 8 bytes per character, but all the lower case
characters are shifted down a line in the display. I'm not sure, but the
bottom line of the descender might be stored in what would normally be the
top line of the character. Oh, and I don't think Textpro normally uses this
graphic mode. It looks a lot like Speedscript, but I believe it uses the
normal 24-line screen (with a DLI for the top line).

Bill Marcum bmarcum@world.std.com

1793. hand-print recognition...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-04 23:35:01 UTC
From: spam@iastate.edu
Message-ID: <1992May4.233501.12384@news.iastate.edu>
Source record: 111439

Hi ho...as a waste-the-summer-away project, I'm considering implementing a handprint recognition system. Once upon a time (2 months ago) I assumed that this was one of those deep-magic things that no one really understood, but after reading a couple articles (notably one in April's Dr. Dobb's) I think I have a basic understanding of how a handprint recognition system could work.

However, the only handprint interface I have is the koala pad, so I figured I'd do at least part of it on my atari. I'm not sure i could reasonably do it all on the atari, because the only language I have available is basic. So I considered using the atari as a digitizer and spitting the image out a serial port to my unix box, which would do the actual crunching.

Does anyone have any interest in this project? This would be more a "can it be done" project than an actually useful piece of software. I doubt it could reliably replace the keyboard driver, for example....

Anyway, I just thought I'd mention my intentions to see if there's any interest.

-mike begley
spam@iastate.edu

--
Michael Begley Ask me how
spam@iastate.edu Iowa State University
hzl01@ccvax.iastate.edu is censoring my usenet access

1794. Re: Interested in PBI Information.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 00:44:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58475@cup.portal.com>
Source record: 111440

sorry to take sio long to reply, but I was kind'a hoping someone else would take it on. Since you have 'Mapp'n you know the lines. What you want to do is decode the address lines with a 74LS521 or 74LS688 such that the compare goes 'true when the address is anywhere in an unused page. $D700 to $D7FF if you only use one '688 is fine, but you should be able to cascade two '688s so you could decode the entire 16 bit address bus if you want to add more then one chip. Now you tie the 688's output pin to the "NOT CS" pin of whatever LSI device you're using (it'll have a line over it to signify NOT). All other chip select lines are tied to +5 or gnd to make the 688 the only thing needed to get the chip on. Next you tie the chips register select lines to the lowest address lines. "Most" devices have from 4 to 16 on board registers designated RS0 or something like that & need 2 to 4 of the lower address lines attached to the chip to select them. Ignore the other lines for a one '688 design. Next tie the latched R/!W line to the chip's R/!W line & connect the 8 data lines. That's it unless you want to make a "True" parallel bus device which would require it's own ROM & someone much smarter then me <grin>. Now any R/W to the $D700 area will enable the chip. 'Should work with everything from 6520's to disk controllers etc. I'd suggest getting an old Apple prototyping/WW card, I just found one for about $10 & a 50 pin edge card connector. Solder the edge card to the proto card fingers & it'll plug into the expansion bus.
Your welcome
Rick

1795. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 01:08:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58479@cup.portal.com>
Source record: 111441

Jeff, I'd NEVER want to discourage you from doing anything with an 8-bit, but if something is only done to the screen you can go through a few girations an keep everything as int's. What you do is scale all calculations such that they are on scale i.e. sin(45 degs)=.707 becomes sin(45)=707 then you calculate the screen position. Since we only have 192X320 the rez is good enough. I'm NOT saying you'd want a spread sheet that'd use this method, but for simple stuff that only needs 1 part in 320 it's good enough. Since you're working with ints, you get one part in 64000. I'll see if I can get off it & send you some Action! code that demonstrates the technique. I've even seen a number of M/L games that use look up tables like this to determine the acceleration due to gravity. Whoops! (again) I may have miss spoke! The result can be accurate to 1 part in 64,000 BUT you can't have 64,000 discrete angles with the resulting 64,000 int answers. Unless of course you've got a 256K+ computer. It'd be a good article to start off the Classic Mag if you get something hung on the bus!

1796. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 01:08:59 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.705028139@pv0547.vincent.iastate.edu>
Source record: 111442

In <92125.122322JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

>In article <VXq8JB3w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
>says:
>>
>>Brent Buescher writes:
>>
>>> (quoting Jeff McWilliams:)
>>> >programs like ChromaCAD XE , which has sold over 1000 copies, would
>>> >greatly benefit from such a device.. and I am thinking of something
>>> >along the lines of a CAD or vector based drawing program that would be
>>> >highly math intensive.
>>>
>>> I'd be willing to bet that ChromaCAD uses intensive table lookup... it
>>> might not even use floating point at all. This is very common in FORTH.
>>> Anybody actually look at the code? Am I way off base here?
>>>
[stuff deleted]

>Doing a Math COprocessor is tempting... but I know nothing about such
>beasts. Say you wanted to use a 68881. Will it talk properly to
>a 65802 or 65816? Or will the CPU need to be upgraded to a 68000?
>Then you are talking about knowing how to code an entirely different
>processor. And Math CO's are not cheap. 68881 are somewhere around
>$100.00 plus figure in the cost of the other components, the 68000,
>RAM, EPROM, the board, glue chips... who's gonna pay for such a
>hardware product, or even build it from scratch?

well, I hate to break it to you, but the atari 8bits use a relatively
nonstandard floating point format. it uses 6 bytes to store 10 BCD
digits and the exponent. Most other computers (including 68000)
use IEEE format, which uses a binary mantissa (not BCD). so a
68881 would require a major reworking of the OS at the very least.
It might be possible that all you'd need to do is rewrite the
conversion routines (FP <-> int, FP <-> ASCII).

>Does anyone see my point here... the benefits of having a 68881
>are many... but with those some other complications. Hence my
>desire for a simpler, cheaper design.

I like the idea of using a 6502 at a faster clock. Maybe use
a spare 600xl or 800xl, stuff in a faster crystal and disable
the video stuff. I'm sure it wouldn't be simple, but it
could be worth it.

FWIW, I designed a floating point chip this semester for a
VLSI design class. I was very tempted to make it use Atari's
format, but the instructor wanted IEEE. Oh well.

--
Todd Greenfield
tgreen@iastate.edu

1797. WANTED! The Dark Crystal

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 03:24:53 UTC
From: usgcjsx@gsusgi2.gsu.edu
Message-ID: <usgcjsx.705036293@gsusgi1.gsu.edu>
Source record: 111443

WHERE can I find a copy new/used/anything
of The Dark Crystal by Sierra On Line...??
HELP!

--
/oo\ -- /Oo\
~~ ~~
DO not attempt to adjust your television set... A REAL Atari FAN!
We are controlling transmission.. A REAL Genesis FAN!
usgcjsx@gsusgi2.gsu.edu A REAL Felix FAN!
I STILL think Freaks should have won an Oscar! Kerry King is my Dad!
WHAT WAS THAT NUMBER ? Thats usgcjsx@gsusgi2.gsu.edu
/oO\ -- /OO\
~~ ~~

1798. Pot Conversion Speed Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 10:34:45 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.705062085@garbod20>
Source record: 111445

Does anyone know how fast(ly?) the POKEY chip converts analog paddle (pot)
states to digital values? I presume it's pretty slow.

Thanks in advance,
Anders Skelander

1799. MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 14:22:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-05-07:22:15.72*UJ1G"@DKAUNI2.BITNET>
Source record: 111446

Recently I talked to an "expert" on our university on the issue of
MIO cables. He owns an Amiga and he have had exactly the same problems
with signals breaking down while using long data/address/control cables.
He hadn't been able to use cords longer than some 25cm (10").
Now he is able to transmit data over a distance of 2m (80"?, 3 ft + sth)
He has managed this by redesigning his flat ribbon cable. Between each
two data/control/address lines there _must_ be a line connected
to ground (0V). This measure prevents the signal from flashing over
to adjacent lines, which is especially true with long cables.
The MIO cables don't seem to have additional GND lines inbetween each
two signal lines. That way they aren't designed for long distance
connection.
I admit that it is hard to build a cable described above because as a
matter of fact you'll need at least some 20 additional lines just
connected to GND (monster cable if you are using a flat one).

I think it is at least an interesting idea worth considering.
It works great on an Amiga.

BTW: the guy I asked doesn't think the idea of adding buffers to
lines would help.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1800. Re: NTSC Atari in PAL-land: what problems will there be?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 15:44:03 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992May5.154403.6566@news.uit.no>
Source record: 111447

Thanks to all who have answered.

The conclusion seems to be: Get a local power-supply, use a monitor that
can handle 60Hz.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

1801. Re: Pot Conversion Speed Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:13:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58530@cup.portal.com>
Source record: 111448

They are only updated 60 times/second in the normal mode, but the actual time they take to do the conversion is is during the screen display, so that makes it about 1/180 of a second for a full scale conversion. There's also a fastscan/potgo setup in Pokey to allow you to read the pot value in one scan line (which I've never used) so approximately 1/180*192 seems like it might be right. It's just fast enough to digitize audio, but it'll never replace CD's.

1802. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:15:58 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92126.111559JJMCWILL@MTUS5.BITNET>
Source record: 111449

In article <58479@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>Jeff, I'd NEVER want to discourage you from doing anything with an 8-bit,
>but if something is only done to the screen you can go through a few
>girations an keep everything as int's. What you do is scale all calculations
>such that they are on scale i.e. sin(45 degs)=.707 becomes sin(45)=707 then
>you calculate the screen position. Since we only have 192X320 the rez is
>good enough. I'm NOT saying you'd want a spread sheet that'd use this method,
>but for simple stuff that only needs 1 part in 320 it's good enough. Since
>you're working with ints, you get one part in 64000. I'll see if I can get
>off it & send you some Action! code that demonstrates the technique. I've
>even seen a number of M/L games that use look up tables like this to
>determine the acceleration due to gravity. Whoops! (again) I may have
>miss spoke! The result can be accurate to 1 part in 64,000 BUT you can't
>have 64,000 discrete angles with the resulting 64,000 int answers. Unless
>of course you've got a 256K+ computer. It'd be a good article to start off
>the Classic Mag if you get something hung on the bus!

Hmmm. Interesting. Now if the people I ordered my Action! cart from
and the Action! toolkit from would only send me the stuff!
But unfortunately I am not only talking about doing this stuff to the
screen.
The Screen only represents a lo-rez look at a printed page, at
180 DPI or greater. No matter what the resolution of the device, the
images are scaled and drawn appropriately to that device, which means
the output could go to the screen, 24 pin printer, 9 pin printer,

1803. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:19:31 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92126.111931JJMCWILL@MTUS5.BITNET>
Source record: 111450

whoops, I accidentally hit the wrong key. I was saying that due to the vectorial nature of the objects I am thinking of constructing, it's resolution independant. Such being the case, I really think I need to do this with Floating Point. I need a GOOD Pascal compiler I suppose.

Jeff McWilliams

1804. Re: 130XE Keyboard Circuit Insert

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:19:41 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May5.161941.28564@usenet.ins.cwru.edu>
Source record: 111451

Contact Best Electronics at 2021 The Alamede Suite 290, San Jose,
California (USA), 95126, or call them at 408-243-6950.

They have the 130XE Mylar keyboard insert for around $20, I think.
Or, you can probably order a whole new keyboard for around $25-30.

Also, I've seen somewhere a liquid that is like metal paint, that can
be used to repair those circuits. It's used primary for repairing
stuff like the rear-window defrosters in cars, but it's the same
idea.

Currently, there is no 8-bit Atari emulator for the Amiga. There is
one for the ST, but it's far too slow to play MULE on, and doesn't
support Player/Missile graphics.

Hope this helps.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1805. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:21:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92126.112140JJMCWILL@MTUS5.BITNET>
Source record: 111452

In article <tgreen.705028139@pv0547.vincent.iastate.edu>, tgreen@iastate.edu (Todd Greenfield) says:
>well, I hate to break it to you, but the atari 8bits use a relatively
>nonstandard floating point format. it uses 6 bytes to store 10 BCD
>digits and the exponent. Most other computers (including 68000)
>use IEEE format, which uses a binary mantissa (not BCD). so a
>68881 would require a major reworking of the OS at the very least.
>It might be possible that all you'd need to do is rewrite the
>conversion routines (FP <-> int, FP <-> ASCII).
>
Well that sort of figures. They probably never in their wildest dreams thought somebody would think of adding a MathCO, so didn't worry about creating their own standard for storing FP numbers.

>>Does anyone see my point here... the benefits of having a 68881
>>are many... but with those some other complications. Hence my
>>desire for a simpler, cheaper design.
>
>I like the idea of using a 6502 at a faster clock. Maybe use
>a spare 600xl or 800xl, stuff in a faster crystal and disable
>the video stuff. I'm sure it wouldn't be simple, but it
>could be worth it.
>
>FWIW, I designed a floating point chip this semester for a
>VLSI design class. I was very tempted to make it use Atari's
>format, but the instructor wanted IEEE. Oh well.
>
Hmm.. that is not a bad idea either. The problem is the Atari XL/XE computers don't use a standard 6502, Atari added some buffers to it. And I am not sure the 6502 that is in there could handle a faster clock speed. Then again I am only basing that on an assumption, no hard facts. But if you did have to replace the 6502, you would have to externally add the buffers Atari put in their version, the 6502C.

Designed a MathCO in VLSI design huh? Pretty impressive.

Jeff McWilliams

>
>--
>Todd Greenfield
>tgreen@iastate.edu

1806. need to concact R Richie

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:34:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92126.113451JJMCWILL@MTUS5.BITNET>
Source record: 111453

Recently I cancelled my Genie subscription, but now I need to contact Ronald Richie to ask where my Textpro version 5 is. I can't seem to get a phone number... and he doesn't have an Internet address to my knowledge. Does anyone know how I can get ahold of him? He has a GEnie email address of R.RICHIE I think, and has been looking in on section 5 of the 8 bit RT BBS system on GENIE.

Jeff McWilliams

1807. SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:43:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705100151.F00001@tdkt.kksys.com>
Source record: 111454

SpartaMess?!?! What in the world is that?? A reference to a DOS that obviously you know little to nothing about??

Atari 8-bit users bashing software that is used by other Atari 8-bit users! What is the world comming to! There are many users out here who LIKE SpartaDOS that I don't see bashing MyDOS because we don't use it. I do have a copy of MyDOS that I obtained when I got my 1 meg upgrade from Newell Industries for my 800XL, tried it, but don't like it, but also don't bash it, and also don't place juvelile remarks about it in the net to offend other users that cater to MyDOS.

Your post started out to be something that was very interesting and informative and upbeat, but ended like (bleep). This is a GREAT net. Add to it, don't take away from it.

From an offended SpartaDOS user.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1808. Re: Pot Conversion Speed Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 16:56:52 UTC
From: slattery@mentor.cc.purdue.edu
Message-ID: <48357@mentor.cc.purdue.edu>
Source record: 111355

In article <etxansk.705062085@garbod20>, etxansk@garbo.ericsson.se writes:
>
> Does anyone know how fast(ly?) the POKEY chip converts analog paddle (pot)
> states to digital values? I presume it's pretty slow.
>
> Thanks in advance,
> Anders Skelander

If you read the shadow locations starting at 624, they are updated every 1/60th of a second. The actual pots themselves, normally, are syncronized to the display as it displays each row. So, if you wanted to read the hardware registers directly at 53760, to get a value of 200, you would at least have to wait for 200 scan lines to be drawn on the screen before you had a valid value in the hardware registers.

Here's how it works: poke a vlue at 53771, then later read the values starting at 53760. This would only work if you disabled the vertical blank interrupt. This at best, would give you a read rate of 120 reads/second.

Or.. there is a faster scanning technique that can be read 7990 times per second. This is how parrot works to digitize sound. Poke 53775 w/0, then again with 4. Then read locations at 53771 after the time it takes 2 scanlines to be drawn.

1809. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 18:21:42 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <58537@cup.portal.com>
Source record: 111356

Just for the record, there ARE "fast" ways of generating SIN() and COS() and other trig, transcendental, etc. functions. (Surely you don't think a pocket calculator has more firepower in it than an Atari... I don't... does anyone know for sure?) I've heard rumors that HP calculators use something called "CORDIC rotators," which converge to the right answer at something like "one bit per iteration" of accuracy.

If anybody here happens to know, or look up, or otherwise unearth, information detailing these CORDIC beasties, I'd like to know more about them.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1810. Atari Stacy

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 18:30:15 UTC
From: danw@zds.com
Message-ID: <1992May05.183015.15684@zds.com>
Source record: 111357

Does anyone know what a used Atari Stacy should cost. This particular one will come with a color monitor, Wordperfect, Flash, C-LAB, and a joystick.

1811. Atari Staccy

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 18:35:01 UTC
From: danw@zds.com
Message-ID: <1992May05.183501.15750@zds.com>
Source record: 111358

Does anyone know a fair price for a used Atari Stacy?

D.WAX@ZDS.COM

1812. [FREDDIE CHIP] Re: NTSC Atari in PAL-land

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 20:26:36 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992May5.202636.13816@usenet.ins.cwru.edu>
Source record: 111359

In a previous article, /PN=COLIN.W.HUNT/O=SPRINTINTL/ADMD=TMAILUK/C=GB/@SPRINT.COM ()
says:

>places for the extra bank of memory. In fact, this 65XE looks more like my
>800XLF (yes, you read that right - 800XLF is a standard 800XL with a Freddie
>chip, and is the prototype for the 65XE. A number of these beasts were
>released within the UK).

One simple question: What is the Freddie Chip?

I have read about the 130xe and have one myself, and know that they use
a Freddie chip to control the memory. I know alot about chips, ttl and cmos
from my Computer Hardware course. I have looked through several electronic
source books and have never run across this chip. If someone can post
what it does and possibly where one can pick one up at, please do so.
If my hunch is right, it merely controls the bank switching and chip-selects
of the rams and possibly the refresh cycle too...
Most upgrade merely use an Address decoder to control the bank switching.
--
Welcome to my UnderWaterWorld!
Once lost and forgotten
But Found once more.

1813. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 21:28:03 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992May5.212803.22206@ge-dab.GE.COM>
Source record: 111360

In article <92122.003914JJMCWILL@MTUS5.BITNET>, Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
|> Is there anyone out there who would be interested in seeing this
|> coprocessor project become a reality? Or am I offbase in thinking there
|> is an actual need for faster math calculations?

Sounds like a good hardware upgrade for the ol' 8-bit. But all my graphics
programs (APACVIEW et.al.) don't use floating point. Would it be possible
to route subroutines to the coprocessor to take advantage of its 8 MHz
operation (plus no interrupts for DRAM and screen refresh)? If so, I could
make a screamer of a GIF decoder, Bob Puff could speed up his UnArc, etc.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1814. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 22:08:06 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992May5.220806.23216@ge-dab.GE.COM>
Source record: 111361

In article <Xgk3JB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
|> Well... here's something I did to trick Jeff Potter's ColrView (haha!
|> and you thought it was fool-proof!). Anyways, I wanted to load up a

No matter how hard I try, there's always some fool up to the challenge of
breaking my program :-)

|> BTW, Jeff.. have you ever considered making a version of CV with the
|> ability to load 1 HUGE .RGB screen? (ie, rather than using Apac to load,
|> save as r, load, save as g, load, save as b.. just load, save, load,
|> append, load, append. I'm not saying to re-make the format of CV files,
|> but perhaps just add this as a way of loading files into it.. or did you
|> think of this already and avoid it for some reason that is totally
|> unobvious to my meager mind!??! :))

Hmmmmm.... I remember thinking of this mode, then conciously not
implementing it. It sure means you gotta wait a long time if you're
decoding an interlace mode picture, and you just want to see some detail in
the upper left corner...APACVIEW has to scan the whole file three times.
Maybe I was just too lazy at the time (that interlace mode-when GIFs decode
in four passes and filling in between previous lines-makes a lot of nifty
features darn near impossible to code) (This has nothing to do with .ILC
or interlaced APAC pictures). Anyway, three files means you can create
them yourself from other graphics 9 or 15 drawing programs, etc. James
Pittman did create his own ColrView paint program (works only on expanded
(256K) 130XE's, available on CI$).

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1815. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 22:50:12 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992May5.225012.24326@ge-dab.GE.COM>
Source record: 111362

In article <Xgk3JB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
|> BTW, Jeff.. have you ever considered making a version of CV with the
|> ability to load 1 HUGE .RGB screen? (ie, rather than using Apac to load,
|> save as r, load, save as g, load, save as b.. just load, save, load,
|> append, load, append. I'm not saying to re-make the format of CV files,
|> but perhaps just add this as a way of loading files into it.. or did you
|> think of this already and avoid it for some reason that is totally
|> unobvious to my meager mind!??! :))

Hmmm....I had written a really good response to this post, but my mailer
must have digested it. No real good reason why I never created a mode like
this. It does mean you'd have to wait for the GIF image to load three times
entirely before it would save. The .R/G/B format was also chosen to allow
others to create their own graphics 9 or 15 files for viewing with COLRVIEW.
I believe it was James Pittman who created his own COLRVIEW painting program
(only works on 256K 130XE's, available on CI$).

There was a bunch a nifty features I could have included had it not been for
the Interlaced GIF mode (where the loading takes four passes, each pass
filling in detail between the others). This mode makes variable magnification
a royal pain to code!

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1816. Re: S.A.M and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-05 23:22:53 UTC
From: seanm@terapin.com
Message-ID: <seanm.06ds@terapin.com>
Source record: 111363

In article <ecP1JB12w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
>krw@cbnewsk.cb.att.com (keith.r.smith) writes:
>
>> What is MIO and what does it do?
>>
>> Keith
>
MIO stands for Multi Input/Output and has several functions.
Ramdisk (up to size of ram 256k or 1meg)
Printer buffer (up to ram size)
Printer interface
RS232 interface (modem)
HD interface (SCSI 256 bytes per sector only)
Device swapper (floppy can be on drive 1 on its switch and the MIO
will treat it as drive 2-8 allowing you to boot from
ramdisk)

Some of the advantages are that the MIO has its own power supply and can be booted from very quickly. Ram disk info is not lost when the computer is reset or turned off...unless the MIO is powered down.
There was to be an 80 col video adapter built into later models, but the ROM chips for driving the port were never released.
All in all a neat device.

---Sean---

1817. S.A.M and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 02:00:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-05-19:00:18.73*UJ1G"@DKAUNI2.BITNET>
Source record: 111364

>
> Marek,
> Thanx for the info on S.A.M.
> I have two more questions. Is there an english-language version of S.A.M.?
> Is there an english-language version of "AtariMagazin"?
> I hear that there is a lot of commercial software development going
> on in Europe, especially Germany, for the Atari 8-bits, and I would
> like to stay "up" on it. I don't speak German though, not even
> "high school German". Am I out of luck?
>
> Keith

You are lucky, at least on the S.A.M. issue. Like many other German
commercial and non commercial software S.A.M. is entirely in English.
Actually there isn't even a German version available.
English has a great impact on German software production. In Germany
you find more programs that are in English than in German
(we are talking about programs written by German authors!).
Many people here in Germany don't like this, they want to have more
German speaking programs but there is no way of getting English
out of German programs :-).
Anyways, the docs for S.A.M. are in German. :-(
You are out of luck according to english-language versions of
"AtariMagazin" they are only in German (still published after a
break!).

Yes, there is some commercial software here in Germany produced
by dedicated users and small companies. Take "Quick" for example
which is a commercial compiler language a little bit like
"C" and "Action!" and like "Assembler". It is very fast.
You can even write procedures for the VBI. This language supports
a ST-mouse, digitized sound, P/M graphics and lots more.

I hope this gave you a vague idea about the situation in Germany.

See ya,
Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1818. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 02:25:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58574@cup.portal.com>
Source record: 111365

Well, if your Action! pack ever gets to you, the Toolkit has demos for accessing the FP routines. It's not obvious or easy, unless you're used to calling the routines from M/L, but they're usable. I've only done one Action! program that used them (just a simple translation of Point Set Graphics from one of Compute's [1st?, 3rd?] book of the Atari). It produces a very noticible speed increase. BTW: I've got an EPROM burner if you get as far as that for a co-processor. I'm still in favor of 6551 links between the microprocessors, but if somebody gets stumped for lack of a burner I'll offer my services.

1819. Re: hand-print recognition...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 02:41:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58575@cup.portal.com>
Source record: 111366

It's probably not the answer you're looking for, but close. Jerry Edwards at Agnew Hospital in CA has been using 8-bits to hook paraplegics up to the outside world so to speak. Even though I've talked with him, he doesn't say much about his work, modesty I believe. From what I've heard he's found some people who were thought to be severely brain damaged that have relatively normal IQs. I could get more details, but I think he's using the persons head movements as input. I'm not sure about the need for hand writting analysis, but there is a definate need for communication with people that have no control over their body or voice.

1820. Re: [FREDDIE CHIP] Re: NTSC Atari in PAL-land

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 08:09:41 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.705139781@garbod20>
Source record: 111367

ai792@cleveland.Freenet.Edu (Tony Lang) writes:

> One simple question: What is the Freddie Chip?

> I have read about the 130xe and have one myself, and know that they use
>a Freddie chip to control the memory. I know alot about chips, ttl and cmos
>from my Computer Hardware course. I have looked through several electronic
>source books and have never run across this chip.

I think Freddie (Freddy?) is a custom chip, that's why it isn't listed
in electronic sourcebooks..

Anders Skelander

1821. Haunted House

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 12:34:40 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.705155680@garbod20>
Source record: 111368

I've been asking in rec.games.video about the game Haunted House for the 2600. It sounds as if it's an interesting old game, but the guys who responded to me didn't think it was ever made available for the Atari 800/XL/XE.

Is there anyone out there who has heard of an Atari computer version of Haunted House?

Anders Skelander

1822. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 15:04:12 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92127.100412JJMCWILL@MTUS5.BITNET>
Source record: 111369

In article <58537@cup.portal.com>, Chris_F_Chiesa@cup.portal.com says:
>
>Just for the record, there ARE "fast" ways of generating SIN() and COS()
>and other trig, transcendental, etc. functions. (Surely you don't think a
>pocket calculator has more firepower in it than an Atari... I don't...
>does anyone know for sure?) I've heard rumors that HP calculators use
>something called "CORDIC rotators," which converge to the right answer
>at something like "one bit per iteration" of accuracy.
>
>If anybody here happens to know, or look up, or otherwise unearth, infor-
>mation detailing these CORDIC beasties, I'd like to know more about them.
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Hmm yeah, so would I. I do understand the HP 48sx is quite a
powerful calculator though, but I get your point.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

1823. Re: S.A.M and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 15:15:18 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92127.101518JJMCWILL@MTUS5.BITNET>
Source record: 111370

In article <"92-05-05-19:00:18.73*UJ1G"@DKAUNI2.BITNET>, UJ1G@DKAUNI2.BITNET
says:
>
>>
>> Marek,
>> Thanx for the info on S.A.M.
>> I have two more questions. Is there an english-language version of S.A.M.?
>> Is there an english-language version of "AtariMagazin"?
>> I hear that there is a lot of commercial software development going
>> on in Europe, especially Germany, for the Atari 8-bits, and I would
>> like to stay "up" on it. I don't speak German though, not even
>> "high school German". Am I out of luck?
>>
>> Keith
>
>You are lucky, at least on the S.A.M. issue. Like many other German
>commercial and non commercial software S.A.M. is entirely in English.
>Actually there isn't even a German version available.
>English has a great impact on German software production. In Germany
>you find more programs that are in English than in German
>(we are talking about programs written by German authors!).
>Many people here in Germany don't like this, they want to have more
>German speaking programs but there is no way of getting English
>out of German programs :-).
>Anyways, the docs for S.A.M. are in German. :-(
>You are out of luck according to english-language versions of
>"AtariMagazin" they are only in German (still published after a
>break!).
>
>Yes, there is some commercial software here in Germany produced
>by dedicated users and small companies. Take "Quick" for example
>which is a commercial compiler language a little bit like
>"C" and "Action!" and like "Assembler". It is very fast.
>You can even write procedures for the VBI. This language supports
>a ST-mouse, digitized sound, P/M graphics and lots more.
>
>I hope this gave you a vague idea about the situation in Germany.

Can you give more details on this interesting sounding language?
Could we possilby get some generous bilingual person to translate the
documentation for us? It sounds very interesting.

Jeff McWilliams

>
>See ya,
>Marek Tomczyk
> \ ATARI 8-BIT
>---------------------------------------| \ the
>Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
>BITNET: uj1g@dkauni2 | / equipment
>FREENET: bn137 | /
>---------------------------------------| / for the 21st century
> /

1824. Atari User Group meeting - Wed May 13/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 15:47:28 UTC
From: daroloso@math.waterloo.edu
Message-ID: <1992May6.154728.13018@math.waterloo.edu>
Source record: 111371
Cross-posted to: ont.micro,kw.micro,comp.sys.atari.8bit,comp.sys.atari.st,uw.sys.atari

In May, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Desktop Animation.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the May issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, May 13, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for more information.

Hope to see you there,
Dani Roloson

1825. 800 ver of Adventure??

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 15:58:03 UTC
From: Dj Merrill <DEEJ@MAINE.MAINE.EDU>
Message-ID: <92127.115803DEEJ@MAINE.MAINE.EDU>
Source record: 111372

How about an 800 version of the 2600 game Adventure??


```
+-----------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+-----------------------------+
```

1826. Re: Haunted House

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 16:07:43 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May6.160743.7880@usenet.ins.cwru.edu>
Source record: 111373

To my knowledge, Haunted House was never released for the 800/XL/XE's.
It was 2600 only. I have it, and it's a cute old game, but I prefer
Superman to it, by far.

ROb
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

1827. Re: 800 ver of Adventure??

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 17:56:17 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992May6.175617.17729@exu.ericsson.se>
Source record: 111374

In article <92127.115803DEEJ@MAINE.MAINE.EDU> Dj Merrill <DEEJ@MAINE.MAINE.EDU> writes:
>
>How about an 800 version of the 2600 game Adventure??

Galahad and the Holy Grail, by Douglas Crockford, was supposedly
written with 2600 Adventure as the inspiration. GATHG was sold
through APX, and later Antic.
--
James Hague
exuhag@exu.ericsson.se

1828. Re: S.A.M. (was Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 19:00:47 UTC
From: DEEJ@MAINE.MAINE.EDU
Message-ID: <92127.150047DEEJ@MAINE.MAINE.EDU>
Source record: 111375

I have a program SAM for the Atari - Software Automatic Mouth
by Don't Ask Software - a software based speech synthesizer.
Is interesting the two programs have the same name.
Confused me the first couple articles I read...

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

1829. Re: MAIL-IN CAMPAIGN A SMASHING SUCCESS !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-06 21:07:23 UTC
From: rene@dvorak.amd.com
Message-ID: <1992May6.210723.26511@dvorak.amd.com>
Source record: 111376

I would like to thank all of you for what you are doing to make this
magazine a reality. You all are doing a great job and I am glad to
be a small part of what it.

My whole hearted thanks....

L. Rene' Castro
Data Communications Technician
Advanced Micro Devices

--

L. Rene' Castro voice:(512)-462-6241
Advanced Micro Devices fax:(512)-462-5156
5204 E. Ben White email:rene@dvorak.amd.com

1830. S.A.M. (was Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-07 01:13:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-06-18:13:32.09*UJ1G"@DKAUNI2.BITNET>
Source record: 111377

Bill Kendrick writes:

> Anyways. PLEASE explain this S.A.M. program! The only SAM I've
> ever heard of was from Don't Ask Software .. it was a voice sythnesizer
> built into software (ie, use it for your own programs, etc.)
> I've only seen THAT on my brother's c=64, but I know I can get
> it. (BTW: wasn't it one of you out here in net-land who said they had a
> copy they'd get me?? or was it someone else??????)
> later-on Bill

I've seen this other SAM on a C=64 too, but it's a different S.A.M.
I'm gonna explain to Bill and all other interested people.

S.A.M. stands for Screen Aided Menagement. It is a piece of commercial
software produced by a small German software house.
It is a user interface with integrated applications.
It uses an 80 columns screen on a standard TV set. It looks a little
bit like GEM on the Atari-ST. You have pull down menus on the top
of the screen where you can select items with your mouse or joystick.
There are standard items like "directory, lock file, format disk,
read sector, duplicate disk, etc.". Then you have some special
applications you can pick up. They will be loaded from the S.A.M. disk.
One of them is a spreadsheet program. Another is a program called
"Memobox". It is a small database with the possibility of creating
your own data cards. Also included are two character editors.
One for standard B/W characters and the other one for GRAPHICS 12
color character sets. Next application is a painting program
which uses 128 colors but only 4 on a single line (standard DLI).
It has many usefull functions like fill and unfill!, draw lines, draw
circles, mirror etc.
Another part of S.A.M. is a word processor. It has all the functions
I need like text formatting, cut, paste, block text, preview function
(you see the whole layout of the page), support for Atari printers
and Epson printers.
Next item you can open is a monitor program to browse the memory.
It has some kinds of display functions like showing screen code
or ATASCII code or showing bytes in their binary appearence
(eg. $A800: 01011100) so you can easily scan for character sets.

I think I have described all the implemented applications.
All of them have full 80 column and mouse support. But there is more.
S.A.M. is a kind of extention of the operating system. There are
documented interfaces for routines of S.A.M. so you can write
your own software. For example you can use the "open window" routine
just by putting the coordinates in a special location and calling

the apropriate S.A.M. subroutine. Then just give your application
a special filename extension and place it on the S.A.M. disk.
Next time you use S.A.M. your application will be awailable in the
pull down window.

Due to this flexibility there are some new programs for S.A.M.
awailable. To name one: a 'Breakout' game.

Ok, I think that's all I remember about S.A.M.
I hope this gives you a vague idea about it.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1831. Re: Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-07 06:33:58 UTC
From: etxansk@garbod20.ericsson.se
Message-ID: <etxansk.705220438@garbod20>
Source record: 111378

moon!cyberden!phbill@well.sf.ca.us writes:

>Well.. if you've noticed, a lot of memory locations (ROM ones, that is)
>have two uses. One is a READ use (ie the console check) and the other is
>the WRITE use (in this case, the pop). Another thing to note, is just as
>the key click on the xl's/xe's comes from the >TV/monitor< speaker, the
>"popping" noise (very much like the buzzer (bell, if you want to use the
>badly-described name) or [RESET] "pop") comes from the speaker as well,
>so any s/w using this "feature"(?!) will work on the xl/xe series as well
>as the 1st generation ones.

True. But location 53279 (decimal) isn't in ROM, it's an address in
a chip, probably POKEY. ROM locations never have a "write use" in
the Atari.

I'm curious about this location. Does clicks caused by writing
address 53279 affect the four sound channels in POKEY, or are
they independent of it?

Anders Skelander

1832. Re: Haunted House

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-07 16:58:40 UTC
From: walshm@craft.camp.clarkson.edu
Message-ID: <walshm.705257920@craft.camp.clarkson.edu>
Source record: 111379

etxansk@garbo.ericsson.se writes:

> I've been asking in rec.games.video about the game Haunted House for
>the 2600. It sounds as if it's an interesting old game, but the
>guys who responded to me didn't think it was ever made available for the
>Atari 800/XL/XE.

> Is there anyone out there who has heard of an Atari computer
>version of Haunted House?

> Anders Skelander

HH was an interesting game; but not as much fun as adventure. You were a
pair of eyes (like eaten pac man ghosts) that went around a house, scolling
up and down each floor, with a stairway to get up or down. There were bad
guys, like ghosts, bats, etc. You could see objects around you by pushing
the joystick button to light a match, but it would blow out or burn out
eventually; you had to conserve. Can't remember all the objects you
could pick up, but the idea was to find three pieces to a chalice or something
and take it to the exit of the house. It then played the theme to the
Twilight ZOne (used without permission)

--
Matt Walsh walshm@clutx.clarkson.edu
614-424-4159 (daytime)
614-538-9427 (after 5 est)
How can you have your pudding if you don't eat your meat? You! Yes You!

1833. Re: Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-07 23:14:31 UTC
From: bmarcum@world.std.com
Message-ID: <BnwLw7.Mws@world.std.com>
Source record: 111380

In article <etxansk.705220438@garbod20> etxansk@garbod20.ericsson.se (Anders Skelander) writes:
>
> True. But location 53279 (decimal) isn't in ROM, it's an address in
>a chip, probably POKEY. ROM locations never have a "write use" in
>the Atari.
>
> I'm curious about this location. Does clicks caused by writing
>address 53279 affect the four sound channels in POKEY, or are
>they independent of it?
>
It's completely separate. If you have a 400 or 800, the clicks come from a speaker inside the computer, not from the TV or monitor speaker. And if I remember right, that location (53279) is in the GTIA chip.

> Anders Skelander
>
Bill Marcum bmarcum@world.std.com

1834. Re: Need some Atari disks translated to IBM Dos format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 00:11:39 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992May8.001139.29672@news.ysu.edu>
Source record: 111381

There was recently posted a program on the GEnie BB called SR.ARc..
This is an IBM program that will allow your PC to read Spartados disks...
Don't know why you would want to do it but the capability exists...

1835. New internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 00:56:07 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992May8.005607.1461@news.ysu.edu>
Source record: 111382

Hello! I am the new sysop of the Youngstown State Univ. Atari Sig
We have an internet link and are in great need of your help!!!
We need e-mail..lots of it, or we will wind up getting our SIG pulled of the wire!!!
Please drop a note to: xx140@yfn.ysu.edu
Remember: we need quantity, not quality,so yell at us soon!!
Joe

1836. Zip program

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 05:41:50 UTC
From: kiernasj@craft.camp.clarkson.edu
Message-ID: <kiernasj.705303710@craft.camp.clarkson.edu>
Source record: 111383

This summer I am going to work on Atari 8-bit versions of zip, arj, and lharc. I have the source code for a Zip compressor and decoder in Turbo Pascal and 80x86 machine language (for the IBMs and compatibles).

By next school year, I should have either one or more done (and working just like the originals). They might be a little slow on a 8-bit, but the compression will be better that ARCed files.

=-=-=-

1837. HELP WITH PAPERCLIP

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:08:50 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92129.010850JJMCWILL@MTUS5.BITNET>
Source record: 111384

I am having some problems with paperclip 2.1 which I just purchased used. First, I was highly dismayed when I booted it on my 1088K Newell upgraded 800XL and it failed to recognize it as a 130XE compatible machine. All other software that I have run on this machine has worked fine as far as 130XE compatibility goes.

Next, I dug up my Newell 256K 1200XL and booted it into Paperclip 2.1 with BASIC removed of course. This time is recognized it as a 128K machine and reported 80K available as text RAM. I thought I understood Paperclip can recognize up to 220K for use as a Text buffer? Can someone help me on either or both of these problems? Amos Jackson, you have a 1 meg Newell computer, have you ever experienced these problems before?

If I could get Paperclip to recognize more memory, I would be prepared to make it my main word processor, as it has lots of bells and whistles.

But these problems have me seriously perplexed.

Jeff McWilliams

1838. Re: MAIL-IN CAMPAIGN A SMASHING SUCCESS !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:12:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <X3yFkB6w164w@cyberden.uucp>
Source record: 111385

poehland%phvax.dnet@SMITHKLINE.COM (Ben Poehland) was telling us all
about the campaign coming through.

Well... conGRADULATIONS!!!!! That's WONDERFUL! I'm just surprised to
see that only 37% of the "die-hards"? (I guess we ALL aren't!) returned
the postcards. Hmm.. well, at least you guys did it! I've written that
post to file, and will upload it/post it around the SF Bay area (one bbs
of which is in the Carina net, so...it'll be a little bit wider than just
us California dudes!) Thanx again! Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1839. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:15:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <q9yFkB7w164w@cyberden.uucp>
Source record: 111386

(Jeff McWilliams was bugging me about the limitations of table
mathematics and how much better a math-coprocessor'd be!):

<giggle> I'm working in BASIC, if you don't recall! ;)

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1840. Re: Atari Explorer ON-LINE

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:16:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <40yFkB8w164w@cyberden.uucp>
Source record: 111387

Enuf complaining about explorer not having 8-bit! Let's get writing for
_Atari_Classics_!!! ;)

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1841. Re: hand-print recognition...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:23:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1LZFkB9w164w@cyberden.uucp>
Source record: 111388

Going on about recognition of hand writing. Well, 1) does the Koala have good enuf resolution to get handwriting? (I've never used an Atari koala, just a c=64 and I was VERY VERY young at the time!). This is MAINLY because I write VERY VERY tiny (not THAT tiny, but just very squished together).

Back to the ability to do this.. well, this is more of an artificial intelligence type thing than anything else. (>>IF<< you want the thing to learn handwriting). You'd have to have it perfect the writing as you go on, until it can easily tell how you normally write. I was watching an episode of that cool PBS program "The Thinking Machine" (is that what it's called? well, anyways...). The episode was about AI (you all saw that coming, didn't you!? :)). This group was just teaching a machine...FACTS, sorta like reading it an encyclopedia, but going a bit farther, into the "common" knowledge that WE all know, but the computer doesn't. (IE, when George Washington was in Virginia, his left foot was in Virginia...)

Anyways. From seeing that and playing a bit with an inference engine (you say "a bear is a mammal. a mammal is an animal. what is a bear?" and it'd reply "mammal/animal"..etc.etc.), I could understand the simplicity of a handwriting "translator" or whatever you'd like to call it. Oh well, enuf useless babble. Have fun with the project.
Perhaps one day you could TRANSLATE it from whatever you're using on your Unix to Atari BASIC! :) heheheh.. later

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1842. Re: Pot Conversion Speed Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:28:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <suZFkB10w164w@cyberden.uucp>
Source record: 111389

etxansk@garbo.ericsson.se writes:

> Does anyone know how fast(ly?) the POKEY chip converts analog paddle (pot)
> states to digital values? I presume it's pretty slow.
>
> Thanks in advance,
> Anders Skelander
>

Well, it depends! :) How fast is FAST!? (I'm the guy with the slow
1050! :))

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1843. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:34:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <44ZFkB11w164w@cyberden.uucp>
Source record: 111390

Ya said 6502C? Hang on, please explain the diff. between the:
6502
65c02 and
6502c
!!! thanx Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1844. Re: Atari Stacy

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:36:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <q7ZFkB12w164w@cyberden.uucp>
Source record: 111391

danw@zds.com (Dan Wax) writes:

> Does anyone know what a used Atari Stacy should cost. This particular
> one will come with a color monitor, Wordperfect, Flash, C-LAB, and
> a joystick.
>
>

Hey! I resent that! Leave the ST questions to the ST section!! ;)

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1845. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:38:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cB1FkB13w164w@cyberden.uucp>
Source record: 111392

potter@sundae6.DAB.GE.COM (Jeff Potter) writes:

> In article <92122.003914JJMCWILL@MTUS5.BITNET>, Jeff McWilliams <JJMCWILL@MTU
> |> Is there anyone out there who would be interested in seeing this
> |> coprocessor project become a reality? Or am I offbase in thinking there
> |> is an actual need for faster math calculations?
>
> Sounds like a good hardware upgrade for the ol' 8-bit. But all my graphics
> programs (APACVIEW et.al.) don't use floating point. Would it be possible
> to route subroutines to the coprocessor to take advantage of its 8 MHz
> operation (plus no interrupts for DRAM and screen refresh)? If so, I could
> make a screamer of a GIF decoder, Bob Puff could speed up his UnArc, etc.
>
> --
> Jeff Potter
> ....potter@sundae6.dab.ge.com
> ....74030.2020@compuserve.com

(BTW: Jeff! Saw your article in AIM! Good job man!!!)

Yeah, but wouldn't it be nice to watch them thar pictures \|/-\|/-...SPIN
AROUND!? ...or say, TWIST from the middle outwards!? God.. I sound
like I'm high or something! :)... anyways... yeah, I'd also love to
make a <90' rotator for graphics (MAINLY fonts, that'd be 8x8, but a
whole screen'd be sorta cool to rotate!!) :) Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1846. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:44:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4J1FkB14w164w@cyberden.uucp>
Source record: 111393

potter@sundae6.DAB.GE.COM (Jeff Potter) writes:

> In article <Xgk3JB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us w
> |> BTW, Jeff.. have you ever considered making a version of CV with the
> |> ability to load 1 HUGE .RGB screen? (ie, rather than using Apac to load,
> |> save as r, load, save as g, load, save as b.. just load, save, load,
> |> append, load, append. I'm not saying to re-make the format of CV files,
> |> but perhaps just add this as a way of loading files into it.. or did you
> |> think of this already and avoid it for some reason that is totally
> |> unobvious to my meager mind!??! :))
>
> Hmmmmm.... I remember thinking of this mode, then conciously not
> implementing it. It sure means you gotta wait a long time if you're
> decoding an interlace mode picture, and you just want to see some detail in
> the upper left corner...APACVIEW has to scan the whole file three times.
> Maybe I was just too lazy at the time (that interlace mode-when GIFs decode
> in four passes and filling in between previous lines-makes a lot of nifty

HMM!??!? Either I'm totally lost, or you didn't understand the question.
The question was rather than making three CV files (.r,.g & .b), just
have 1 BIG file containing all colors in succession. Or! Either I have
an old version of CV, or you were lying about zooming into pics. in
colrview!! (ya said "the upper left corner"). All I want to do is use
the "A"ppend command when saving for more than just .ILC/.PZM file
creating. Ah well.. just confused (or confusING!?)
Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1847. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:48:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9q1FkB15w164w@cyberden.uucp>
Source record: 111394

potter@sundae6.DAB.GE.COM (Jeff Potter) writes:

> In article <Xgk3JB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us w
> |> BTW, Jeff.. have you ever considered making a version of CV with the
> |> ability to load 1 HUGE .RGB screen? (ie, rather than using Apac to load,
> |> save as r, load, save as g, load, save as b.. just load, save, load,
> |> append, load, append. I'm not saying to re-make the format of CV files,
> |> but perhaps just add this as a way of loading files into it.. or did you
> |> think of this already and avoid it for some reason that is totally
> |> unobvious to my meager mind!??! :))
>
> Hmmm....I had written a really good response to this post, but my mailer
> must have digested it. No real good reason why I never created a mode like
> this. It does mean you'd have to wait for the GIF image to load three times
> entirely before it would save. The .R/G/B format was also chosen to allow
> others to create their own graphics 9 or 15 files for viewing with COLRVIEW.

Nope, it didn't get eaten. Umm.. I THINK I understand a LITTLE bit
better now.??? Doesn't the GIF load 3 times when you make a ColrView
picture ANYWAYS!? <grin>. All this "mode" is is a loading mode, not a
graphics mode. Your loader wouldn't be like this:

```
LOAD NAME.R
LOAD NAME.B
LOAD NAME.G
```

```
it'd just be
LOAD NAME
LOAD IT SOME MORE
LOAD IT SOME MORE
```

This uses just 1 file bing 62x3 sectors long. Also, this'd let you use
extenders on file names, rather than NEEDING the ".R",
etc.etc.etc. later again Phbill

```
_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
___________________________________ Joy!
```

1848. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:52:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uy1FkB16w164w@cyberden.uucp>
Source record: 111395

Amos.Jackson@f47.n282.z1.tdkt.kksys.com (Amos Jackson) writes:

> SpartaMess?!?! What in the world is that?? A reference to a DOS that obviou
> you know little to nothing about??
>
> Atari 8-bit users bashing software that is used by other Atari 8-bit users!
> What is the world comming to! There are many users out here who LIKE SpartaD
> that I don't see bashing MyDOS because we don't use it. I do have a copy of
> MyDOS that I obtained when I got my 1 meg upgrade from Newell Industries for
> 800XL, tried it, but don't like it, but also don't bash it, and also don't pl
> juvelile remarks about it in the net to offend other users that cater to MyDO
>
> Your post started out to be something that was very interesting and informati
> and upbeat, but ended like (bleep). This is a GREAT net. Add to it, don't t
> away from it.
>
> From an offended SpartaDOS user.
>
> Amos Jackson
>
> * Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

ZAP ZAP ZAP OUCH!
I'm sorry. I've just totalled MANY A DISK with sparta dos. IE:
I got BobTerm 1.22, it's 197 sectors. So is 1.21. I went to copy 1.22
over 1.21. It ran out of room. In the first place, the FREE didn't add
onto the total sectors correctly either (file1's length+file2's
length+etc+etc+FREE SECTORS was NOT = to 1027 like it WAS BEFORE I LET
SPARTA TOUCH IT! :))...
anyways.. remember, there are good computers with
good software <and> bad software.... and then there are just BAD
computers! :) I'm glad I don't have an -----2! ;)

Sorry 2 offend you!! I was just mad at the damned thing! I've used my
Atari for 9 years now and have had very few complaints except when it
comes to disks dying on me for mysterious reasons. (usually my fault,
but this time I don't think even >I< could mess up enuf by myself to get
30 sectors to "dissappear" yet still be on the "free" part of a disk!!!
heheh) later - Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1849. Re: S.A.M and MIO (was Re: Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:54:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <y11FkB17w164w@cyberden.uucp>
Source record: 111396

Thanx for the MIO info. How much does one cost, and is the black box
better = or < the MIO? Bill

```
_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!
```

1850. Re: S.A.M. (was Favorite 8-bit software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 06:59:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <k01FkB18w164w@cyberden.uucp>
Source record: 111397

Thanx for the info. on S.A.M. (BTW: I'm loaning SAM the speech synthesiser for a while! 8-) fun!!!) Anyways...does it have any type of terminal program? It's commercial, right? How much, etc.etc? (wait, I MIGHT just have that already...well, I MIGHT not too, so GIVE IT! :)) thanx again phbill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1851. CONGRADULATIONS!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 07:02:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Ne2FkB19w164w@cyberden.uucp>
Source record: 111398

I just wanted to say congradulations to Jeff McWilliams, Ben Poehland and all the _Atari_Classics_ campaign crew out there for getting this thing off to a great start!

I'd also like to congradulations again to Jeff Potter for that news article. BTW: both you and Bob Brodie looked a LOT like I expected. I didn't imagine you with a mustache or him with a beard, tho.

Also, what do you all think? Should I subscribe to AIM, or just wait and see what _Classics_ gets to be?? (I'd rather go for a >mag.< on 8-bits, rather than a few articles (tho, most than I've ever seen in YEARS!!!!) like in _AIM_. Hmm... (being cheap cuz money's tite as usual!)
Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1852. need help with Paperclip!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 14:21:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92129.092145JJMCWILL@MTUS5.BITNET>
Source record: 111399

I am having some problems with paperclip 2.1 which I just purchased used. First, I was highly dismayed when I booted it on my 1088K Newell upgraded 800XL and it failed to recognize it as a 130XE compatible machine. All other software that I have run on this machine has worked fine as far as 130XE compatibility goes.

Next, I dug up my Newell 256K 1200XL and booted it into Paperclip 2.1 with BASIC removed of course. This time is recognized it as a 128K machine and reported 80K available as text RAM. I thought I understood Paperclip can recognize up to 220K for use as a Text buffer? Can someone help me on either or both of these problems? Amos Jackson, you have a 1 meg Newell computer, have you ever experienced these problems before?

If I could get Paperclip to recognize more memory, I would be prepared to make it my main word processor, as it has lots of bells and whistles.

But these problems have me seriously perplexed.

Jeff McWilliams

1853. Re: Need some Atari disks translated to IBM Dos format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 15:08:03 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992May08.150803.36913@yuma.acns.colostate.edu>
Source record: 111400

I have just had success using Util.exec, which is on Umich archives as
util.arc. It is supposed to work with MYDOS disks. It works with my
single-sided double density disks formatted on Percom Drives under O
OSA+.

Bob Komives

1854. Re: S.A.M

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 15:30:10 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992May8.153010.7099@ucsu.Colorado.EDU>
Source record: 111401

In article <92127.101518JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>In article <"92-05-05-19:00:18.73*UJ1G"@DKAUNI2.BITNET>, UJ1G@DKAUNI2.BITNET
>says:
>>
>>>
>>> Marek,
>>> Thanx for the info on S.A.M.
>>> I have two more questions. Is there an english-language version of S.A.M.?
>>> I hear that there is a lot of commercial software development going
>>> on in Europe, especially Germany, for the Atari 8-bits, and I would
>>> like to stay "up" on it.
>>>
>>> Keith
>>
>>You are lucky, at least on the S.A.M. issue. Like many other German
>>commercial and non commercial software S.A.M. is entirely in English.
>>Actually there isn't even a German version available.
[Stuff deleted to save bandwidth]
>>You are out of luck according to english-language versions of
>>"AtariMagazin" they are only in German (still published after a
>>break!).
>>
>>Yes, there is some commercial software here in Germany produced
>>by dedicated users and small companies. Take "Quick" for example
>>which is a commercial compiler language a little bit like
>>"C" and "Action!" and like "Assembler". It is very fast.
>>You can even write procedures for the VBI. This language supports
>>a ST-mouse, digitized sound, P/M graphics and lots more.
>
>Can you give more details on this interesting sounding language?
[Stuff deleted to save bandwidth]

Yeah, I would really like to get my hands on some of this neat-sounding
software. I'm not even concerned about whether docs or programs are in
English or German - I speak/read both. Just please tell us how we could
get ahold of this stuff! (Without having to send money orders in DM to
get half a year's worth of back issues!)

TNX much in advance,

--Michael

Michael Hill <>< Isaiah 9:6 | "'Cause I'm a simple man and I love the Lord

hill@spot.Colorado.EDU | I know that He'll provide my need
Ball Aerospace Systems Group & | Yes, I'm a simple man and I love the Lord
University of Colorado@Boulder | His love is everything to me."
$ mv net.flames /dev/null | --Whitecross, "Simple Man"
------------------------All glory to God in the highest!----------------------

1855. Re: hand-print recognition...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-08 23:24:40 UTC
From: spam@iastate.edu
Message-ID: <1992May8.232440.16978@news.iastate.edu>
Source record: 111402

In article <1LZFkB9w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Going on about recognition of hand writing. Well, 1) does the Koala have
>good enuf resolution to get handwriting? (I've never used an Atari koala,
>just a c=64 and I was VERY VERY young at the time!). This is MAINLY
>because I write VERY VERY tiny (not THAT tiny, but just very squished
>together).
>
>Back to the ability to do this.. well, this is more of an artificial
>intelligence type thing than anything else. (>>IF<< you want the thing
>to learn handwriting).

I don't recall what the resolution of the koala pad is, but it's plenty large for my purposes. If I can scratch an inch-high "A" on the pad and have the computer identify it, then I'll be happy. This isn't going to be very useful in the real-world because of the hardware involved (IMHO any useful hand-printing-based system must be completely portable). I'm more interested in the neatness of the project.

The algorithm I'm planning to use is based on one described in the April issue of Dr. Dobbes Journal. It's far easier to do than I'd ever thought; I don't see any trouble in using the Atari for this project. Not much number crunching is involved, and I wouldn't even call it artificial intelligence. However, for at least the initial implementation I plan to use a unix system to do the analysis so the software will be more portable. The atari will be little more than a digitizing pad. Later, I may start to move some or all of the analysis services over to the atari.

> I could understand the
>simplicity of a handwriting "translator" or whatever you'd like to call
>it. Oh well, enuf useless babble. Have fun with the project.
>Perhaps one day you could TRANSLATE it from whatever you're using on your
>Unix to Atari BASIC! :) heheheh.. later

Well, I wouldn't call it simplicity...but I might call it "simpler than I thought". Actually this is one of those examples where the difficulty lies more in having a correct "vision" of the solution than in the actual implementation. I suggest that anyone interested in this sort of project get the april issue of Dr. Dobbs journal...

-m

--
Michael Begley Ask me how A riot is the language
spam@iastate.edu Iowa State University of the unheard.
(515) 296-8378 is censoring my usenet access -MLK

1856. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 00:32:14 UTC
From: bmarcum@world.std.com
Message-ID: <BnyK5r.92F@world.std.com>
Source record: 111403

The only problem I can see with using one big file instead of three little files for Colrview is, you might run out of disk space while saving the second or third image. If it was all one file, you would have to start all over again. Also, with some gif files the R, G, and B images turn out to be exactly the same anyway (The gif is encoded as 16 or 256 colors, but they're all shades of gray). I think it would be nice if Apacview made it easier to save the R, G and B files. You reload the Gif file by pressing Option and then trigger instead of retyping the file name, why not do something similar to save a file?

Bill Marcum

1857. Re: 800 ver of Adventure??

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 01:51:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XNHHkB4w164w@cyberden.uucp>
Source record: 111404

Dj Merrill <DEEJ@MAINE.MAINE.EDU> writes:

> How about an 800 version of the 2600 game Adventure??
>

What about that I-Magic (BTW: is that pronounced I or E??) game with the
dragon and castle and stuff!? :)

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1858. Re: Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 01:52:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <1qHHkB5w164w@cyberden.uucp>
Source record: 111305

(as to whether 53279's click is seperate from the 4 voices)...
I think so. I'm not sure. Hey guys, where does the key-click come
from?? Hmm??? And..on a 400/800, does the drive i/o go thru the
speaker? (never used but a 410 on a 400!) later

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1859. Re: Pot Conversion Speed Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 09:59:26 UTC
From: atario@cats.ucsc.edu
Message-ID: <34978@darkstar.ucsc.edu>
Source record: 111306

>etxansk@garbo.ericsson.se writes:

>> Does anyone know how fast(ly?) the POKEY chip converts analog paddle (pot)
>> states to digital values? I presume it's pretty slow.
>>
>> Thanks in advance,
>> Anders Skelander
>>

You can set it for two speeds: once every frame (60 Hz) or once every two
scan lines (about 7850 Hz). You do the latter by setting bit 2 of 53775
($D20F; SKCTL/SKSTAT) to 1. It loses a little accuracy at this speed,
however.
--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

1860. Re: New internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 11:34:07 UTC
From: jonc@status.gen.nz
Message-ID: <k83ikB1w164w@status.gen.nz>
Source record: 111307

ac742@yfn.ysu.edu (Joe Perkins) writes:

>
> Hello! I am the new sysop of the Youngstown State Univ. Atari Sig
> We have an internet link and are in great need of your help!!!
> We need e-mail..lots of it, or we will wind up getting our SIG pulled of the
> Please drop a note to: xx140@yfn.ysu.edu
> Remember: we need quantity, not quality,so yell at us soon!!
> Joe

Welcome to the NET Joe. You will be happy to know we at the Z*NET Global
News Gateway here in New Zealand and all our users have read your posting.

I hope you manage to retain your SIG on your machine.

Kind regards,

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

1861. Re: Haunted House

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 17:40:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4LPikB4w164w@cyberden.uucp>
Source record: 111308

walshm@craft.camp.clarkson.edu (Matt 'MTM' Walsh) writes:

> guys, like ghosts, bats, etc. You could see objects around you by pushing
> the joystick button to light a match, but it would blow out or burn out
> eventually; you had to conserve. Can't remember all the objects you
> Twilight ZOne (used without permission)

1) I recall that you never DID run out of matches! (it said there were
99 but when it went down to 00 it wrapped back up to 99)

2) WithOUT permission?! Did they ever get in trouble for that!? :)

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1862. SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 17:50:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705460060.F00001@tdkt.kksys.com>
Source record: 111309

Well, when I was first introduced to SpartaDOS (before I got an MIO), the person gave me a few disks with it and various command modules on it - but NO docs!!

Took me a total of 4 hours to learn how to work it inside and out. Of course I ALWAYS create a copy of my working disk (the only real rule to computing!) before doing any overwriting to any files (yep, you guessed it - I learned that one the HARD way!) to insure that if something goes wrong, I still have my original working disk. I7ve never experienced free space disappearing as you mentioned except when XINITing the first partition of the hard drive set up (something that I've done a few times). Really, that's the only complaint I have with SpartaDOS, and even with that, it's not the DOS itself, but the floppy formatter. I feel that a safety could have been placed in the code to check to see if the drive being accessed is not a hard drive, for it tends to get a user EXTREAMLY upset to see a 7.5 meg partition turned into a 720 sector disk!! :-(

Anyway, thanks for understanding my post and for aiding the net in the mannar that you do.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1863. SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 17:56:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705460060.F00002@tdkt.kksys.com>
Source record: 111310

BTW: You didn't mention which version of SpartaDOS you were using at the time. I do know that version 3.2d is the most unfriendly version as far as getting certain file to run with it, X 4.20 is the best. I've had to use a little known command with 3.2d called XDIV (internal) to get certain files to run. It's some sort of multi-mode/multiprocessing command that SpartaDOS uses that can be turned on and off (ICD called it multitasking, but I'm sure that it isn't TRUE multitasking).

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1864. What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 18:06:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705460060.F00003@tdkt.kksys.com>
Source record: 111311

Even though I'm not sure how it's done, there is something simillar that occurs in BBS Express PRO through the file area commands. Although it is in the standard text mode, what happens is on the SysOp's side of the bbs (at the bbs itself), there is a chart that comes up when the file transfer takes place. The chart is generated from the middle of the screen, outwards. The first time I saw it, I was astounded. The operation is VERY fast (equal to 19.2k baud), but with the press of certain keys, it can be slowed down. When the file transfer is complete, the reverse happens - the screen flashes, and the chart shrinks back to the center of the screen and there is text "behind" the chart informing the SysOp how many files, descriptions were sent/entered and if any file transfers were aborted. This operation takes place at m/l speeds so it is by no means slow.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1865. Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-09 18:41:40 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992May9.184140.24412@news.ysu.edu>
Source record: 111312

Our SIG at Youngstown State Univ. Freenet posted a plea for e-mail..
We asked users to write us in order to generate some activity..to help us keep
our SIG online..
THANKS!!!!! The response was immediate and large!!!
Who says the 8 bit is dead???
If any of you are motivated..you may continue to drop us a line from time to time... we are not out of the woods yet!
Send to:
xx140@yfn.ysu.edu

We also have a BITNET connection which we will be glad to use on your behalf should anyone need to relay a message...
Thanks again to all.
Joe

1866. What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-10 05:20:00 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <705528210.F00001@tdkt.kksys.com>
Source record: 111313

I'd love math, IF software to use it caught on. Fractals are where I want to be.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1867. What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-10 05:40:01 UTC
From: Henry.Miller@f47.n282.z1.tdkt.kksys.com
Message-ID: <705528210.F00002@tdkt.kksys.com>
Source record: 111314

Should have made it do more, and convince your instructor that it is more useful for soesituatins to have both... :) Always impress your instructor, by goig above the expectation.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1868. Re: Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-10 07:16:30 UTC
From: arthur@pnet01.cts.com
Message-ID: <1992May10.071630.24901@crash.cts.com>
Source record: 111315

moon!cyberden!phbill@well.sf.ca.us writes:
>(as to whether 53279's click is seperate from the 4 voices)...
>I think so. I'm not sure. Hey guys, where does the key-click come
>from?? Hmm??? And..on a 400/800, does the drive i/o go thru the
>speaker? (never used but a 410 on a 400!) later

I don't know where the click comes from, but drive I/O goes through my
monitor's speaker.

Arthur L. Rubin (home) (714)671-1051
PO Box 9245 (work) (714)961-3771
Brea, CA 92622 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453
INET (work): a_rubin@dsg4.dse.beckman.com (I don't know UUCP path)
INET: arthur@pnet01.cts.com or arubin@pro-sol.cts.com
UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01![arthur pro-sol!arubin]
ARPA: crash!pnet01![arthur pro-sol!arubin]@nosc.mil
>>> All opinions expressed here are my own and do not represent my employer<<<

1869. Re: Loaction 53279 (CONSOL)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-10 11:18:59 UTC
From: c152-bv@dv349-5a.berkeley.edu
Message-ID: <C152-BV.92May10111859@dv349-5a.berkeley.edu>
Source record: 111317

In article <1992May10.071630.24901@crash.cts.com> arthur@pnet01.cts.com (Arthur L. Rubin) writes:

moon!cyberden!phbill@well.sf.ca.us writes:
>(as to whether 53279's click is seperate from the 4 voices)...
>I think so. I'm not sure. Hey guys, where does the key-click come
>from?? Hmm??? And..on a 400/800, does the drive i/o go thru the
>speaker? (never used but a 410 on a 400!) later

I don't know where the click comes from, but drive I/O goes through my
monitor's speaker.

The key-click comes from the internal speaker in the 400/800. On the
XLs, the key-click comes from the monitor speaker. Thus, one could
have a fifth voice if one really wanted.
--
=E =D--Abel Chow, U.C. Berkeley, EECS/C, '93 (abel@ocf.berkeley.edu)
DO NOT mail to c152-bv@dv349-[1-5][a-f].berkeley.edu. Replies WILL bounce.

1870. HELP WITH PAPERCLIP

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-10 18:12:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705559321.F00001@tdkt.kksys.com>
Source record: 111316

I will load up Paperclip and see if I experience the same problems that you described above and get back to you.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1871. OSS's Writers Tool

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 05:28:11 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92132.002811JJMCWILL@MTUS5.BITNET>
Source record: 111318

I have a chance to pick up this package fairly cheap. Does anyone
know anything about it? Can anyone vouch for its merits or shortcomings?

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1872. Re: What is a PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 17:06:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92132.120601JJMCWILL@MTUS5.BITNET>
Source record: 111319

In article <705528210.F00001@tdkt.kksys.com>,
Henry.Miller@f47.n282.z1.tdkt.kksys.com (Henry Miller) says:
>
>I'd love math, IF software to use it caught on. Fractals are where I want to
>be.
>
>
> * Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

Well one of my hopes would be that the floating point stuff would
act just like the Atari F.P. routines, so you could write the
software now... and it would slow, and if the accelerator ever
became a reality then you simply plug it in and watch the same
program faster.

Jeff McWilliams
JJmcwill@mtus5.cts.mtu.edu

1873. [FREDDIE CHIP] and the AMY chip

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 18:47:07 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992May11.140119.3089@wvnvms.wvnet.edu>
Source record: 111320

In article <etxansk.705139781@garbod20>, etxansk@garbo.ericsson.se writes:
> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
>
>> One simple question: What is the Freddie Chip?
>
>> I have read about the 130xe and have one myself, and know that they use
>>a Freddie chip to control the memory. I know alot about chips, ttl and cmos
>>from my Computer Hardware course. I have looked through several electronic
>>source books and have never run across this chip.
>
> I think Freddie (Freddy?) is a custom chip, that's why it isn't listed
> in electronic sourcebooks..
>
> Anders Skelander

Sort of along the same lines as this thread, does anyone know about AMY chip upgrades? I know that the 65XEM never made it past vaporware, but I remember reading somewhere (Antic, Analog) that 3rd party vendors were going to release an upgrade.
Joe Phlegm
Phlegm Bros.

1874. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 21:29:55 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992May11.212955.28628@ge-dab.GE.COM>
Source record: 111321

w.r.t. Colrview loading one big file, rather than three individual files:

I suppose I could make file creation easier, so you could create the three (or one) files just by pressing buttons or such. I was considering doing the following: change Colrview so that it can accept .R/G/B files as it does now, but then output one file in a compressed format (like Koala). It would of course also be able to load files it has created. Somebody gave me some code that would do just that, but I never used it until now. Besides, APACVIEW is running out of available RAM; I can't pack much more code in. The current run address is $2800, and it uses from there to the top of RAM ($BFFF?).

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1875. Re: [FREDDIE CHIP] and the AMY chip

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 22:49:29 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92132.174929JJMCWILL@MTUS5.BITNET>
Source record: 111322

In article <1992May11.140119.3089@wvnvms.wvnet.edu>, un037406@wvnvms.wvnet.edu says:
>
>In article <etxansk.705139781@garbod20>, etxansk@garbo.ericsson.se writes:
>> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>>
>>
>>> One simple question: What is the Freddie Chip?
>>
>>> I have read about the 130xe and have one myself, and know that they use
>>>a Freddie chip to control the memory. I know alot about chips, ttl and cmos
>>>from my Computer Hardware course. I have looked through several electronic
>>>source books and have never run across this chip.
>>
>> I think Freddie (Freddy?) is a custom chip, that's why it isn't listed
>> in electronic sourcebooks..
>>
>> Anders Skelander
>
>Sort of along the same lines as this thread, does anyone know about AMY chip
>upgrades? I know that the 65XEM never made it past vaporware, but I remember
>reading somewhere (Antic, Analog) that 3rd party vendors were going to release
>an upgrade.
> Joe Phlegm
> Phlegm Bros.

The AMY was supposed to be an awesome sound chip. I never heard about
it for a while after Atari announced the 8 channel 65XEM so I just
figured it never made it out of R&D.

Jeff McWilliams

1876. Re: Zip program

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 23:17:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mJumkB12w164w@cyberden.uucp>
Source record: 111325

Hey! I was STARTING to work on ZIP and utterly stopped (I had only "info
on how it worked"...you're lucky! you got CODE!) Also, lharc's been
started on by Bob Puff... so... I'd just put all your work into
zip! :)
later Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1877. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 23:23:03 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5sumkB13w164w@cyberden.uucp>
Source record: 111324

bmarcum@world.std.com (Bill Marcum) writes:

> The only problem I can see with using one big file instead of three little
> files for Colrview is, you might run out of disk space while saving the
> second or third image. If it was all one file, you would have to start
> all over again. Also, with some gif files the R, G, and B images turn out
> to be exactly the same anyway (The gif is encoded as 16 or 256 colors, but
> they're all shades of gray). I think it would be nice if Apacview made it
> easier to save the R, G and B files. You reload the Gif file by pressing
> Option and then trigger instead of retyping the file name, why not do
> something similar to save a file?
>
> Bill Marcum

Well.. for one, that IS how you do it. Hell, you can even load a
non-gif, then go back to reload the gif you were messing with before and
still be in the same zoom/etc. (at least with v.2.3..??)

Also...if you ran out of space on a disk saving 3 r g & b files, you'd
still have to move them around and stuff. Jeff...you should add a ditty
that'll say what types of files can be saved (like the comp.eyes capture
software does!). That'd be pretty cool. Also...not to complain,
BUT... you know when you read a directory, I'm used to (using Bob Puff's
stuff) hitting [space] when it says [return]. His doesn't care (he
shouldn't have said "[return]" at the prompt, tho!!), but yours is an
line-input rather than a 1-byte get. Oh well...I'm in a bad mood (one i
like to complain about things) blah blah and all that--
B i l l

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1878. Re: HELP WITH PAPERCLIP

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-11 23:26:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0XumkB14w164w@cyberden.uucp>
Source record: 111326

I have no idea to help...BUT...you said "dug up your 1200xl"???

Hmmmm... do I see a seller here? Hmm!?? :P
(being greedy....1 computer's not enough! MUHAHAHAH) Bill

_____________________________ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1879. 5200 parts <-> 800xl parts

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-12 02:49:01 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.705638941@pv0547.vincent.iastate.edu>
Source record: 111323

I just got a catalog from All Electronics (800-826-543).
They have old 5200 boards for $5 or 2/$9 - non-functional
of course. How many of the 5200 parts are the same as the
800xl's? Does it have the same version of 6502, antic, pokey,
etc? If it does, I'll probably pick up a couple.

Todd
--
Todd Greenfield
tgreen@iastate.edu

1880. MIO/Blackbox

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-12 11:35:33 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <41733.132923514@kcbbs.gen.nz>
Source record: 111333

To: moon!cyberden!phbill@well.sf.ca.us

I sent you a private message but it was bounced back to me for some
reason. I have an excellent article (that I captured from this newsgroup
and which I have reposted once already) about the MIO and the Blackbox
if you would like it. Anyone else out there like to see it again? Perhaps
I'll post it anyway, there seems to be lots of new users in the net
since then.

```
__________ _________________________________
| _ | |
| \\_ | Tena Koutou from Aotearoa |
| /_ > | The Land of the Long White Cloud |
| </ | |
| /~> | pandora@kcbbs.gen.nz _ |
| /_/ | Fidonet 3:772/90 (_)o |
| o | (Dawn Scotting) /\ \ |
|__________|_________________________________|
```

1881. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-12 12:25:15 UTC
From: atario@cats.ucsc.edu
Message-ID: <35152@darkstar.ucsc.edu>
Source record: 111327

Amos.Jackson@f47.n282.z1.tdkt.kksys.com (Amos Jackson) writes:

>I do know that version 3.2d is the most unfriendly version as far as getting
>certain file to run with it, X 4.20 is the best.

You mean the cartridge?? Somehow, I don't think so.

>I've had to use a little known
>command with 3.2d called XDIV (internal) to get certain files to run. It's some
>sort of multi-mode/multiprocessing command that SpartaDOS uses that can be
>turned on and off (ICD called it multitasking, but I'm sure that it isn't TRUE
>multitasking).

I never heard them call it mutitasking. All XDIV does is turn on and off
the ability to redirect I/O (as in batch processing, or the PRINT command).
I usually find the first think I have to turn off is KEY (the keyboard
typeahead buffer) when it comes to finicky programs.
--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

1882. You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-12 23:37:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <o6PokB1w164w@cyberden.uucp>
Source record: 111331

I FINALLY GOT ANOTHER DRIVE! AFTER ALL THESE (about 6?) YEARS! YIPEE!

Now I can't close my desk!! and I feel sort of overpowered by it's
size! BTW: is it bad to stack 2 1050s? Should I get that new
desk I've been whining about for 2 years? Hmmm???

gee time flies! Bill

_____9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

1883. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 00:16:27 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May13.001627.14331@ucsu.Colorado.EDU>
Source record: 111328

I'm looking to clean out my closet, the following is for sale
the whole bundle $25 + shipping /OBO

Books:
The Atari Assembler
Atari Games&Recreation
Games for the Atari
Computes 1st Atari Graphics
Computes Mapping the Atari
Hardware:
MPP-1100 printer interface
The Pill
Software:
All oringinal/most have docs.
Pac Man
APX Spell Magic
Diskey
Flight Simulator II
Bandits
Homeword
PM Animator
Arcade Machine
GM Picture Painter
Micro Painter
Bank Steet Writer
Computes Financial Wizard
GT Spreed Sheet
GT WP
GT Data manager
GT Dos XL

if interested please reply here or call at (303)-494-8079
Thanks,
Jonathan
krakover@spot.colorado.edu

1884. Power User's Sale (Long)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 00:28:28 UTC
From: omf@smaug.hacks.arizona.edu
Message-ID: <12MAY92192828@smaug.hacks.arizona.edu>
Source record: 111329

```
-- POWER USER'S SALE --

Well, I'm going back to school in the
fall and I've decided to sell all of
my collected Atari equipment. This
was a very hard decision to come by,
but I simply can't drag this stuff
around with me. My Atari has been a
faithful companion since about 1984
and I hate to see it go. I hope these
things go to a loving hacker. I just
don't have the time to devote to it
anymore and the poor thing is looking
very bored.

All items are in working condition.
They are, in fact, being used at
this moment. Full documentation is
included with nearly every item.

I will entertain lower bids on each
item, especially if you are interested
in several pieces. I may ask for you
to add postage if it is a particularly
large or heavy item.

Please contact me at any of the
following addresses if you are
seriously interested:

(In order of preference)
Internet: omf@smaug.hacks.arizona.edu
Phone: 602-326-8286
GEnie: O.FOWLER1
CompuServe: 72347,1655
Mail: 2929 E. 6th St. #220
Tucson, AZ 85716

Thank you,
Oscar Fowler

--- HARDWARE ---

Atari 800XL (Modified) $150
Includes:
RAMBo XL (256K)
Transkey v2.4 with SRAM option
```

BASIC rev. C onboard
Cold boot hardware reset switch
Power supply
Notes:
Case will not close because of
everything added! Was planning
on putting the whole thing in
a PC case...

MaxiSwitch PC Keyboard $35
Includes:
Atari graphics characters decals.
Transkey key template.
Notes:
An excellent keyboard for use
with Transkey (installed in
800XL).

Atari XF551 (Modified) $210
Includes:
Innovative Concept's 3.5" upgrade
Power supply
Notes:
This is a dual-drive system. The
original 5.25" mech is still
there, along with a 3.5" mech on
top. Each has its own XF551
case. They are connected to
each-other via a ribbon cable.
You select between the mechanisms
by flipping a toggle switch on
back.

ICD R-Time8 Cartridge $35

ICD P:R: Connection $40
Includes:
Modem (serial) cable
Printer (parallel) cable

Atari 820 Printer $25
Notes:
This is an old 40-column
dot matrix printer. Useful
for program listings.

Atari 1020 Plotter $10
Includes:
SIO Cable
Power supply

Atari 1010 Cassette Recorder $10
Includes:
Power supply

KoalaPad Graphics Tablet $15
Includes:
Stylus
Micro-Illustrator Software

Atari Paddle Controllers $5

Mindscape Power Player Joystick $10
Notes:
Personal favorite.

Epyx 500XJ Joystick $10

(2) New Joystick Cables $5 (For both)
Notes:
For fixing old joysticks or for
other projects.

SIO Cable with only one connector. $1
Notes:
For hardware projects.

Samsung Composite Green Monitor $35
Includes:
Home-made monitor cable with
multiple outputs (for hooking
up to your stereo...)
Notes:
Great for 80-column displays like
Kermit65. No speaker. (Simple
enough to hack one in there...)

Nick Kennedy's SIO2PC Connector $40
Includes:
Latest versions of his software.
Notes:
This allows you to use your PC's
hard disk as if it were attatched
to your Atari.

Antic Sampling Processor $10
Notes:
From Antic February 1990. In
a case.

Cheap-Talk Voice Synthesizer $25
Includes:
CTS256-AL2 companion chip to
voice synthesizer for furhter
enhancement.

Notes:
From Analog magazine. No
case.

Pokey Chip $2
Notes:
For Gumby upgrade.

--- SOFTWARE ---

CARTRIDGES:
ICD SpartaDOS X v4.2 $45
OSS MAC/65 $45
OSS Action! $45
Atari Assembler/Editor $8
Atari LOGO $8
Atari Microsoft BASIC II $5
Atari BASIC rev. C $5
Atari BASIC rev. B $2
Atari Telelink I $2
Atari Music Composer $8
Atari Space Invaders $5
Atari Missle Command $5
Atari Star Raiders $8
Atari Eastern Front (1941) $8
Atari Pengo $5
Atari Star Raiders II $15
Atari Airball $15
Atari Desert Falcon $15
Atari Flight Simulator II $15
Atari Dark Chambers $15
Atari Ace of Aces $15
Atari Thunderfox $15
Epyx Jumpman Junior $8
Epyx Pitstop $8
EMI Submarine Commander $5
Activision Zone Ranger $2
CBS K-Razy Kritters $5
CBS K-Razy Shoot-Out $2
CBS K-Razy Antiks $5

DISKS:
Music Construction Set $10
Archon $10
Super BoulderDash $10
WORMS? $10
Touchdown Football $10
Ballblazer $5
Koronis Rift $5
Rescue on Fractalus $5
Nightraiders $2

HardBall $10
Lode Runner $8
Caverns of Mars $5
The Hitchhiker's Guide $15
to the Galaxy
Planetfall $15
The Music Studio $15
RAMbrandt v2.0 $10
AtariWriter Plus $10
The Newsroom $15
Data Perfect $20
SynFile+ $25
SpartaDOS Tool Kit $15
Atari DOS XE $5

--- LITERATURE ---

Atari Roots $10
Mapping the Atari $10
Mapping the Atari (XL Rev) $12
The Atari Assembler $8
Compute!'s First Book of Atari $10
Machine Language for Beginners $10
Second Book of Machine Language $10
6502 Assembly Language Programming $10
Adaptec 4000 Series User's Manual $10
Atari BASIC: A Self-Teaching Guide $5
Free Software for Your Atari $2
Atari XM301 User's Manual $2
Atari BASIC Quick Reference Guide $2
Atari Technical Notes (includes:) $25
Operating System User's Manual
Operating System Source Listing
Hardware Manual
XL Addendum
DE RE Atari $20

MAGAZINES ARE $2.00 PER ISSUE OR $1.50
PER ISSUE IF MORE THAN 10 ARE BOUGHT

Nearly every issue of ANTIC magazine.
Most issues of ANALOG magazine.
Current Notes:
Oct/86
Jun/87
Jul-Aug/87
Jun/91 - Current

------->>

Oscar Fowler - omf@smaug.hacks.arizona.edu

LOVE (luv) n. - A socially acceptable form of insanity.

1885. Re: Power User's Sale (Long)

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 05:26:44 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992May13.053358.28769@ryn.mro4.dec.com>
Source record: 111330

Hi!

I'm interested in the
following equipment that you recently
posted on the internet. I'm willing
to pay full price for everything but
the Technical manual, whick I'll
gladly pay $15 for...

KoalaPad Graphics Tablet 15.00
Stylus
Micro-Illustrator

SIO Cable w one connector. 1.00

CARTRIDGES:
Atari Microsoft BASIC II 5.00

Atari Technical Notes 25.00
Operating System User's Man ($15?)
Operating System Source List
Hardware Manual
XL Addendum

36.00

Have you considered one price for all
the magazines? I'm curious!

Thanks, and I look forward to hearing
from you,

John

1886. Re: You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 11:06:59 UTC
From: c152-bv@dv349-5a.berkeley.edu
Message-ID: <C152-BV.92May13110659@dv349-5a.berkeley.edu>
Source record: 111336

In article <o6PokB1w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
Subject: You never know how big 2 1050s stack are until you get 'em!

Have you ever tried stacking two 810 disk drives, then? <grin>

I FINALLY GOT ANOTHER DRIVE! AFTER ALL THESE (about 6?) YEARS! YIPEE!

Now I can't close my desk!! and I feel sort of overpowered by it's
size! BTW: is it bad to stack 2 1050s? Should I get that new
desk I've been whining about for 2 years? Hmmm???

Well, I've never had any problems with stacking two 1050s. They can
get hot, so make sure you've got ventilation for the backsides of
them. Otherwise, I wouldn't worry.

gee time flies! Bill

```
____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_________________________________ Joy!
```

Hm. 9 years, eh? 1983? I got my Atari 800XL in the Christmas of '83
. . . the dream of my life, at the time. <sigh>

Abe
--
=E =D--Abel Chow, U.C. Berkeley, EECS/C, '93 (abel@ocf.berkeley.edu)
DO NOT mail to c152-bv@dv349-[1-5][a-f].berkeley.edu. Replies WILL bounce.

1887. Using IBM PC as disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 14:25:49 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.705767149@garbod20>
Source record: 111332

This is probably an FAQ, but is there any kit available that allows me to put an interface between my 130XE computer's serial port and my IBM PC, so I can boot the 8-bit computer with the PC acting as a disk drive? (I realize this requires some special piece of software to be running in the PC.)

Anders Skelander # # #
# # #
# # #
# # #

1888. SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 15:15:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705805912.F00001@tdkt.kksys.com>
Source record: 111344

No, when I put 3.2d, I was not refering to the cart. SpartaDOS X started as v 4.17 and was upgraded form there. As far as the XDIV when even though YOU never heard is addressed as Multitasking, that was the term used during phone communications to ICD. Anyone who knows anything about SpartaDOS knows that 3.2d is a disk based version of SpartaDOS.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1889. Re: You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 16:49:04 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May13.164904.915@aber.ac.uk>
Source record: 111335

I have 2 1050s stacked and they work OK. The vents are angled to the side,
so the top drive doesn't cover them up. I have also stacked 3 drives and
they worked ok as well. Didn't do the desk much good (one of them was an 810!)

Dean Garraghty. djg0@uk.ac.aber

1890. Re: OSS's Writers Tool

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 20:04:26 UTC
From: dougal@hal.gnu.ai.mit.edu
Message-ID: <dougal.705787466@hal>
Source record: 111337

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

>I have a chance to pick up this package fairly cheap. Does anyone
>know anything about it? Can anyone vouch for its merits or shortcomings?

Yeah I use this and have done for some time. As you know its cartridge
based with a disk program too. The disk part transfers ok to SpartaDOS 2.3
with a DOUBLER format for extra speed and time-date stamping.

I like this software. You edit in a plain screen with no menu bar -- it
is brought up by hitting OPTION or ^O and there are the usual menus for IO,
spell check etc.

One problem is that there is no proper print preview :(You can sort of
print to the screen, but your printer has to be on-line at the time.

Overall, it is a good piece of software with a handy reference card and I
recommend it.

If you have any problems Jeff then email me and I will try to help.

Steve.

1891. MIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 20:12:47 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205132012.AA27381@smithkline.com>
Source record: 111338

Marek Tomczyk's comments on ribbon cables w/the Amiga were interesting (IA8 V92#106), since I did spend a little of my vacatiuon time last week taking another look at the problem.
I'm generally skeptical of the validity of making comparisons to a similar problem on another machine w/out knowing what frequencies/waveforms are involved. I'm also skeptical of signal crosstalk being a significant contributor to the problem. I did a little checking on ribbon cable specs. Crosstalk for a 3m (10-ft) cable was spec'ed at 1.5% for the near end to 2.6% for the far end. I have trouble believing 2% crosstalk will totally scramble a digital signal. Alternating sig-gnd-sig sounds like a step in the right direction, it would reduce crosstalk & improve RFI resistance somewhat. But for long cables you would need to do more than just isolate the signals.

Crosstalk is a function of capacitive reactance. The reason cross talk is isn't a major factor is because- somewhat to my surprise- specific capacitance of 28AWG ribbon is actually rather low: about 12 pF/ft which is as good as the best lo-cap shielded cables. I don't see capacitance as the problem.

What about DC resistance? Specific resistance of 28AWG ribbon is given as 0.08 ohms/ft. Ten feet of this cable will impose less than 1 ohm of resistance to any AC or Dc signal. That"s not even enough to cause a measurable voltage drop in most systems, forget about DC resistance as the cause.

Of course, the total impedance of the cable is the vector sum of the reactances plus the Dc resistance. Having disposed of capacitive reactance & DC resistance as proximate causes of the signal degradation, that leaves one major quantity not yet considered: inductive reactance. It is my personal opinion that in fact inductive reactance is the real culprit here, all the other factors are minor contributors. Specific inductance for standard 28AWG ribbon is given as 80uH/ft. Eegads!! In other words, it's an RF *filter*! A 5-foot cable will impose a 0.4mH inductance upon the signal. People, that much inductance will attenuate *audio* frequencies; an RF signal will just plain be squashed. In other words, you can't do it, period.

So, how do you get round the problem? Certainly not with ribbon cable! The only way to reduce inductive reactance is to increase the conductivity of the medium. There are 3 ways: 1.) Lower the temperature (liquid helium is nice); 2.) Use the most efficient room-temperature conductor (100% pure silver comes to mind); 3.) Use heavier gauge copper wire. Obviuosly the last alternative is the only practical solution. Combined with Marek's idea of isolating the signals w/grounds, it should work. So, what gauge cable should you use? I'm not sure, I didn't study up on the properties of other gauges, especially their specific inductance.

There is some good news. Lo-cap shielded cable is readily available. I think the wire in these is typically #22AWG. Assuming inductance is a linear function

of wire thickness, & if my memory is correct in recalling wires double in thickness every 3 standard values, then lo-cap cable w/22AWG conductors should attenuate only half as much as the same length of ribbon cable. This might be enough margin to allow lengths of 2-5 feet (I'm guessing). Each signal should be paired with its own local gnd return (twisted pairs) to provide a lo-impedance ground, with an overall braid grounded at one end to prevent the thing from radiating/attracting RFI. Since the MIO & BB do not actually use every finger connector on the PBI (I think there are only about a dozen signals), you should be able to get by with lo-cap shileded cable bearing 25 #22AWG conductors (12 twisted pairs + shield drain) terminated w/shielded DB-25 hoods. Of course, some weirdo adapter will be needed to go from 50-pin edgecard to DBN-25, then another adapter at the MIO/BB end.

FOOEY!!!

I'm right now in process of getting my BB online, & converting from edgecard to shielded round cables is a royal pain in the butt.

For myself, I solved the PBI cable problem by buying a whole new desk! I needed more space anyway, to add 1.4M floppies & hard drives.

"Swiss Army Desk", made by O'Sullivan, very nice, I got it at an office supply place. One of those things you have to assemble yourself, after you have recovered from the hernia you got dragging the heavy cartons from the car to the living room.

- BEN POEHLAND
The Alchemist

****

1892. Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 20:59:56 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <75596.1339221977@kcbbs.gen.nz>
Source record: 111334

From: fseipel@hpuxa.ircc.ohio-state.edu (Frank E. Seipel)
Date: 23 Oct 90 03:08:48 GMT
Organization: The Ohio State University (IRCC)

Having had the opportunity to use both the BlackBox from CSS (Computer Software Services) and the MIO from ICD, I thought I would share what I have learned about these two unique pieces of hardware for the 8-bit Atari. The systems I have used include: 130XE computers (upgraded to 512K), 1-meg MIO 256K MIO, BlackBox, Supra Modem 2400, Seikosha MP1300AI printer, 2 Happy 1050 floppy drives, an Adaptec 4000a hard drive controller, 2 Adaptec 5500 hard drive controllers, a Seagate ST225 20 meg hard drive, a ATASI 3046 40 meg hard drive, and a CMI 5516 13 meg hard drive.

What is an MIO or a Blackbox?

An explanation of just what the MIO and BlackBox are is in order. Both include a SASI/SCSI hard disk interface, a printer port, a RS232 port, and some type of printer buffer. The MIO comes with either 256K or 1 megabyte of dynamic RAM on board which can be used as any combination of ramdisk(s) and printer spooler. The BlackBox comes either with no user ram or 64K of static ram which can be used only as a printer buffer. Additionally, the BlackBox (BB) can use the standard extended banks of a 130XE as a 64K printer buffer.
The RS232 and/or printer ports can be disabled in both units to allow an external device such as an Atari 850 interface to be used.
Both come with clear manuals printed on 8 1/2 by 11 inch unbound paper. The pinouts for all ports are clearly shown in the manuals and there are examples showing how to set up a hard disk system. The BBS manual includes several short assembler listings showing some methods of accessing the BB from machine language.

Appearance

The MIO comes in a nice gray case with the SCSI connector and printer port on one end. The other end has the RS232 port, on/off switch, power plug, and two LED's - one is a power indicator and the other lights up when the MIO is busy. My 1-meg MIO has a second 9 pin plug on this end for a planned 80 column adaptor which never happened. The 50 conductor ribbon cable which plugs into the computer is on one side.

The BB comes with no case. Cases are available for it for $39.95 (and they are even black!). On the front edge is the connector which plugs into the 130XE. The other side has the SCSI connector, the floppy controller connector (see below), and the power plug. The printer plugs onto one end and the modem to the other. The BBS also has two LED's which serve the same functions as the ones in the MIO.

Plugging it in

The MIO has a 50 pin connector which plugs in to the parallel expansion port on a 600XL or 800XL. An XE adaptor must be purchased for $16.95 to plug the MIO into a 130XE computer. This adaptor plugs into both the ECI port and the cartridge port on the 130XE and has sockets for two cartridges on it. The second cartridge plug is primarily for R-Time 8 cartridge from ICD.
The BlackBox is built to plug directly into the 130XE. It comes with a short 5 pin cable for plugging into an XL machine. No extra adaptor is needed. For my own system, I use the XE adaptor from ICD and plug the 50 pin cable on the BB into it (I use the R-Time 8 and this keeps the cartridge stack shorter).
The MIO has the expected 9 pin and 15 pin d-connectors for plugging in your printer and modem. The BB comes with 34 pin card edges for use with 34 conductor ribbon cable. You can use both standard crimp-on connectors for both cables (use 25 conductor ribbon cable for the modem cable) or you can buy the cables you need from CSS. There is also an unused 34 connection card edge on the BB. This is for the floppy controller that CSS is planning to release. This floppy controller will allow the user to attach industry standard disk drives -- up to 80 track 720K - to the BB.
The MIO comes with a heavy duty 9v power supply. The BlackBox comes with power supply which has +12v -12v and +5v output. All three voltages are used by the BB.

Menus

Both the MIO and the BlackBox have menus. Here is a list of options available from the Main Menu of both:

1) Assign drives as floppy disks, or hard drive partitions. When assigning floppy drives, you can assign any physical floppy drive as and drive from D1: to D8: (and D9: on the BlackBox).

Note: On the MIO ramdisks can also be defined. These ramdisks refer to MIO memory only - not memory available inside the computer. A DOS ramdisk handler must be used for memory in the computer.

2) Swap drives - shows up as 'Exchange Drives' on the BlackBox and allows you to swap the drive assignments of two drives. For example, you could swap drives 1 and 4. The drive assigned to D4: would then become logical drive #1 and you could boot from it while the drive that was drive 1 would then be addressable as D4:. I am writing this using PaperClip which I booted from my hard drive using this method.

3) Lock Drive - Write locks a drive if it a hard drive partition or a RAMdisk.

4) Save configuration - This writes the current configuration to the first sector of device 0,0 (the first hard drive on your system). If no hard drive is present this option does nothing.

The other options available from these menus are different enough to need separate descriptions.

The MIO Menu:

The MIO Menu is entered by holding down the <Select> button and pressing <Reset>. This loads the menu into the computers program ram starting at address $3000. This destroys whatever was there, so it is best to re-boot the computer after accessing the menu. The Main Menu is the drive configuration menu. This is where you set up your hard drive partitions, partition the MIO ram into ramdisks, and assign floppy drives. The printer and RS232 menus are also accessed from here.

Available from the Printer Menu:

1 - Pause/Resume printing
2 - Clear Spooler
3 - Print Repeat copies
4 - Set port type
5 - Set spooler size
6 - Set Port Number

The 'Repeat Copies' option allows you to print copies of any text currently in the MIO print spooler. Setting the port type allows printing to either parallel and serial printers. This function is also used to turn line feeds on/off. Spooler size is adjustable in 32K byte increments from 0 (OFF) up to the maximum ram available on the MIO. Maximum available ram includes all ram on the MIO not already assigned to ramdisks. The port number can be set to P1:, P2:, or OFF.

Available from the RS232 Menu:

1 - Set Baud Rate
2 - Set Stop Bits
3 - Set Parity
4 - Assign Port Number

Baud rate can be set from 110 to 19,200 baud. Stop bits can be set to either 1 or 2. Parity can be set to None, Odd, Even, or Space. Since most terminal software handles these items, I am not sure why they are on the menu. Maybe it looked empty without some extra options (R1:, R2:, or NONE are the allowable port assignments).

The BlackBox Menu:

The BlackBox Menu is entered by pressing a button on the BlackBox. This menu does not use any programming ram and is therefore non-destructive. You can enter the menu and usually exit with no effect on the program you are running.

Available from the BlackBox menu are:

1 - Drive configuration menu
2 - Port Status Menu
3 - 6502 Monitor

From the Drive Configuration Menu you can partition your hard drive, assign floppies, add hard drive partitions to the partition list (explained below),

enter the Controller Menu, or enter the Partition List Menu.
The Controller Menu allows you to add up to 8 different hard drives to your system.
The BlackBox allows you to have up to 96 hard drive partitions. The information on these partitions (size, start sector, controller and drive number, etc) is kept in the Partition List. You are allowed to name each partition with any name of up to 11 characters; 10 of which show up in the menu.
The Main Configuration Table of the BlackBox has room for nine drives (and/or partitions). You can load any partition from the Partition List into the Main Configuration Table by going to the Partition List, moving the cursor to the partition you want and pressing <Return>. You will then be returned to the Main Configuration Table and asked what drive you want the partition loaded as.

Options on the Port Status Menu are:

1 - I/O Sound On/Off
2 - RS232 Port On/Off
3 - Printer Port Number
4 - Printer Line Feeds On/Off
5 - Spooler Status
6 - HD Partition List Start Sector
7 - Save Configuration

Yes, I/O sound with a hard drive, heh! The RS232 port an only be turned on/o with no option to be assigned as anything other than R1:. The printer port can be assigned as any one of P1: through P8:, ALL, or NONE. Spooler status cycles between off, XE extended banks, and BlackBox ram (if the ram is available on the BB).
This is also where you tell the BB where to look for the Partition List which takes up to 14 sectors and can be located anywhere on the first hard dis on the system. You can save the configuration here as well as from the Drive Configuration Menu.
The 6502 monitor is the best I have seen for the 8-bit Atari. It doesn't have as many features as others but it is transparent to the system and d es a MUCH better job of interruping a program than either DDT or Omnimon. I have retired my Omnimon and never used DDT much anyway. With the BB Monitor you can interrupt a program, examine/change memory, and usually resume right where you left off.
Ever had a lockup you couldn't get out of by pressing RESET? With the BB Monitor you can change the program counter to point to $E477 (the cold start vector) and when you exit the BB the computer will cold start. This is nice for saving the files in your ramdisks.
Note: While snooping in the BB ROM I discovered that holding the Help key and pressing Reset causes a cold start. Holding Shift-Help does not cause the cold start. This feature was not mentioned in the documentation.

Software

Other than programs to format hard drives, the only software I am aware of for these devices requires SpartaDOS. There are programs to:

1) Swap drive assignments
2) Lock/Unlock drives/partitions
3) Load/Save configuration tables from/to disk files
4) Load/Save BB partition lists from/to disk files
5) Print information contained in configuration files and partition list files
6) Load a partition from the partition list into the configuration table of the BB.

There are also some .CMD files used by BBS Express Pro! sysops to work with the MIO. I am sure there is software available that I don't know about or forgot to mention here.

Miscellaneous

There are two buttons, two switches, and a bank of eight dip switches on the BlacKBox. One of the buttons is used to access the menu. The other dumps the screen to the printer. This can be done at any time.
One of the swiches allows you to select either text or graphics mode for the screen dump. In graphics mode all Atari graphics characters appear on paper just as they do on your screen. In graphics mode, screen dumps take the full width of 8 1/2 by 11 inch paper. This makes a Graphics 0 screen look like Graphics 2 on the printout.
The other toggle switch write protects ALL hard drives. This is handy when yo want to try out a new program and don't want it to mess with the hard drives.

The dip switches are used as follows:

1) Force printer fauly line to NO FAULT. This causes the BB to not send any data to the printer. You could have another printer interface (and printer attached to your computer and control which printer prints with this switch.

2) Enable hard disk port/high speed floppy SIO. This allows you to disable access to your hard drives and disable the BB's high speed SIO code for floppy disks.

3.) Enable parallel printer port

4) Enable RS232 port

5) Enable printer line feeds

6) Printer is a Prowriter (Used by graphics dump routine)

7) MIO compatibility mode where hard drives are concerned. The MIO inverts all data as it writes to the hard drive. In normal mode, the BlackBox doesn't do this. Flipping this switch to the MIO mode allows a hard drive to be used by either the MIO or the BlackBox. Note: This affects ALL hard drives that are online.

8) Unused

* Switches 3-5 are mainly for systems with no hard drives online. If a hard drive is present this information is contained on the configuration sector.

The BB gives more storage capacity on hard drives than does the MIO. It is able to format a drive using 512 byte sectors. These are accessed as 256 byte sectors after formatting. (Each 512 byte physical sector contains two 256 byte logical sectors).
CSS claims that using 512 byte sector format can add up to 20% to the storage available on a hard drive.
I gained a little over 10% formatting my 40 meg hard drive in this mode. I have a 40 meg drive that formats out as follows:

Format Type Sectors
MIO 256 byte sectors 146685
BB 256 byte sectors 148994
BB 512 byte sectors 162530*

*This is the number of logical (256 byte) sectors

The only way I have fouund to empty the printer buffer on the BlackBox is to enter the port status menu and cycle the buffer off/on.
Printing through the printer buffer with either the BlackBox or the MIO slows down both the printing process and the computer (especially when accessing the devices like disk drives).

Reliability

The MIO has been plagued by problems and rumours of problems since it was released. I personally know of at least 11 MIO's that had to be sent in for repairs at one time or another. (And I know only 8 people who own MIO's). I bought my MIO's second hand and both had been sent back by the original owners to be fixed. Here are some problems I have experienced when using the MIO:

1) Wierd things have happened when I used the printer buffer. Everything from wierd flickering and characters showing up on the screen to garbage being sent to the printer.
2) I could not use my Mac/65 cartridge and the ram in the MIO at the same time. When I tried, the ramdisk(s) formatted themselves whenever they felt like it and I had to use a sector editor to recover anything important.
To my knowledge no one else has had this particular problem.
3) When using terminal programs the MIO frequently locked up on me while I was online. I suspect that this is a problem when the MIO is the originator of a call because I know of many BBS's using the MIO that have been online for a long time with no such problem.
Note: Bobterm 1.20 claims to solve this lockup problem by supplying its own handler for the MIO which also allows it to transfer at a true 19,200 baud rate.
I have had no problems with the BlackBox except when I wired it into my 230 watt power supply. I reversed the +12v and -12v lines and fried a couple of chips. A normal person would not have done this.

Product Support

ICD has apparently lost interest in the Atari 8-bit machines. At this time they offer little support for the MIO. If anything goes wrong, they are not likely to offer any help to the user at all beyond fixing them for $40.00

+parts+shipping.
My own experience with ICD has left a lot to be desired. I have been using ICD products since about 1984. I use the SpartaDOS X-cartridge and when I first got my MIO, I couldn't exit the menu without the computer doing a cold-start. Thinking something was wrong with the MIO, I called ICD for help. I asked for technical assistance and my call was forwarded to Howard. I explained my system and the problem to him and he told me that the MIO was faulty and to send it in for repairs. He informed me that repairs would cost $40.00+parts+shipping.
Well, it turns out that exiting the MIO menu with a cartridge plugged in caused a cold-start with all MIO's. So much for getting good help from ICD for their 8-bit products (in fairness to ICD, I heard that they do a better job supporting their ST product line).
CSS, on the other hand has proved to be a gold mine for Atari 8-bitters. As I mentioned above, I fried a couple of chips on my BlackBox. I called CSS and (with some embarrassment) told Ron exactly what I did. Instead of saying "Send it in with your wallet, checkbook, and credit cards', he told me exactly what chip I had probably fried. I found the chips at Radio Shack (for about $2.00) and fixed my BlackBox. These folks really do care!
The people at CSS have answered some pretty dumb questions for me (and one or two intelligent ones too). They have even helped people with their ICD products!

= =


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__________ ___________________________________
| _ | |
| \\_ | Tena Koutou from Aotearoa |
| /_ > | The Land of the Long White Cloud |
| </ | |
| /~> | pandora@kcbbs.gen.nz _ |
| /_/ | Fidonet 3:772/90 (_)o |
| o | (Dawn Scotting) /\ \ |
|__________|___________________________________|
```


--- KCReader v0.95 beta

1893. Atari Classics / Campaign

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 22:21:29 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205132221.AA27983@smithkline.com>
Source record: 111339

From: PHVAX::POEHLAND 13-MAY-1992 18:14:31.52
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.ca"
CC: POEHLAND
Subj: Mail-In Campaign (Atari Classics)

Just wanted to acknowledge yooze guys who thanked the Campaign Committeee in the Digest for the mail-in effort.

Jeff McWilliams & I are kicking around ideas for the mag. I just came back from a week's vacation & am presently engaged in taming a Black Box. Beginning this weekend the planning for AC will get serious as we prepare AC's organizational document, the Publication Manifest. I'm hoping that will be completed in June.

Occasional cards are still straggling in, unofficially I figure we'll top out at around 600 responses. If that isn't a MANDATE, I'll eat my hat! <grin!>

BTW, anybody out there w/an idea for what you want in AC, now is the time!

- BEN POEHLAND

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1894. Atarians' Musical Tastes /OS Music Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 22:35:15 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205132235.AA28064@smithkline.com>
Source record: 111340

Poring over a few past issues of the Digest following the recent thread of various folks discussing their personal music prteferences, I thought I'd throw my hat into the fray. Well, sort of. From what I've seen, I gather my own preferences are quite a bit different from most other folks. I won't say outright what they are, but I'll drop a REAL STRONG HINT by offering the following challenge:

Go into the XL/XE OS & access the audio self-test routine. It's a very pleasant little 6-note theme. I'll never forget the first time I ran the audio routine, it showed me this computer had a true touch of class, I was delighted.

OK, here's the challenge. You MUST get ALL the answers correct, partial correct responses just won't do. The first person to get them all right wins 3 gold stars & a genuine autographed dogbone. Answer the following:

1.) The title of the theme in the XL/XE OS self-test routine.
2.)The instrument for which it was composed.
3.) The FULL NAME & nationality of the dude that wrote it.
4.) The year it was written.
5.) The name of the composer's group.
6.) The FULL NAMES of the OTHER FOUR members of the group.

Heh-heh, now we'll see who knows phrygian from major/minor!

Remember, you must answer ALL SIX questions above correctly!!

Bon appetit!

- BEN POEHLAND
The Alchemist

****

1895. Re: SpartaDOS X and Databases

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 22:53:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ksiqkB7w164w@cyberden.uucp>
Source record: 111341

potter@sundae6.DAB.GE.COM (Jeff Potter) writes:

> w.r.t. Colrview loading one big file, rather than three individual files:
>
> I suppose I could make file creation easier, so you could create the three
> (or one) files just by pressing buttons or such. I was considering doing
> the following: change Colrview so that it can accept .R/G/B files as it
> does now, but then output one file in a compressed format (like Koala).
> It would of course also be able to load files it has created. Somebody
> gave me some code that would do just that, but I never used it until now.

JEFF! ALL YOU NEED TO DO IS CHANGE or ADD A NEW LOAD ROUTINE TO
COLRVIEW! APACView works just fine for my idea. It can already append
pictures to a file already exsisting on the disk. Here's how:

load a gif into Red mode...
zoom in and whatever else...
save it as "whatever.rgb"...
change to Blue mode...
view the picture and use OPTION and FIRE to reload it into Blue mode...
save it as "whatever.rgb"... (it will say "overwrite or append?", you
choose append)...
change to Green mode...
view the picture..etc.etc.to make it load into Green mode
save it as "whatever.rgb" once more (again, appending to it, not over-
writting it)...
...
that's it. Now you're done! As for ColrView, all you have to do is add
another menu selection, or even just a prompt to the load routine that
says:
"load 3 files? (with extenders .r, .g, and .b)
or load 1 file?"
(in the latter case, the extender could be "rgb" or anything else
you want)

WELL?! BTW: the koala compression idea is GREAT, because IT NEEDS oNE!
:) and adding THAT to 1-large file loading would be simple too!

GET IT MON!? :) later Bill

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1896. Re: [FREDDIE CHIP] and the AMY chip

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 22:55:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TuiqkB8w164w@cyberden.uucp>
Source record: 111342

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

>
> The AMY was supposed to be an awesome sound chip. I never heard about
> it for a while after Atari announced the 8 channel 65XEM so I just
> figured it never made it out of R&D.

So is AMY sorta like GUMBY? And why the HELL did they never release the
65XEM??!! Bill

___________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1897. 5200 Parts

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-13 23:19:07 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205132319.AA28252@smithkline.com>
Source record: 111343

Yup, Todd, go for it! ANTIC, POKEY, GTIA, & CPU in the 5200 are same as in XL/XE. I know, I bought 3 of them. The OS is different, & the 5200's lack a PIA. Still, considering Best & B&C get $3-$5 each for those custom chips it's a great way to lay in a few spares for next to nothing. All has been offering those for about a year & a half, they recently lowered the price to move them out a little fe faster.

The units come w/out pwr supply or controller. Most seem to have various video or memory failures. In the ones I got, all the custom chips were good. I pulled the boards & trashed the cases.

- BEN POEHLAND
The Alchemist

****

1898. Converting 5200 to composite

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 05:30:49 UTC
From: asl00@ccc.amdahl.com
Message-ID: <c75U021L12jf01@JUTS.ccc.amdahl.com>
Source record: 111345

Hi,

I've been reading the posts about the similaries of the 5200 and the 400/800 line. I've always wanted to convert my 5200 to have a composite output jack instead of just RF. Has anyone ever tried this? Can I purchase some old 400 or 800 to merge(hack) the 5200 output lines? Any help would be appreciated. Thanks.

Andy
--

Andrew Lee
<asl00@juts.ccc.amdahl.com>
(408)746-8561

1899. Digi-Studio new prices ad again!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 14:35:33 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May14.143533.8439@aber.ac.uk>
Source record: 111346

Yes, sorry folks, it's Digi-Studio again! Since I last posted the info for it, I have been able to reduce the prices to the US and other countries by quite a lot. Package 1 on its own now costs 7pounds to other countries, and packages 1 and 1.5 together costs 10pounds to other countries. This means a saving of around $6 on packages 1 and 1.5. This leaves me with barely any profit at all, but if that's what it takes to sell some copies outside the UK, then so be it. The only way I can make the price lower is to have a US distributor. The way I have decided to do this is as follows: the distributor would receive a specially produced US version of the two packages on disk. He/She would also receive the user manual in A4 format for making into booklets in the US, or straight photocopying. This would be up to the distributor. Sorry, we don't have your strange paper sizes in the UK, so it has to be A4. A4 is slightly longer,
but not quite as wide as your standard paper size. I would need a royalty on each copy sold. The amount would be sorted out once a distributor was found. Of course, I would need somebody I could trust, because it would be impossible for me to know how many were being sold. I could send registration cards over as well. One would be sent with each copy of Digi-Studio asking the customer to complete the card and send it to me. This would be a good way for me to know how many copies have been sold. The US distributor would have absolute control over Digi-Studio in the US. He/She would advertise it, and do the duplicating of disks/booklets. I have already advertised it on the net quite a lot, an have received some interest in Digi-Studio. If anybody is willing to have a try at this then please email me:

djg0@uk.ac.aber.

if that address doesn't work try: djg0@aber.ac.uk or djg0@aberystwyth.ac.uk
---

Digi-Studio Information

Digi-Studio is a new piece of software for the Atari XL/XE series.

It allows you to play music using real sounds which have been digitized.

Digi-Studio comes with a keyboard player and tune player. The keyboard player lets you use your computer keyboard like a piano keyboard to play tunes, but using real sounds, rather than computer-generated noises as is usually the case with this type of program. You can have 3 sounds in memory and can quickly change between them while playing tunes.The keyboard player has responsive keys so that the sound will only play for as long as you hold the key down.Just like a synthesizer!! The Digi-Studio disk contains many sounds for use with the keyboard player, ranging from church bells, to pig grunts, to a baby crying, to screams, and lots of synthesizer sounds. In fact around 25 sounds in all. Why

buy a synthesizer when your Atari can do the same?!

The tune player allows you to play pre-programmed tunes using any of the available sounds on the disk. Five tunes have been included on the disk for you to play.

Digi-Studio comes on a DS/SD disk, and includes a printed manual. It is aimed at everyone, whether musically inclined or not! You may just want to use it for fun, or compose a tune with it! The comprehensive user manual makes it a joy to use!

Digi-Studio will only work on XL/XE computers with 64K RAM. No extra hardware is required. The sound samples just play through your TV speaker!

The full Digi-Studio package costs just 5pounds in the UK, and 7pounds for foreign orders, including printed manual, and shipping. All payments must be made in UK funds (pounds sterling) and paid by money order in sterling if you are ordering from a foreign country. Order your copy today!

Package 1.5 for Digi-Studio is now also available offering more features for Digi-Studio and loads more samples and tunes. This extra pack is available with package 1 only. Check the next section for details of this new package.

Digi-Studio Package 1.5

Digi-Studio Package 1.5 is a new set of programs which form part of the Digi-Studio suite of programs and utilities. It is NOT an upgrade to package 1. It is intended to be used in conjunction with package 1.

Package 1.5 contains two new programs for Digi-Studio: The Sample Editor and the Tune Compiler. Also included are 26 new samples and 18 new tunes for use with Digi-Studio.

The Sample Editor allows you to edit existing Digi-Studio samples, and also allows you to create your own by using a joystick. The Sample Editor has facilities for reversing samples (playing them backwards), copying pages of sample to other pages of sample, and also contains facilities to edit samples very accurately using a joystick. This edit facility also allows you to create your own samples. By using all the supplied facilities, you can create some very weird sounds! You can then save your samples to disk and use them in the Keyboard and Tune Players in package 1.

The Tune Compiler creates stand-alone Basic program modules for including Digi-Studio tunes in your own Basic programs. The resulting modules are output in LIST format for merging into your own Atari Basic or Turbo-Basic programs. The modules are self-contained and do not require any Digi-Studio program to play. Just imagine your game starting with a chorus of God Save the Queen in pig grunts, church bells, electric guitar, ..., or your own sounds created using the Sample Editor!

Also included on the disk are 26 new samples, including pan pipes, various guitars, dog woof, organs, synth sounds, and lots of effects!

Also, 18 new tunes are supplied for playing with the Tune Player, or for compiling using the Tune Compiler. These include: Yesterday, Hey Jude, View to a Kill, God Save the Queen, Happy Birthday, This Old Man, and many classics.

The manual is in A5 booklet format, and has been typeset using LaTeX, and printed using an Agfa Laser printer. The clear instructions make the software a joy to use!

Package 1.5 is not much use on its own, so will be sold along with package 1. The two packages together will cost 8pounds (UK) including P&P. Copies to other countries will cost 10pounds (UK sterling paid with IMO). Just fill in the order form below and send it with a cheque/PO/IMO payable to DEAN GARRAGHTY.

Package 1 on its own is 5pounds UK, and 7pounds other countries. See the first section of this posting for full details of package 1.

-----CUT-----
Please send me (tick relevant box):
Package 1&1.5[ ] Package 1 only[ ]
I enclose a cheque/PO/IMO for ______pounds

NAME:_____
ADDRESS:_____
_____
P.CODE/ZIP CODE:_____

Dean Garraghty, 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.

1900. News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 14:45:49 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May14.144549.9523@aber.ac.uk>
Source record: 111347

A couple of weeks back I asked if anybody read the News-Disk which I produce and put on the archive. Nobody has mailed me, so does this mean nobody reads it? The 5 issues I have produced so far are at the archive in directory "djg" and are called issue1.arc through to issue5.arc. Each issue contains various articles, some of which are written by me, some by other users in the UK, and some from the newsnet tidied into articles. They do sometimes contain details of things happening in the UK, so if you want to keep up with what's happening over here, then read them! The disks are in arc format because they are not straight text like ZMAG. They contain files of many different types. They always have .DOC text files contating articles, etc., but usually also have .COM files, .BAS files, .OBJ files and various others, which is why they are in .ARC format. Before unarcing, make sure you format a SD disk with DOS 2.5 and put DOS on it. The disks have AUTORUN files on and so need to be in DOS 2.5 format to work properly. Issue 1 contains the more detailed instructions about how to read articles, etc.

Please take the time to read them. A lot of people spend a lot of time producing them (especially me!). I will very much like to hear from readers, so that I know how many people are reading them. I would very much like to hear your comments relating to them. Thanks.

Dean Garraghty. djg0@uk.ac.aber

1901. You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 15:07:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705879964.F00001@tdkt.kksys.com>
Source record: 111351

I stack 1050's all of the time, but in doing so, I ALWAYS place the most used drive on top. Since both of my 1050's are Doublers, exdended usage will cause them to get VERY warm. I've never had any problems.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1902. MIO/Blackbox

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 15:10:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705879964.F00002@tdkt.kksys.com>
Source record: 111353

Well, the last article I saw on the MIO vs Black Box only refered to the version 1 of the MIO (the one with the unused video port. Those MIO were known to cause many problems with many users. So hopefully the article your thinking of placing on the new will refer to the rev 2 MIO which is trouble free.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

1903. Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 15:12:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <705879964.F00003@tdkt.kksys.com>
Source record: 111352

```
Well, too bad this article is VERY outdated.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)
```

1904. Re: BBS #'s

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 17:30:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59037@cup.portal.com>
Source record: 111348

```
BTW: You requested FNET #'s in your area. Didn't check area codes but....
Z*Net News Service.....(FNET 593).......(908)968-8148
SUPPORT Z*Net:Golden Gate......(FNET 706).......(510)373-6792
South Pacific....(FNET 693).NZ....(644) 4762-852
Z*Net:South Jersey.....(FNET 168).CCBBS.(609) 451-7475
Z*Net:Illinois (Garage)(FNET 621).......(618) 344-8466
Z*Net:Florida (Twilight Zone)(FNET 304).(407) 831-1613
HAUG 205-722-0900
Stormbringer 307-638-7036
Flash BBS 314-275-2040
Temple of Doom 403-436-0328
The Twilight Zone 407-831-1613
Full Moon BBS 408-736-0563
Conan's Den 416-285-9328
Z*Net Golden Gate 510-373-6792
Hacker's Haven 512-653-3056
Z*Net News Service 908-968-8148
```

1905. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 20:21:24 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May14.202124.5118@ucsu.Colorado.EDU>
Source record: 111350

```
**********************************************************************
I think everyone who reads this news group responded to this offer,
so to be fair, I'll sell to the hightest bidder over $25 + shipping
I talk bids until monday, then it gets shipped out
**********************************************************************

I'm looking to clean out my closet, the following is for sale
the whole bundle $25 + shipping /OBO

Books:
The Atari Assembler
Atari Games&Recreation
Games for the Atari
Computes 1st Atari Graphics
Computes Mapping the Atari
Hardware:
MPP-1100 printer interface
The Pill
Software:
All oringinal/most have docs.
Pac Man
APX Spell Magic
Diskey
Flight Simulator II
Bandits
Homeword
PM Animator
Arcade Machine
GM Picture Painter
Micro Painter
Bank Steet Writer
Computes Financial Wizard
GT Spreed Sheet
GT WP
GT Data manager
GT Dos XL

if interested please reply here or call at (303)-494-8079
Thanks,
Jonathan
krakover@spot.colorado.edu
```

1906. Re: OSS's Writers Tool

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-14 20:31:30 UTC
From: dam1@Ra.MsState.Edu
Message-ID: <1992May14.203130.11046@ra.msstate.edu>
Source record: 111349

In article <92132.002811JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>I have a chance to pick up this package fairly cheap. Does anyone
>know anything about it? Can anyone vouch for its merits or shortcomings?
>
>Jeff McWilliams
>jjmcwill@mtus5.cts.mtu.edu

Jeff, I got a copy of Writer's Tool from someone on the net a year or
so ago and was unable to make it work with SpartaDOS/X; however it
worked fine with SpartaDOS 3.2d...Seemed like a decent wp program but
it not working with SDX made it too much of a hassle for me to use...
another good wp program which is also a pain to use is PaperClip,
which I got at the same time.....
--
Danny Martin : dam1@Ra.MsState.Edu

1907. Re: Using IBM PC as disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 01:14:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59050@cup.portal.com>
Source record: 111354

Yes, I've seen one demo'ed & I have the software/plans but never got around to building it. The guy who developed it will build you one for $39. As I recall, it's just a MAX232 chip (about $6) with the software to drive it. The developer intent was a cheap way to use inexpensive IBM drives etc for the Atari & he succeeded. Locally (Silly con Valley) you can pick up a clone with 10 meg HD & 360 k floppy for $150, so for less then the price of a XF551 ($189 total) you can get a HD, floppy, & ramdisk thrown in. Whoops! I forgot to check if the clone has a serial port! Add $15 if it doesn't. Let me know if you need his name.

1908. Format of MicroIllustrator Files?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 08:42:44 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <15MAY92084244@tiamat.hacks.arizona.edu>
Source record: 111205

Could someone please EMAIL me the format of MicroIllustrator files
for the 8bit? I'd like to write a program to view such Atari files
under Windows.

Thanks,
Oscar
omf@smaug.hacks.arizona.edu

1909. a test

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 15:48:11 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92136.104811JJMCWILL@MTUS5.BITNET>
Source record: 111226

bear with me, I am having USENET problems again.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1910. Atari 800 Schematics...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 16:58:53 UTC
From: singer@ll.mit.edu
Message-ID: <1992May15.165853.2992@ll.mit.edu>
Source record: 111210

--

Anyone have schematics for the original 800's video section? My 800 refuses
to put out color since a monitor cable I had on it shorted....

Or... Anyone have an 800 useful for parts for sale???

Email replies please....

thanks

Matthew R. Singer MIT Lincoln Laboratory
(617) 981-3771 244 Wood Street
singer@ll.mit.edu Lexington, MA 02173

1911. Re: You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 18:15:10 UTC
From: jonc@status.gen.nz
Message-ID: <ZRPukB3w164w@status.gen.nz>
Source record: 111215

moon!cyberden!phbill@well.sf.ca.us writes:

> size! BTW: is it bad to stack 2 1050s? Should I get that new

Bill,

I like many readers of this news group have done just that for many
years now. I had four stacked up on on each other. In fact I just
gave my Happy and Super Archiver 1050's away a few months ago to
a chap down south of me.

A mod we did some time ago was to move the drive selector from the
rear panel to the front panel. This allows you to select which drive
is what.

If you have a doubler drive and want to boot say a Ultraspeed disk/
menu and the other drive is simply an enhanced 1050 it allows you to
select which drive is 1 and which is 2 and so on.

There is not much involved and it will save all the hassells.

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

1912. Re: For sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 22:45:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sq8TkB6w164w@cyberden.uucp>
Source record: 111206

ME ME ME ME ME ME!! YES!!!!
What is your postal address, and how much will it cost to mail it???
thanx!
Bill Kendrick

```
____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_________________________________ Joy!
```

1913. Re: You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 22:52:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <m28TkB10w164w@cyberden.uucp>
Source record: 111208

c152-bv@dv349-5a.berkeley.edu (Abel Chow) writes:

> Hm. 9 years, eh? 1983? I got my Atari 800XL in the Christmas of '83
> . . . the dream of my life, at the time. <sigh>

Hmm... Yeah. I just was at an Emporium or some store on day messing with one of them. (Hated it because it didn't let me do "INPUT" like my Timex would! heh..how IGNORANT I was back then, eh?! ;)). Anyways. I just fiddled with it for a few mintues, and I suppose it was my mom and brother's idea to get one for me (they were there when I was messing with it.) I suppose they got me a 1200xl instead of an 800xl or 600xl because it was cheaper (??). DAMN glad they didn't get me a 600xl!!!! :)

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1914. Re: Atari Classics / Campaign

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-15 22:57:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oa9TkB11w164w@cyberden.uucp>
Source record: 111207

poehland%phvax.dnet@SMITHKLINE.COM writes:

>
> BTW, anybody out there w/an idea for what you want in AC, now is the time!
>

A DISK!!!!! :) HHmm.... been so long since I even LOOKED at a computer magazine, I forgot what was in one! :) BTW: how often do you think it will come out? Monthly (:-)), bimonthly (:-( )... or what? (If it was in the post about the campaign being over and a success... sorry! I must've overlooked it or forgot!)

BTW: (again!) Jeff & Ben and all you other dudes.. I've uploaded that text to a few big 8-bit (/ST (boo-hiss!)) bbs' here in California. (northern, that is. I'm not CRAZY! (I don't consider $200-$300 phone bills crazy....deranged, maybe...)) Good luck guys!

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1915. XL power supply specs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-16 03:04:33 UTC
From: deaven@physics
Message-ID: <v1u41INNh0s@agate.berkeley.edu>
Source record: 111209
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello fellow 8-bitters. I just came into posession of some Atari 800XL and 600XL machines after only having an Atari 800. I want to run them from a battery and I have no idea what the current specifications are for the XL supply. I can figure out the voltages OK with a voltmeter, but I also need to know how much juice the thing wants to draw. I have no manuals for these puppies or I'd look this up myself. Would someone out there in net-land who is knowedgable about these matters please respond via e-mail and tell me how much current each of the supply rails is expected to source?

Thank you!
--
David Deaven (deaven@physics.berkeley.edu)
Physics Department
University of California at Berkeley
Berkeley, CA 94720

1916. Paint programs.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-16 06:57:03 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sHuukB2w164w@cyberden.uucp>
Source record: 111212

Ok. What's THE best paint program(s) out there? I know RAMBrandt's in the top's, but is it PD or still (C)'d?? Also, I know EscalPaint is VERY good (since it uses 256 colors at a time from a pallette of 25,000 some odd colors), but I'm PROBABLY not going to want to work with APAC style DRAWINGS (yet).. (not for gaming, at least). I'd like to get a paint program for use in adding pictures to games and the like. What do you folks recommend? Where can I get it? How much will it cost me? Etc.etc. (you'll all seen questions like these asked before!) Later
Bill
BTW: is there any program (other than the actual paint programs that use them) that can convert standard (62 sector) pictures into Koala compressed format? And how hard is it to load these back up? (I TRIED hacking the Okimate10 color printer screen dumper I got with my (now dead) printer, but it was VERY hard to find WHAT ML calls do what.)

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1917. Re: MAIL-IN CAMPAIGN A SMASHING SUCCESS !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-16 07:08:43 UTC
From: not@anon.edu
Message-ID: <1992May16.070843.28403@cs.tulane.edu>
Source record: 111211

```
Test
```

1918. Re: BBS #'s

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-16 09:52:03 UTC
From: jonc@status.gen.nz
Message-ID: <g6wVkB1w164w@status.gen.nz>
Source record: 111216

Rick_Michael_Cortese@cup.portal.com writes:

> BTW: You requested FNET #'s in your area. Didn't check area codes but....
> Z*Net News Service.....(FNET 593).......(908)968-8148
> SUPPORT Z*Net:Golden Gate......(FNET 706).......(510)373-6792
> South Pacific....(FNET 693).NZ....(644) 4762-852
> Z*Net:South Jersey.....(FNET 168).CCBBS.(609) 451-7475
> Z*Net:Illinois (Garage)(FNET 621).......(618) 344-8466
> Z*Net:Florida (Twilight Zone)(FNET 304).(407) 831-1613
> HAUG 205-722-0900
> Stormbringer 307-638-7036
> Flash BBS 314-275-2040
> Temple of Doom 403-436-0328
> The Twilight Zone 407-831-1613
> Full Moon BBS 408-736-0563
> Conan's Den 416-285-9328
> Z*Net Golden Gate 510-373-6792
> Hacker's Haven 512-653-3056
> Z*Net News Service 908-968-8148

Rick,

As of this writing we have gatewayed FNET in to Zone 3 Fidonet as well.
This will allow people in Australia and New Zealand to join in the
Z*NET FNET echo's.

This adds another 200 odd BBS's to the Z*NET echo. I look forward to
seeing you in the echo.

regards for the Z*NET Global News Gateway.

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

1919. Items for Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-16 16:32:48 UTC
From: seanm@terapin.com
Message-ID: <seanm.07u2@terapin.com>
Source record: 111214

Well, I still have some items for sale. If you are interested, send net mail or call at the phone number below.

1 800xl stock. No powersupply $30
1 1050 US Doubler. Power/IO $60
1 ACB 4000a SCSI-MFM cont. $50 (sale pending?)
1 ST225 Hard drive. Works. $50
1 ST251 Hard drive. Broken $??
1 AT style case w/135w power $45
1 BASIC XL cart. w/docs $30
1 Monkey Wrench cart w/docs $10 (collectors item)
(For 800 only. Right hand cart!)
1 850 with power and IO $40
1 850 no IO or power $30

I also have a real collectors item. It is an Atari color organ. It hooks your stereo to your TV to generate strange musical patterns. One channel appears to not work, but the unit DOES prodiuce nice pictures and should be easily fixed. It has the Atari name on it and alot of knobs and switches and is about the size of a bread box. $30 or offer.

Contact me seanm@terapin.com or call 510-724-8632 business hours pacific time.

1920. Re: Paint programs.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-16 16:41:52 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59129@cup.portal.com>
Source record: 111213

One of my personal favorites is BBK ART from Analog #56. It does not use DLI's so you only get 4 colors, but it includes a X,Y position output. For me X,Y is kind'a critical because I usually use gr. 15 drawing programs to make gr. 12 & 13 redefined character sets. My only problem with it is the lack of Koala Pad support, but if I recall (been awhile) it allows keyboard positioning so you can move one pixel at a time. I've got a few subroutines for horizontal compression & horizontal/verticle decompression (Not by me) that can be called from BASIC.
BBK ART is on Atari Base. Do you have any FNET nodes around you? I could E-mail you some files if you do. I don't know if I want to fool around with UNDECODE etc.

1921. S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-16 22:47:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-16-15:47:30.64*UJ1G"@DKAUNI2.BITNET>
Source record: 111220

Michael Hill writes,

> Yeah, I would really like to get my hands on some of this neat-sound ing
> software. I'm not even concerned about whether docs or programs are in
> English or German - I speak/read both. Just please tell us how we c ould
> get ahold of this stuff! (Without having to send money orders in DM to
> get half a year's worth of back issues!)
>
> TNX much in advance,
>
> --Michael

Hm, I really don't think they have a retailer in the U.S.
The only way I know to get this stuff is the address I've mentioned
last week. If you are really interested I'll write to them and
ask about other possibilities for Atari 8-bit die hards in the states.
I should have the anwser in about two weeks.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1922. help with interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 01:53:29 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1992May17.015329.9320@news.cso.uiuc.edu>
Source record: 111217

help, please.

This may count as a FAQ and widely held knowledge, but hey, I just got this
800 (_very cheap_)a couple weeks ago, and am trying to turn it into
something halfway useful.

Is it possible to adapt a normal run of the mill 360K "IBM type" floppy
drive to work with the Atari 800's daisy chained serial I/O?

Is it possible to null modem to the that same interface, or do I
(practically) need to get something like ICD's P: R: Connection?

Please mail, as my dear old unix account is now long distance for me :(.

thank you

chuck@mrcnext.cso.uiuc.edu

--
---
chuck bridgeland---anarchoRepublican chuck@mrcnext.cso.uiuc.edu
"one thing about a police state, you can always find the police" l. neil smith
---

1923. Re: You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 06:10:21 UTC
From: andrewh@panix.com
Message-ID: <1992May17.061021.3872@panix.com>
Source record: 111218

In article <o6PokB1w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>I FINALLY GOT ANOTHER DRIVE! AFTER ALL THESE (about 6?) YEARS! YIPEE!
>

It's never too late to get that second drive! 8-)

>Now I can't close my desk!! and I feel sort of overpowered by it's
>size! BTW: is it bad to stack 2 1050s? Should I get that new
>desk I've been whining about for 2 years? Hmmm???

Probably not, but it would be a good idea not to put any more stuff on top
(like another drive). That could put too much weight on the bottom drive
and cause the casing to bend.

>
>gee time flies! Bill

You'd better believe it!

>
>____________9_year_veteran_ ||| __Happy
>PhBill: Bill Kendrick / | \ Happy
>moon!cyberden!phbill@well.sf.ca.us Joy
>_____________________________ Joy!

1924. Atari Trackball, special joysticks 4-sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 15:33:30 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0095AB5E.152F88C0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 111221

For sale-
Atari trackcall, includes the "manual" (actually, an instruction sheet).

LeStick Atari tilt-sensitive joystick (has a fire button; directions are
chosen by tilting it sideways), in its original box with manual.

A pair of Atari RADIO REMOTE CONTROL joysticks, as marketed for the
Atari 2600 (includes 2 wireless joysticks, base unit. require a 9V
battery for each joystick).

(I also have Atari 2600 units- one is the traditional design, kind of
simulated woodgrain; the other is the newer smaller design. With then,
I have a bunch (15-20) of cartridges).

Atari paddles (pair).

Atari keyboard controller for the 2600.

I'd really would like to get the best offer within a couple of days.
However, I promise that the first offer of the following will get the
items without any further due- Trackball $20; leStick $12; radio remote
control joystick package $25. BUT these prices are negotiable and if nobody
offers them (or something very close) I'll takethe best offer within a few
days.
Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU, or call (804) 293-8973
if you prefer.
Thanks.

1925. Re: Wanted: Source code to 80 column software handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 15:46:10 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <17MAY92114610@tiamat.hacks.arizona.edu>
Source record: 111222

In article <1992May17.162924.1778@magnus.acs.ohio-state.edu>,
fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes...
>
> If anyone has the source code to one of the 80 column "E:" handlers,
>please contact me. A friend of mine wants to alter one of these handlers
>so that it can keep up at 2400 baud.

You can try the 80-column driver written by JD Casten (I think) in
Antic magazine. An excellent driver is built into Kermit65 - it
works fine at 2400 baud. You can get the source code for that.

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

1926. Cordic Rotators?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 15:48:25 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <17MAY92114825@tiamat.hacks.arizona.edu>
Source record: 111223

I forget what it was in reference to, but someone mentioned
the use of cordic rotators in HP calculators for fast math
calculations. Well, here's a response I got when I inquired:

> Subject: Re: Cordic Rotators?
> From: pjdean@peg.pegasus.oz.au
> Date: 13 May 92 20:41:00 GMT
>
> It's a long story so here's a couple of references.
>
> 1. P. Jarvis. "Implementing Cordic Algorithms."
> Dr. Dobbs Journal, #169, pp.152-158, October 1990.
> Description of binary methods with example in C.
> 2. J. A. Ball. "Trigonometry in Two Easy Black Boxes."
> BYTE, pp 184-194, May 1979. Description of binary and decimal
> with example program in BASIC ;-)

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

1927. Wanted: Source code to 80 column software handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 16:29:24 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992May17.162924.1778@magnus.acs.ohio-state.edu>
Source record: 111219

If anyone has the source code to one of the 80 column "E:" handlers,
please contact me. A friend of mine wants to alter one of these handlers
so that it can keep up at 2400 baud.

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

1928. Re: Format of MicroIllustrator Files?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 18:45:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qXLXkB3w164w@cyberden.uucp>
Source record: 111224

omf@tiamat.hacks.arizona.edu (Oscar Fowler) writes:

> Could someone please EMAIL me the format of MicroIllustrator files
> for the 8bit? I'd like to write a program to view such Atari files
> under Windows.
>

WHOA! Hey..didya ever consider makin' 'em into GIFs? Heheh... (thanx
for mailing me that program Jeff!) Might be a teenee bit easier??

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1929. Atari Mags For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 19:06:10 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <17MAY92120610@tiamat.hacks.arizona.edu>
Source record: 111225

```
The following is a listing of my magazine collection.
Unless otherwise noted, each issue is $2.00, or $1.50 if
you buy 10 or more. This is not firm - make me a deal.

Oscar Fowler

Internet: omf@smaug.hacks.arizona.edu
CompuServe: 72347,1655
GEnie: O.FOWLER1
Phone: (602) 326-8286

--------- ANTIC ------------

Vol. 1: 1-6
(All issues. Excellent condition)
Vol. 2: 1-12
(All issues. Excellent condition)
Vol. 3: 1-12
(All issues. #'s 7 and 8 have
loose program listing sections.)
Vol. 4: 1-12
(All issues. Excellent condition)
Vol. 5: 1-12
(All issues.)
Vol. 6: 1-12
(All issues.)
Vol. 7: 1,2,4,5,6,8,9,10,11,12
(Missing #'s 3 and 5.)
Vol. 8: 1-8
(All issues.)
Vol. 9: 1,2
(All issues.)

-------- ANALOG --------------

Issues (81) 1 - 6 missing
7 - 9 (82)
10 - 14 (83) Sorry - all issues before 33
15 - 25 (84) do not have covers ...
26 - 37 (85)
38 - 49 (86)
50 - 58 (87) 59 missing
60 - 64, 66 (88) 65, 67 - 69 missing
70, 72 - 79 (89) 71 missing

-------- MISC ----------
```

START: OCT 90, JAN 91, FEB/MAR 91

AIM: JAN 90

CURRENT NOTES: OCT 86, JUN 87, JUL/AUG 87, JUN 91 -> CURRENT

ATARI EXPLORER: SEP/OCT 86, SEP/OCT 89, NOV/DEC 89

ATARI CONNECTION: FALL 83, WINTER 84, SPRING 84
This magazine was the predecessor to Atari Explorer. Very
interesting. Issues are $3.00 each.

-------- DUPLICATES ----------

ANTIC
VOL 1: 2 - 6
VOL 2: 1 - 9, 11, 12
VOL 3: 1 - 6, 9 - 12
VOL 4: 1 - 6, 8, 10, 10, 11, 11, 12
VOL 5: 1, 2
VOL 6: 7

ANALOG
29, 38, 39, 44, 45, 47, 50, 55

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

1930. AC/XE drive: New?? Atari product

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 22:05:44 UTC
From: chase@electron.rutgers.edu
Message-ID: <May.17.18.05.43.1992.3548@electron.rutgers.edu>
Source record: 111227

I was in Toys R Us this afternoon and I noticed they had a DS/DD disk drive from Atari for the 8-bits called the Atari AC/XE disk drive. They only had the floor model left, but it was a half-height drive and claimed to be for all Atari computers except for STs. I'd never heard of this drive before. Does any one have such a beast, or know when they were first released. I thought that the XF551 was the last drive released by Atari but I guess I was mistaken. Or could it be Atari still supports us poor 8-bit users (;-)).

1931. Re: Format of MicroIllustrator Files?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-17 23:41:47 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <17MAY92184147@tiamat.hacks.arizona.edu>
Source record: 111229

In article <qXLXkB3w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes...
>omf@tiamat.hacks.arizona.edu (Oscar Fowler) writes:
>
>> Could someone please EMAIL me the format of MicroIllustrator files
>> for the 8bit? I'd like to write a program to view such Atari files
>> under Windows.
>>
>
>WHOA! Hey..didya ever consider makin' 'em into GIFs? Heheh... (thanx
>for mailing me that program Jeff!) Might be a teenee bit easier??
>

Well, I finished a nice little program to view compressed MicroIllustrator
pics under Windows with the help of an old Atari BASIC program that
I looked at. I would still like to have details on graphics file
format on the Atari. Surely someone knows where I can get this info!

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

1932. 8-bit sources list

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 00:28:16 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <May.17.20.28.16.1992.5390@remus.rutgers.edu>
Source record: 111228

Once again, here's my current listing of mail-order sources for the Atari 8-bit computers. If anyone knows that any of these sources are no longer valid (out of business, address change, etc) PLEASE let me know. I have personally contacted each of these sources at one time or another over the past year, and they were supporting the 8-bits at that time...

5/17/92 updated list

Software Infinity
642 East Waring Avenue
State College, PA 16801
Notes:Good PD selection. Also now marketing commercial European imports.

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA 95050
(408) 968-9960
Notes:Huge selection of software and hardware items. Also some new commercial games, unavailable elsewhere.

Page 6
P.O. Box 54
Stafford ST16 1DR
Good European commercial & PD selection of software. Also are the publishers of New Atari User magazine...see below.

Micro Discount
265 Chester Road
Streetly, West Midlands B74 3EA
England
8-bit commercial close-outs.

Telegames
Box 901
Lancaster, TX 75146
8-bit, 2600, 5200, 7800, ColecoVision

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset BH12 2BN
England
Fairly good selection of commercial
8-bit software/hardware.

Steve Hoffee/K.O. Software
333 Peninsula Drive
Lake Almanor, CA 96137
Markets a selection of imported
commercial & PD software.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
Good PD/shareware selection with
extensive documentation.

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
Independent programmer has produced
2 excellent commercial quality
games for the 8-bit.

Bresnik Software
555 Ware Street
Mansfield, MA 02048
Another independent, producing good
educational software.

UltraBasic
10 East 10th Street
Bloomsburg, PA 17815
8-bit speciality software.

NERDS Software
18 Wendy Drive
Farmingville, NY 11738
Printshop related.

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, Oregon 97005
(503)297-8425

BellCom
PO Box 1043
Peterborough, Ontario, Canada K9J7A5
The largest PD/shareware selection.

Compsult
PO Box 5160
San Luis Obispo, CA 93403-5160
Closeout items galore.

No Frills Software
800 East 23rd Street
Kearney, NE 68847
Closeouts & Printshop graphics.

Miles Better Software
219/221 Cannock Road, Chadsmoor
Cannock, Staffordshire WS11 2DD
England
Excellent mail-order source for
the Atari. They have many games
which were never released in the US

Electronic Clinic
4916 Del Ray Ave.
Bethesda, MD 20814
Refurbished equipment.

Mars Merchandising
1041-B East Charles Road
Lombard, IL 60148-2059
Close-out software.

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
Assorted theme disks.

Bacmun Software
1671 East 16th Street, Suite 629
Brooklyn, NY 11229
PD theme disks.

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
Utility software & hardware.

American Technavision
15338 Inverness Street
San Leandro, CA 94579
(415)352-3787
Large selection of commercial
software at excellent prices; also
hardware replacement parts.

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126

(408) 243-6950
Known as *the* Atari hardware
store. If they don't have the
part you need, nobody does.

BRE Software
352 West Bedford Ave, Suite 104
Fresno, CA 93711
PD/Shareware.

C&T ComputerActive
PO Box 893
Clinton, OK 73601

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL 34950

Starbase Atari Computers
2369 Austin Highway
San Antonio, TX 78218
(512) 590-7122

Palette Imaging
1 Closter Commons STE 789
Closter, NJ 07624-0400
(201) 767-3913
Offers new 1991 professional
quality ChromaCad modeling
package.

MWPDS
890 North Huntington St.
Medina OH 44256

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY 41548

Vulcan Software
PO Box 692
Manassas VA 22111-0692

Innovative Concepts
31172 Shawn Drive
Warren, MI 48093
(313)293-0730
accesories, hardware, PD software

CSS
PO Box 17660
Rochester NY 14617
(716)586-5545

8-bit hardware upgrades, 8-bit
repair service.

San Jose Computers
640 Blossom Hill Road
San Jose, CA 95123
(408)224-8575
New and reconditioned hardware,
as well as lots of software.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
Discontinued 8-bit software.

East Hartford Computer
202 Robert Street
East Hartford, CT 06108
Discontinued software for all
computers.

Aerion Software
PO Box 1222
Riverdale Station, NY, NY 10471-1222
Markets a new 8-bit commercial
game.

Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, Maryland 21146
(301)544-6943
Offers a selection of software
and reconditioned hardware.

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA 22151

TEAC (The Educators Atari Club)
PO Box 1024
Laytonville, CA 95454

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726
Produce an Atari newsletter, and
deal in Atari games.

Dean Garraghty
62 Thomson Ave.
Balby, Doncaster DN4 0NU

England
DigiStudio digitized music player,
and PD library.

AEL 8-Bit PD Library
C/O Bill Marcum
PO Box 34183
Louisville, KY 40232

When writing to request catalogs,
it's always a good idea to include
a Stamped, Self-Addressed Envelope.

Next, is a list of magazines still
supporting the 8-bit Atari.

Current Notes
122 North Johnson Road
Sterling, VA 22170
A truly excellent Atari-oriented
magazine, supporting both 8-bit
and ST.

AtariUser
113 West College Street
Covina, CA 91723
Year old Atari publication covering
the full line of Atari products.

Atari Interface Magazine
3487 Braeburn Circle
Ann Arbor, MI 48108
8-bit and ST support, with good
listing of national user groups,
and monthly disk available.

Page 6 / New Atari User
P.O. Box 54
Stafford, ST16 1DR
England
Glossy British magazine supporting
mainly the 8-bits, along with a
few ST articles. Excellent.

Atari Explorer
29-05 Broadway
Astoria, NY 11106
Mostly ST, occasional 8-bit article

PSAN
P.O. Box 110576

Tacoma, WA 98411-0576
Good Atari newsletter.

8:16
248 Wimborne Road
Oakdale, Poole, Dorset BH15 3EF
England
8-bit/ST newsletter from England.

Note : If you have any updates to
this list, please contact:
Ray Wilmott
10 South Rhoda Street
Monroe, NJ 08884
(GEnie : R.WILMOTT)
(InterNet : wilmott@remus.rutgers.edu)

1933. Re: 8-bit sources list

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 04:05:56 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992May18.040556.28392@mnemosyne.cs.du.edu>
Source record: 111230

Ray,

I don't believe Innovative Concepts is around anymore, and Alpha Systems
closed up shop some time ago.

Pattie Rayl (Atari Interface)

1934. D.Garraghty's Digistudio

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 05:27:22 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92139.002722JJMCWILL@MTUS5.BITNET>
Source record: 111235

Since my email to Dean bounced more times than my Racquetball does during an hour's worth of play, I decided to just post this to him publicly. Once one has created a sound with digistudio, how difficult would it be to import the sound into a program written in Kyan Pascal, Action!, Faster than Lightspeed C, or MAC/65 assembly language. My choice of languages is rather specific as I am currently trying to examine each of them in the hope of picking one to do a programming project this summer.

Is Digistudio a viable tool for creating sound effects to be imported into programs, or is it rather a tool for editing and enhancing digitized sound? I am a bit unclear as to what it can actually handle.
Should I look elsewhere for a program to produce some straight forward beeps and bells? The program isn't a game, it'll be an application but audio feedback is to be an important part of the user interface.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1935. News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 12:09:33 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May18.120933.16553@aber.ac.uk>
Source record: 111233

Thanks to those people who sent me mails about the News-Disks. Please keep them coming, I need to work out approximately how many people read them so that I can quote numbers to prospective contributors and advertisers.

Also, don't forget, I still desparately need a US distributor for Digi-Studio. Even if you are not absolutely sure about doing this, please mail me anyway, I may be able to persuade you!

Dean Garraghty. djg0@uk.ac.aber (possibly: djg0@aber.ac.uk)

1936. Disks for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 12:15:59 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May18.121559.16980@aber.ac.uk>
Source record: 111232

This is a list of used software I have for sale, which has been obtained through the software exchange scheme. Some of it is brand new and has been obtained from liquidated suppliers. These prices are UK prices. US and other countries: extra shipping costs will be charged. Email me for details. All prices in UK pounds sterling.

BALLBLAZER CART. -USED- 3.50
QUASIMODO DISK -NEW- 3.00 (2 AVAILABLE)
CRUSADE IN EUROPE -NEW- 3.00
BLUE RIBBON GAMES DISK -NEW- 5.00
MEMORY MANIA DISK -NEW- 2.50
NIBBLER DISK -NEW- 2.00
SPINDIZZY DISK -USED- 3.00
ATARI GAMES BOOK -USED- 2.50
VISICALC -USED- 7.50 (2 AVAILABLE)
FLIGHT SIM.II SCENERY DISK 7 -USED- 5.00

Dean Garraghty. djg0@uk.ac.aber.

1937. AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 14:41:37 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205181441.AA19533@smithkline.com>
Source record: 111234

RE: Bill Kendricks' query regarding AC, the format we are basing our proposal upon is a bimonthly mag, 40-60? pages, w/a software disk every other issue, i.e. three disks/yr.
Right now Jeff & I are still kicking around iideas for the various departments, colmnists etc. & also beginning to make some preliminary contacts to selected individuals to fill anticipoated staff positions.
Jeff sent me the postcards, I'm organizing them & reading the comments people made. The real problem we have for staffing is the large # of folk who volunteered their services. We need maybe 15-20 people, we got ca. 300 volunteers!
BTW, just the sheer mass of these postcards is an impressive sight. It will take us awhile to sift thru all this stuff; staffing will sorta go along w/the creation of the magazine, we are starting totally from scratch.
We've had a couple suggestions to make the disk available separately from the mag, w/the mag at a reduced price. The exact details of that arrangement will crystallize when we hitch up a publisher, but it's an option we are keeping on the table.
I understand Unicorn may have received negative correspondence about AC from folks who already subscribe to AIM & who may fear they will forced to choose between AC & AIM. No doubt these people are members of we call the "straddler" market: users who own both an 8bit & an ST (I'm a member of this group myself, tho I'm probably the only member of this group who keeps the STe in the closet & continues using the old XL). We want to emphasize, AC WILL NOT BE A PLATFORM FOR ST-BASHING!! We NEED the straddlers, they make up a big chunk of our market. It is not intended that AC should compete with AIM, but rather be a supplementary publication catering specifically to the needs of the 8bit community, many of whom are fed up with the diluted coverage now given by all the magazines. We hope to resolve the dilemma by funneling a certain amount of material from AC into AIM, so the 8bit readers of AIM who don't wish to switch won't suffer any noticeable loss relative to AIM's present level of 8bit coverage. Again, the exact details of that arrangement will have to be negotiated. The advantages of AC over AIM to the 8bit user will be: 1.) 2-4 times as much coverage as AIM will carry; & 2.) it will be ALL 8bit, no paging thru tons of ST/Lynx/TT/Portfolio/ABC/Atari News & Vaporware to get to the 8bit goodies.
People who want coverage of internal Atari politics & world events can read Current Notes or NEWSWEEK.
People who want to read interviews with personalities from Star Trek can read the last year's issues of ANALOG.
Peoplw who want to know how to use their 800/XL/XE, will want AC.

- BEN POEHLAND
The Alchemist

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1938. Power Requirements for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 18:43:57 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205181843.AA20711@smithkline.com>
Source record: 111236

In reply to Dave Deaven's question on specs for 8bit power supplies:

Despite the multitude of pins in the pwr connector there is only one rail: +5V.
The pin connections are redundant to maintain low impedance on the supply line.
Three pins on one side are gnd, three on the other are +5V. I think there is
a center pin unconnected.

All the supplies for the XL/XE are spec'ed at 5VDC/1.5 Amperes. Of the four
major types Atari used, only Type I approaches its current delivery specs,
all the rest deliver 1.1-1.3 amps except for Type IV which was supplied w/the XE
machines. That one is a piece of junk, it doesn't even deliver a full amp.
For full details on specs/schematics/circuit descriptions/chassis photos of
the various supplies, see the November 1990 issue of Current Notes magazine.

I have a souped-up 800XL that draws 1.7 amps (!). Before I started hanging
all those gadgets onto it, I recall it drew 700mA or so. A stock 800XL, or 130
XE should draw about 600-700mA. The 65 XE will run maybe 500-600mA, & a 600XL
will pull 450-550mA. These are ball-park figures.

BTW, one of my trolls just sent me new type of supply I've never seen before
(Type V ???). I don't recall the part #, but it looks like a scaled-down
version of the Type IV & is rated to deliver only 1.0 amp. I don't know what
machine this was made for. 65XE? XEGS? Anybody?

- BEN POEHLAND
The Alchemist

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1939. Atari 800 Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 20:48:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-18-13:48:57.83*UJ1G"@DKAUNI2.BITNET>
Source record: 111231

Matthew R. Singer writes:

> Anyone have schematics for the original 800's video section? My 800 refuses
> to put out color since a monitor cable I had on it shorted....

Why is the length of the monitor cable important for the color signal?

Marek Tomczyk

1940. Re: You never know how big 2 1050s stack are until you get 'em!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 23:09:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZTsZkB11w164w@cyberden.uucp>
Source record: 111242

jonc@status.gen.nz (Jon Clarke) writes:

> A mod we did some time ago was to move the drive selector from the
> rear panel to the front panel. This allows you to select which drive
> is what.

DO TELL! (BTW: both are stock 1050s, no Happiness, no USDoubler)
(ah well!!)

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1941. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-18 23:13:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <s2sZkB12w164w@cyberden.uucp>
Source record: 111243

UJ1G@DKAUNI2.BITNET writes:

> Hm, I really don't think they have a retailer in the U.S.
> The only way I know to get this stuff is the address I've mentioned

Hmm......Dean (Garraghty)... you have a US distributor, don't you?????
Could you help these guys out? hmm.... or how about K.O.Products. They
sell some software from Poland (I think..). Fred and Mission Shark.
Their address is:

(c/o Steve Hoffee)
333 Peninsula Drive
Lake Almanor CA 96137
((916) 596-4159)

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________________ Joy!

1942. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 00:15:29 UTC
From: hill@ucsu.Colorado.EDU
Message-ID: <1992May19.001529.11890@ucsu.Colorado.EDU>
Source record: 111237

I wrote:
>> Yeah, I would really like to get my hands on some of this neat-sounding
>> software. I'm not even concerned about whether docs or programs are in
>> English or German - I speak/read both. Just please tell us how we could
>> get ahold of this stuff! (Without having to send money orders in DM to
>> get half a year's worth of back issues!)

UJ1G@DKAUNI2.BITNET (Marek Tomczyk) responded:
>Hm, I really don't think they have a retailer in the U.S.
>The only way I know to get this stuff is the address I've mentioned
>last week. If you are really interested I'll write to them and
>ask about other possibilities for Atari 8-bit die hards in the states.
>I should have the anwser in about two weeks.
>
>

There is plenty of interest over on our side of the pond, believe me! If it wouldn't be too much trouble, a lot of us over here would really appreciate it. (I even have a deal worked out to do any necessary translation.) If you haven't yet written, you might mention that by far the most useful medium for us would be diskette distribution, since they should have the object code (if not the source, too) available.

Thanks again for doing your American brethren a big service! ;^)

--Michael

Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting, waiting for
hill@spot.Colorado.EDU | you / Sooner or later you know He's got to
Ball Aerospace Systems Group & | come through / No hesitation and no holding
University of Colorado@Boulder | back / Let it all go and you'll know you're
$ mv net.flames /dev/null | on the right track" --Kansas, "Hold On"
------------------------All glory to God in the highest!-----------------------
--
Michael Hill <>< Isaiah 9:6 | "i read the story that you died i turned the
hill@ucsu.Colorado.EDU | page you were alive with hope and love but
Ball Aerospace Systems Group & | mostly faith one day ill see you face to face"
University of Colorado@Boulder | -- King's X, "everywhere i go"

1943. Re: Converting 5200 to composite

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 04:27:02 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <59262@cup.portal.com>
Source record: 111238

Andrew Lee <asl00@juts.ccc.amdahl.com> writes:

>I've been reading the posts about the similaries of the 5200 and the
>400/800 line. I've always wanted to convert my 5200 to have a composite
>output jack instead of just RF. Has anyone ever tried this? Can I purchase
>some old 400 or 800 to merge(hack) the 5200 output lines? Any help would
>be appreciated. Thanks.

I'd expect this to be very easy -- more a matter of TAKING OUT the RF modu-
lator than of ADDING something. I can't speak directly to the case of the
5200, but I did pretty much this very thing with a 2600 once and it took
all of two minutes with a pair of alligator-clip wires to set up.

For what it's worth, here's what I did with that 2600. Open the case.
Find where the TV connection cable joins the 2600, and look in that
vicinity for a silver metal box. Wires lead into and out of this box;
it contains the "RF modulator" which combines video and audio into a
"TV broadcast" type of "RF" signal. On the silver box, SOME of the wires
are bringing audio and video signals IN, and at least ONE is taking the
RF signal OUT. The wire that becomes the TV connection cable is the one
carrying RF OUT, so by elimination the OTHERS are carrying composite
audio and video. (With clip wires, connect the metal casing itself,
or whatever the "shield" part of the TV connection cable is soldered
to inside the metal casing, to the "outer" (i.e. "shield") part of your
composite-video cable; this should leave TWO wires: one of them audio,
the other video. I figured out which was which by TRIAL AND ERROR;
more-intelligent ways would include viewing signal levels on an oscillo-
scope, or tracing more of the circuitry. At any rate, when you figure
out which wire is which, connect the "wire that's carrying the video
signal" to the "inner" (i.e. "core") part of your composite video
cable.)

Disclaimer: I'm not an electronic engineer or even an electronics tech-
nician. I've just been LUCKY all my life. If you AREN'T as lucky as
I was, and you blow up your 2600 or 5200, DON'T BLAME ME.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com
cable

and find the little silver box
, although I can't speak directly to
the 5200 per se. In college I once operated a 2600 through a composite
monitor, which took all of two minutes with a pair of alligator-clipwires
to connect.

For what it's worth, here's what I did on the 2600: Open the casea and
locate

1944. Re: Cordic Rotators?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 04:40:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <59263@cup.portal.com>
Source record: 111239

Oscar Fowler (omf@smaug.arizona.edu) writes:

>I forget what it was in reference to, but someone mentioned
>the use of cordic rotators in HP calculators for fast math
>calculations.

I was the one who brought up CORDIC rotators, in response to people here discussing how to calculate trigonometric functions rapidly. I'm glad someone pursued it.

>> It's a long story so here's a couple of references.
>>
>> [...]
>>
>> Dr. Dobbs Journal, #169, pp.152-158, October 1990.

I can probably find a copy of this locally.

>> BYTE, pp 184-194, May 1979.

THIS one is going to be SCARCE. Anyone have it? I'd pay mailing and photocopying...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1945. Trakball price

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 04:57:35 UTC
From: AUEPW@ACVAX.INRE.ASU.EDU
Message-ID: <920518215735.34f2@ACVAX.INRE.ASU.EDU>
Source record: 111245

To the person who wants to sell his trakball for $20:

They are selling new trakballs for $4.95 (San Jose Computer).

E. Wilkinson
Arizona State Univ.
Dept. of EE
auepw@acvax.inre.asu.edu
ewilk@hal.gnu.ai.mit.edu

1946. Re: Atari 800 Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 08:36:46 UTC
From: dave@admiral.uucp
Message-ID: <1992May19.083646.3366@admiral.uucp>
Source record: 111164

In article <"92-05-18-13:48:57.83*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>
>
>Matthew R. Singer writes:
>
>> Anyone have schematics for the original 800's video section? My 800 refuses
>> to put out color since a monitor cable I had on it shorted....
>
>Why is the length of the monitor cable important for the color signal?
>
You are kidding, right? You need to learn when and where to put smileys.

--
"Dammit Jim, I'm a free man, not a number!"

"This is what the K.L.F. is about. Also known as the Justified Ancients
of Mu-Mu. Furthermore known as The Jams!" -- The K.L.F.

1947. Yet More Atari Mags for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 09:27:59 UTC
From: psrjd@acad3.alaska.edu
Message-ID: <1992May19.012759.1@acad3.alaska.edu>
Source record: 111240

Hullo, folks. I've got a large supply of old Atari Magazines available for purchase (you name your prices) that have been taking up storage space for longer than I care to remember:

Antic back issues:

Volume 1 #6
Volume 2 #'s 1-12
Volume 3 #'s 1-12
Volume 4 #'s 1-12
Volume 5 #'s 1, 2, 3, 6, 7, 9, 10, 11
Volume 6 #'s 1, 4

All of these magazines are in reasonable condition (covers, etal), some more worn than others. Make an offer, plus shipping, and they're yours (InterNet address bellow.)

Analog back issues:

#'s 18, 21, 23, 24, 26, 29, 31, 32

The condition on the first three of (18,21,23) is not so great (though the covers are still here) but the others seem reasonable. Again, make an offer and they're yours (you pay shipping).

I hope someone out there can use these things, as there's no Atari 8-bit in my future (oh, for the 130XE or 800 days!)

Send all correspondence to:

PSRJD@ACAD2.ALASKA.EDU

or USnail (begging the originators pardon):

R DENISON
BOX 1449
PALMER, AK 99645

1948. Re: Paint programs.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 09:38:51 UTC
From: bmarcum@world.std.com
Message-ID: <BoHs4s.81v@world.std.com>
Source record: 111241

In article <59129@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>One of my personal favorites is BBK ART from Analog #56. It does not use
>DLI's so you only get 4 colors, but it includes a X,Y position output. For
>me X,Y is kind'a critical because I usually use gr. 15 drawing programs to
>make gr. 12 & 13 redefined character sets. My only problem with it is the
>lack of Koala Pad support, but if I recall (been awhile) it allows keyboard
>positioning so you can move one pixel at a time. I've got a few subroutines
>for horizontal compression & horizontal/verticle decompression (Not by me)
>that can be called from BASIC.
>BBK ART is on Atari Base. Do you have any FNET nodes around you? I could
>E-mail you some files if you do. I don't know if I want to fool around with
>UNDECODE etc.

BBK Art is my favorite paint program too. And, it can load files in either Micropainter (62-sector) or Koala (compressed) form, and saves them as Koala files (Minor gripe 1: it only saves in Koala, not Micropainter. MG2: It's a one-drive program. You can only use drive 1 in Ataridos, or the current directory in Mydos; I don't have Sparta, but I think it works the same in Spartados.)

Bill Marcum bmarcum@world.std.com

1949. Re: D.Garraghty's Digistudio

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 13:14:44 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May19.131444.18231@aber.ac.uk>
Source record: 111244

Well, Jeff's mail did eventually get to me, but I might as well explain a few things to other folks who may be unclear.

Digi-Studio is being developed as a tool to allow people to use digitized sounds to create music. Currently 2 "packages" have been completed and released. "Package 1" contains 2 programs: the keyboard player and the tune player. "Package 1.5" contains 2 more programs: the sample editor and the tune compiler. Each package also contains lots of samples (20+ on each) and some tune files (5 on package 1 and 18 on package 1.5).

Package 1

The keyboard player is a program to allow you to play music "live" by using the standard computer keyboard. 3 octaves are allowed, but because of the limited number of keys on the keyboard, only 2 octaves are played at a time. The 3rd octave is accessed by using OPTION and START. 3 sounds are loaded into memory at a time, and you can change which sound you are playing in while you are playing music. It's your choice which 3 sounds you have in memory, but 3 default sounds are loaded during boot-up.

The tune player allows you to play special tune files in any of the digitized sounds supplied in either package of Digi-Studio. Currently, tunes are only played in 1 sound. Again, the sound is up to you.

Package 1.5

The sample editor lets you load in any sound sample and fiddle with it! You can reverse the sound, copy chunks of it to other parts of the sound, display the sound as a graph on the screen, and you can edit it very accurately by using a joystick to change speaker position values. This way you can also create your own sounds using "pages" which in this case represent 32 speaker positions. The manual for package 1.5 is very detailed about how sounds are played and what we mean by speaker positions. When you've created 1 or maybe a few pages you can use the various copying functions to create a whole sample which you can then save to disk and use as any other sound sample.

The tune compiler is quite a simple program. It simply creates a Basic module for playing Digi-Studio tunes in Basic programs. Digi-Studio uses a small piece of machine code to play samples. From Basic, USR commands send values to this code to instruct it to play certain notes. The only other thing needed is timing, which is done using the system clock. If the language you are using has an equivalent to USR then you'll be OK! The Basic module created by this program works in both Atari Basic and Turbo-Basic, and possibly other versions of Basic.

"Package 2" is still being developed. This will allow you to create your own Digi-Studio tune files. This package is quite a task to write, and will require more expert help in the music field. Expected release: later this year.

Prices

Package 1 only costs 5pounds in the UK and 7pounds elsewhere. Packages 1 and 1.5 together costs 8pounds in the UK and 10pounds elsewhere. Package 1.5 is not being sold on its own, because it doesn't really have much use on its own. All payments must be made in UK funds using and IMO. I have posted the official sales info on the net many times so I'm not going to bore you with it again! However, if by some chance, you haven't seen this then mail me and I'll mail you a copy.

Hope this helps! Dean Garraghty. djg0@aber.ac.uk or djg0@uk.ac.aber

1950. Re: Trakball price

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 14:19:17 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992May19.182640.7971@ryn.mro4.dec.com>
Source record: 111155

```
> To the person who wants to sell his trakball for $20:
>
> They are selling new trakballs for $4.95 (San Jose Computer).
>
They sure are! And they're the NEW ones... Black ball, and
SUPER LARGE triangular buttons.

_John_
```

1951. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 14:32:39 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May19.143239.25273@aber.ac.uk>
Source record: 111247

Would you be interested in distributing Digi-Studio as well?

Dean Garraghty. djg0@aber.ac.uk

1952. OS Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 14:40:49 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205191440.AA00311@smithkline.com>
Source record: 111246

Hmmm... no takers for my OS trivia quiz, eh? There's a few folks out there who think the quiz is too hard. Well gosh whiz, people, it IS trivia.

OK, maybe 3 gold stars & a genuine autographed dogbone isn't enough of a prize to stimulate some answers. So, maybe I need to offer a more substantial reward, something people can relate to. How about TEN BUCKS cold cash?

C'mon, guys, SURELY I'm not the ONLY 8bitter out here who recognizes the tune? All of you XL/XE people have heard it, no one (that I know of) dislikes it, it's a pleasant catchy little melody that begs to have its 2nd bar completed (an additional 7 notes).

No, whoever wrote the OS didn't make up the tune, he/she took it straight from the treble clef.

If you pride yourself on knowing everything about your XL/XE & cannot at least give the title/author of the tune, shame, shame, for shame!!

But, to win the $10, you still have to answer ALL the questions correctly!
Please post your answers to the Digest, not to me!
I'll re-post the original challenge shortly.

- BEN POEHLAND
The Alchemist

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1953. AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 15:15:51 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205191515.AA00422@smithkline.com>
Source record: 111248

From: INET::"hill@spot.Colorado.EDU" 19-MAY-1992 10:59:03.50
To: phvax::poehland
CC:
Subj: Re: AC: Preliminary Format

With regards to the software disk, what would be the possibility of making its contents ftp'able? Granted that you don't want to open it up to people without subscriptions (if, indeed, you don't), it would still be a simple matter to email each subscriber who wanted to participate via ftp a password good for the current "release", and change it three times a year to control access.

Also, how about accepting submissions (articles and/or programs) via the InterNet? I'm sure many people would find this more convenient and less daunting than the usual submission procedure.

Finally, I would not be averse to seeing the magazine itself distributed on-line (maybe in scanned PostScript), a la Z*Net/AEO. At first it seemed it would be too much work for the editors to prepare a second, text-only edition, but then the scanned-PS occurred to me. I'm not sure, but I somehow doubt the magazine will be created with 8-bit DP tools, and any 16/32-bit architecture would have scanners and format-to-PS conversion programs available.

Just my $.02 worth. I would appreciate a reply if you have time. TNX.

--Michael

Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting, waiting for
hill@spot.Colorado.EDU | you / Sooner or later you know He's got to
Ball Aerospace Systems Group & | come through / No hesitation and no holding
University of Colorado@Boulder | back / Let it all go and you'll know you're
$ mv net.flames /dev/null | on the right track" --Kansas, "Hold On"
------------------------All glory to God in the highest!----------------------

1954. AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 15:21:55 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205191521.AA00447@smithkline.com>
Source record: 111251

Michael Hill has made 3 suggestions i'd like to respond to.

First, on the the idea of making the software disk ftp'able, my response is negative. It might seem like a "simple matter" to email net passwords to interested participants, but it isn't, especially when you have set up the ftp site & multiply the # of parties by some factor of 10^2 or 10^3. AC will be run w/an absolute minimum of administrative overhead: the prime focus will be to produce articles, period. Anything AT ALL that adds to the administrative burden will be seriously scrutinized & probably rejected unless it will do a LOT of good for the MAJORITY of subscribers. It isn't like AC will have an office in a nice downtown skyscraper, with a receptionist out front. Instead, it will be a loosely knit group of people scattered all over the world, bound together only by a common cause. >sigh< nice idea tho.

Second, on the suggestion of submitting articles over the Net, my response is *VERY STRONGLY* positive. Absolutely, we will PREFER items to be submitted via this method whenever possible. I feel so strongly about this I am considering it to be an absolute requirement for Editors to maintain an acct on at least one network (GEnie, InterNet, or CIS). Guidelines for submission format & email addresses will be part of AC's Publication Manifest.

Third, regarding the possiblity of scanning the publication & uploading it somewhere, my response is neutral. Certanly we will not do it due to the administrative overhead, & I suspect our future Publisher might object. After all, it is theoretically possible to do that with virtually ANY printed matter, but there must be some good reason that it is generally not done, else by now someone wouild have scanned all the old issues of COMPUTE!, Analog, & ANTIC & uploaded them somewhere, not to mention AIM, CN, & Explorer. If someone does it it's there business, I don't want to know about it. AC is conceived from the very beginning as a purely print medium, deviations from that format will only add to the administrative burden w/out a concurrent improvement in service to the larger community. As I go thru the cards people returned I'm seeing *very few* email addresses, confirming my assessment that less than 5% of users are on networks.

The point about administrative overhead needs to be emphasized in light of the fact that this entire operation will be run by part-timers, all of them amateurs. Instead of having a few people working full-time, we will have many people working small-time, which is already an administrative kludge.

And when I say amateurs, that includes ME.

Thanks, Michael, for your input.

- BEN POEHLAND
The Alchemist

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1955. HELP. word processor to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 15:24:09 UTC
From: phile@pwcs.StPaul.GOV
Message-ID: <9205191524.AA25094@pwcs.StPaul.GOV>
Source record: 111253

To: comp-sys-atari-8bit@ucbvax.berkeley.edu

I run Bank Street Writer as a word processor on my Atari 800. I know, it is really low-tech.

Anyway, the other day I tried to load a Bank Street Writer text file from my floppy to my file space on the PNET bulletin board so I could Email it to my other account at pwcs. I used Xmodem checksum, and it seemed to transfer the file OK.

The carriage return code used in Bank Street Writer is not standard ASCII (big surprise). I put two carriage returns at the end of each paragraph to insert a blank line. When I Emailed the file to myself within PNET, the carriage return code did not appear in the text, and it did not cause the line return or even a space, like this sample:

...the last sentence in a paragraph.The first sentence in the next para...

I also did not insert a carriage return at the end of each line. The word wrap in my modem software took care of that while I viewed the file on PNET.

OK, then I Emailed it to my other account, which is a Unix account on a Sun system accessed by a Macintosh IIsi via TelNet. Now it looks like this:

...the last sentence in a paragraph.**The first sentence in the next para...

wherein each * signifies a ^ followed without space by a [.
I did not enter these four characters in this example because I did not want to cause any of you trouble.

You see, when I sent the file to a buddy of mine, his emulator read the four symbols for this double carriage return as a double escape and locked up his machine. He was sharp enough to download the file and open it with a bullet-proof reader to find out what happened and tell me. I can see the symbols on the file when I read it with elm, but they don't cause a lockup on my system, or apparently in most systems.

Also, carriage returns had been added at the end of each line by the mailer, so words were cut in half. I can see that I can solve both these problems if I can just get real ASCII carriage return codes into my Bank Street Writer document.

I need some Atari-type help to fix this. How can I put real ASCII carriage returns in a document file with Bank Street Writer? Can I enter something other than <return> in the original file while writing in Bank Street Writer? Is there a way in Bank Street Writer to save a document as an ASCII file? Can I modify the file after I put it on disk and dump Bank Street Writer? How do you open a Bank Street Writer file on a floppy to look at it, dump the

original codes and insert ASCII codes? Is there a way to edit files off-line with modem software?

I am not equipped with a lot of fancy software. I have a BASIC cart. I am running DOS 2.0, but I may have a DOS 3.0 disk around. I have not messed around much with this yet, and am no computer expert, so I may have missed something really simple. Please respond via Email to both my accounts.

ADthanksVANCE!

Phil Ethier, THE RIGHT LINE, 672 Orleans Street, Saint Paul, MN 55107-2676
h (612) 224-3105 lotus@pnet51.orb.mn.org
w (612) 298-5324 phile@pwcs.stpaul.gov (mailing lists go here)
"The workingman's GT-40" - Colin Chapman "It's a Mistake" - Colin Hay

--
Login name: phile In real life: Philip J Ethier
Phone: 298-5324

1956. Re: XL power supply specs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 15:26:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59273@cup.portal.com>
Source record: 111249
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

My E-mail bounced back. It's just 5V @ 1.5 amps. I've run an XL on a 1.2 amp supply W/O problems.

1957. Re: Paint programs.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 15:43:52 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59274@cup.portal.com>
Source record: 111250

Foggy past/mind <g>. I think you're right, + there were a few other minor annoying 'features'. Like the files must have the proper .MIC or whatever so you have to add it/forced to use it. It wasn't more then a minor glitch for me because I'd spend a couple of hours doing the drawing the char set, then [save it, rename it, load it into MI, save it uncompressed, use gr 15 to FONT converter, save FONT]. Life time, I don't think I've done more then 6 gr 12 FONTs. ANALOG distributed the source code with the .OBJ but I never felt the need to rewrite it to make it a little more friendly.

1958. OS Music Trivia Quiz: Re-post

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 16:11:00 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205191611.AA00592@smithkline.com>
Source record: 111252

From: PHVAX::POEHLAND 13-MAY-1992 19:03:11.01
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: Atarians' Musical Tastes /OS Music Trivia Quiz

Poring over a few past issues of the Digest following the recent thread of various folks discussing their personal music prteferences, I thought I'd throw my hat into the fray. Well, sort of. From what I've seen, I gather my own preferences are quite a bit different from most other folks. I won't say outright what they are, but I'll drop a REAL STRONG HINT by offering the following challenge:

Go into the XL/XE OS & access the audio self-test routine. It's a very pleasant little 6-note theme. I'll never forget the first time I ran the audio routine, it showed me this computer had a true touch of class, I was delighted.

OK, here's the challenge. You MUST get ALL the answers correct, partial correct responses just won't do. The first person to get them all right wins 3 gold stars & a genuine autographed dogbone. Answer the following:

1.) The title of the theme in the XL/XE OS self-test routine.
2.)The instrument for which it was composed.
3.) The FULL NAME & nationality of the dude that wrote it.
4.) The year it was written.
5.) The name of the composer's group.
6.) The FULL NAMES of the OTHER FOUR members of the group.

Heh-heh, now we'll see who knows phrygian from major/minor!

Remember, you must answer ALL SIX questions above correctly!!

Bon appetit!

- BEN POEHLAND
The Alchemist

****

1959. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 16:19:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92140.111945JJMCWILL@MTUS5.BITNET>
Source record: 111170

In article <1992May19.001529.11890@ucsu.Colorado.EDU>, hill@ucsu.Colorado.EDU
(Michael Hill) says:
>
>I wrote:
>
>There is plenty of interest over on our side of the pond, believe me! If it
>wouldn't be too much trouble, a lot of us over here would really appreciate
>it. (I even have a deal worked out to do any necessary translation.) If you
>haven't yet written, you might mention that by far the most useful medium for
>us would be diskette distribution, since they should have the object code (if
>not the source, too) available.
>
>Thanks again for doing your American brethren a big service! ;^)
>
> --Michael
>

I agree, programs like S.A.M. and the programming language called
Quick, and Dean Garraghty's Digistudio programs could probably
make quite good sales over here if there were someone to
distribute them and translate them. The 8 bit market isn't dead,
for an example of this I ask you to take a look at ChromaCAD.
It's sold over a thousand copies, and both the company and the
distributor can't seem to keep them in stock. European programmers
really seem to know how to write good programs. Look at TurboBASIC XL.

But I think the language and trade barriers need to be overcome.
I am interested in Dean's DigiStudio package, but I have no idea how
to obtain an international money order or some other way of sending
Dean a check in his native currency.
I feel this may be hindering many people from ordering programs
overseas.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1960. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 19:47:36 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992May19.194736.23780@ucsu.Colorado.EDU>
Source record: 111254

poehland%phvax.dnet@SMITHKLINE.COM (Ben Poehland) writes:
>Michael Hill has made 3 suggestions i'd like to respond to.
>
[etc., etc.]
>
>Third, regarding the possiblity of scanning the publication & uploading it
>somewhere, my response is neutral. Certanly we will not do it due to the
>administrative overhead, & I suspect our future Publisher might object. After
>all, it is theoretically possible to do that with virtually ANY printed matter,
>but there must be some good reason that it is generally not done, else by now
>someone wouild have scanned all the old issues of COMPUTE!, Analog, & ANTIC &
>uploaded them somewhere, not to mention AIM, CN, & Explorer.
[A few sentences omitted for brevity]
>As I go thru the cards people returned I'm seeing
>*very few* email addresses, confirming my assessment that less than 5% of users
>are on networks.
>
[etc., etc.]
>
>Thanks, Michael, for your input.
>
> - BEN POEHLAND
> The Alchemist

I would guess that the "good reason that it is generally not done" is that
nobody thought, "Gee, wouldn't it be a swell idea to send out Compute! via
the InterNet for those subscribers who have accounts there?!" This is
probably related to your point about the 5% of users being on the Net.
<sigh> Oh, well.

It also occurs to me that distributing the magazine[s] that way would be
commercial use of the InterNet, which, as I understand it, is verboten.
Another good reason, I guess, why it hasn't been done before.

Well, thanks, Ben, for your output! ;^)

--Michael

Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting, waiting for
hill@spot.Colorado.EDU | you / Sooner or later you know He's got to
Ball Aerospace Systems Group & | come through / No hesitation and no holding
University of Colorado@Boulder | back / Let it all go and you'll know you're
$ mv net.flames /dev/null | on the right track" --Kansas, "Hold On"
----------All glory to God in the highest!----------

1961. Re: HELP. word processor to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 21:27:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92140.162730JJMCWILL@MTUS5.BITNET>
Source record: 111169

PHILIP,

It sounds like what you may really need is an ATASCII to ASCII conversion
program. But not being familiar with Bank Street Writer, I am not sure
about this. The problem is that the Atari 8 bits use the character code
155 as a carriage return and line feed, where as ASCII uses code 13 for
carriage return and code 10 for line feed. What needs to be done
is have a program do a search and replace for all instances of
155 and replace it with 13 and 10. There is a program for SpartaDOS called
SDVERT which does this very well, and Bobterm can be told to do it
automatically when transmitting a file. I am sure there are about a dozen
ATASCII to ASCII programs out there, most of which will work with
Atari DOS 2.0. Or maybe you can have your UNIX editor fix the codes.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1962. Answers To the OS Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 22:27:22 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205192227.AA01524@smithkline.com>
Source record: 111157

From: INET::"wchaga@vela.acs.oakland.edu" 19-MAY-1992 16:10:35.12
To: phvax::poehland, wchaga@vela.acs.oakland.edu
CC:
Subj:

OK, Ben, here are my answers for the atari8 OS music trivia quiz:

1). The theme is the Promenade theme from Pictures at an Exhibition.

2). Originally composed for the piano.

3). It was composed by Modest Mussorgsky, who was Russian.

4). It was written in the year 1874.

5). Mussorgsky's group was the FIVE (or the Mighty Five).

6). The other members of the Mighty Five were Mily Balakirev,
Aleksandr Borodin, Cesar Cui, and Nikolai Rimsky-Korsakov.

Bill Haga (wchaga@vela.acs.oakland.edu)

1963. Answers To the OS Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 22:28:44 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205192228.AA01528@smithkline.com>
Source record: 111158

I just forwarded Bill Haga's answers to the OS trivia quiz to the Digest. Yup, he got everything right.

Actually, I was looking for the Russian "Kuchka" as the name of the group, but the English translation "Mighty Five" will do.

Thank goodness there's other 8bitters Out There who appreciate Classical Music, it was starting to get pretty lonely down here.

Unless I see a post dated earlier than Bill's, I'll declare Bill the winner. Send me your mailing address Bill, you got ten Big Ones coming!

>sniff sniff< Now what will I do w/these 3 gold stars & genuine autographed dogbone? Especially the stars, they weigh 7 pounds each & been wearing holes in the lining of my pocket.... <heh-heh>

Anyways, if anyone's interested, "Pictures" was the only memorable thing Mussorgsky ever wrote, he died a decrepit alcoholic. Cui went on to become a professional music critic & was roundly despised by most of his former buddies. Rimsky-K. turned pro, taight music & became almost as famous as his rival, Tchaikovsky. I have a special fondness for Borodin, he was a chemist like me, best remembered for publishing the acid properties of arsenic & composing a little gem called "Steppes of Central Asia".

- BEN POEHLAND
The Alchemist

****

1964. Re: Format of MicroIllustrator Files?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 22:43:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Pam2kB1w164w@cyberden.uucp>
Source record: 111161

omf@tiamat.hacks.arizona.edu (Oscar Fowler) writes:

>
> Well, I finished a nice little program to view compressed MicroIllustrator
> pics under Windows with the help of an old Atari BASIC program that
> I looked at. I would still like to have details on graphics file
> format on the Atari. Surely someone knows where I can get this info!
>

I forget... is MicroIllustrator the one that uses the good ol'
uncompressed 62-sector format or does it do the Koala compression? If it
does the Koala compression, I'd love to have the code on it too! :)

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1965. Re: 8-bit sources list

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 22:43:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RBm2kB2w164w@cyberden.uucp>
Source record: 111160

brayl@isis.cs.du.edu (Bill Rayl) writes:

>
> Ray,
>
> I don't believe Innovative Concepts is around anymore, and Alpha Systems
> closed up shop some time ago.
>
> Pattie Rayl (Atari Interface)
>

Alpha systems is gone? Last time I called them they seemed to be
around!! :)

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1966. Re: Atari 800 Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 22:44:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <scm2kB3w164w@cyberden.uucp>
Source record: 111159

UJ1G@DKAUNI2.BITNET writes:

>
>
> Matthew R. Singer writes:
>
> > Anyone have schematics for the original 800's video section? My 800 refuse
> > to put out color since a monitor cable I had on it shorted....
>
> Why is the length of the monitor cable important for the color signal?
>
> Marek Tomczyk

NOOOOOOOOOOOOOOOOOOOOOOOOOOO!!
please say you were only kidding!
if so... BAD JOKE!!! UGH!

___________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1967. Re: Cordic Rotators?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 22:56:13 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <19MAY92175613@tiamat.hacks.arizona.edu>
Source record: 111163

In article <59263@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes...
>
>>> BYTE, pp 184-194, May 1979.
>
>THIS one is going to be SCARCE. Anyone have it? I'd pay mailing and
>photocopying...
>
Why don't you try a local library, Chris? I know the one here has
BYTE dating back that far. I'm sure you could make a photocopy.

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

1968. Re: OS Music Trivia Quiz: Re-post

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 23:03:51 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <19MAY92180351@tiamat.hacks.arizona.edu>
Source record: 111162

```
>
>1.) The title of the theme in the XL/XE OS self-test routine.
>2.)The instrument for which it was composed.
>3.) The FULL NAME & nationality of the dude that wrote it.
>4.) The year it was written.
>5.) The name of the composer's group.
>6.) The FULL NAMES of the OTHER FOUR members of the group.

Hey Ben - the name and author of this little ditty are easy, but
I'd have to look-up the rest of the info.

1. Pictures at an Exhibition
2. Piano
3. Petrovich Moussorgsky (Mussorgsky) - Russian
4. 1874
5. I'll leave this for someone else to look-up.
6. This one too...

--------------------------------------
Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.
```

1969. The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-19 23:11:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GK7BVI2TXC96VRQF@carleton.edu>
Source record: 111156

Does anyone know how you go about programming for the mouse on the 8-bit?

I'm studying the Atari Mouse for my digital electronics class. I see almost no relation between which direction you move the mouse and what values it sends to computer. I know, it's not what the class is about, but I'm still curious.

I also seem to have discovered that the right button isn't even connected. I didn't realize the Atari world was right-mouse-button-less.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1970. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 02:30:04 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992May20.023004.8808@msuinfo.cl.msu.edu>
Source record: 111166

CURRENTM@CARLETON.EDU (Michael Current) writes:

>Does anyone know how you go about programming for the mouse on the 8-bit?

The Diamond GOS ("Graphic Operating System") used an ST mouse on the 8-bits and it worked quite well. I presume, of course, they there was some sort of software m.l interrupt being used to translate the incoming bitstream from the mouse, but it did work. They had a stand-alone program called Atari Cookbook which used drop down menus that looked for all the world like an ST in low-res mode!

>I also seem to have discovered that the right button isn't even connected. I
>didn't realize the Atari world was right-mouse-button-less.

The right mouse button is indeed used on the ST. Very little support exists for it at the desktop but MANY programs make use of it.

-MOlin "Friends don't let friends use MS-DOS"

1971. Re: Cordic Rotators?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 03:06:08 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <59306@cup.portal.com>
Source record: 111165

Oscar Fowler (omf@smaug.arizona.edu) writes:

>In article <59263@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes...
>>
>>>> BYTE, pp 184-194, May 1979.
>>
>>THIS one is going to be SCARCE. Anyone have it? I'd pay mailing and
>>photocopying...
>>
>Why don't you try a local library, Chris? I know the one here has
>BYTE dating back that far. I'm sure you could make a photocopy.

Well DUH, Oscar, -I- thought of THAT, myself. :-) It's just that I have no faith in MY local library. I'll be REALLY SURPRISED if they have issues of BYTE dating back into the decade-before-last! Around here, the libraries SELL or DISPOSE OF stuff like this every couple of years.

Don't get me wrong -- I DO intend to check the library, although it will probably take me several months to get around to it. I just don't expect that act to yield results.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1972. Only 128 colours?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 09:46:08 UTC
From: etxansk@garbod20.ericsson.se
Message-ID: <etxansk.706355168@garbod20>
Source record: 111174

I've always wondered why so many of the graphic modes in the 800/XL/XE computers ignore the least significant colour bit. This means I'll only get 128 colours in, say, BASIC mode 15 (on an XL computer), instead of 256. I suppose it's a hardware limitation.

There would be no need to have more memory allocated for video data in order to have these extra 128 colours, 'cause the colour values are stored in 8-bit (7-bit?) palette registers.

Anders Skelander

1973. Re: Answers To the OS Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 10:47:29 UTC
From: bmarcum@world.std.com
Message-ID: <BoJpz6.Ixs@world.std.com>
Source record: 111175

Didn't Borodin write the "Polovetsian Dances", also known as "Strangers In Paradise"? (where the heck is Polovetsia anyway? :)

Bill Marcum

1974. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 11:26:32 UTC
From: dave@admiral.uucp
Message-ID: <1992May20.112632.4903@admiral.uucp>
Source record: 111194

In article <01GK7BVI2TXC96VRQF@carleton.edu> CURRENTM@CARLETON.EDU (Michael Current) writes:
>Does anyone know how you go about programming for the mouse on the 8-bit?
>
>I'm studying the Atari Mouse for my digital electronics class. I see almost no
>relation between which direction you move the mouse and what values it sends to
>computer. I know, it's not what the class is about, but I'm still curious.
>
>I also seem to have discovered that the right button isn't even connected. I
>didn't realize the Atari world was right-mouse-button-less.
>

Well, I don't know how this relates to the use of a mouse on the 8-bit, but on the ST there is "sort of" a right mouse button. The mouse port is cross-connected to the joystick port, so that pressing the right mouse button actually activates the joystick button, and vice-versa. I don't think the 8-bit has this same cross-conenction, so the right button wouldn't work.

--
"Dammit Jim, I'm a free man, not a number!"

"This is what the K.L.F. is about. Also known as the Justified Ancients of Mu-Mu. Furthermore known as The Jams!" -- The K.L.F.

1975. MIO/Blackbox

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 11:42:08 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <42128.140922439@kcbbs.gen.nz>
Source record: 111167

>From Amos Jackson
>Well, the last article I saw on the MIO vs Black Box only refered to the vers
>1 of the MIO (the one with the unused video port. Those MIO were known to ca
>many problems with many users. So hopefully the article your thinking of
>placing on the new will refer to the rev 2 MIO which is trouble free.

The article I posted was the same as the first one, it's the only one I
have!

```
__________ ___________________________________
| _ | |
| \\_ | Tena Koutou from Aotearoa |
| /_ > | The Land of the Long White Cloud |
| </ | |
| /~> | pandora@kcbbs.gen.nz _ |
| /_/ | Fidonet 3:772/90 (_)o |
| o | (Dawn Scotting) /\ \ |
|__________|___________________________________|
```

--- KCReader v0.95 beta

1976. Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 11:42:12 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <42132.140922446@kcbbs.gen.nz>
Source record: 111168

```
>From Amos Jackson
>Well, too bad this article is VERY outdated.
>
It may be outdated to you who has already read it but it STILL has a lot
of information for anyone that hasn't read it before. Give me a break
Amos, there are still lots of new Atari 8bit users out there!

---------- ----------------------------------
| _ | |
| \\_ | Tena Koutou from Aotearoa |
| /_ > | The Land of the Long White Cloud |
| </ | |
| /~> | pandora@kcbbs.gen.nz _ |
| /_/ | Fidonet 3:772/90 (_)o |
| o | (Dawn Scotting) /\ \ |
|__________|__________________________________|

--- KCReader v0.95 beta
```

1977. IMOs

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 11:45:25 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May20.114525.2408@aber.ac.uk>
Source record: 111176

I was interested in what Jeff had to say about distributing European software in the States. I've been trying to persuade somebody to distribute Digi-Studio for ages now, and nobody seems to want to.

The reason nobody has bought a copy from abroad yet is because getting IMOs is expensive and time consuming. Or at least they expensive in the UK! I've no idea how to get an IMO in the States, but over here the post office can issue them, and some banks can issue them. If I wanted an IMO for $20US I would ask for a $20US IMO. I would be charged the amount in pounds to make up $20US at the exchange rate prevailing on the day. On top of this I would be charged about 5-10pounds for the service. It may be a similar system in the US. It could work out cheaper for me to charge a little extra and allow you to pay COD in $ when the package arrives. I would have to look into this though.

Dean Garraghty. djg0@aber.ac.uk

1978. Another way to get cash abroad!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 13:26:07 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May20.132607.26496@aber.ac.uk>
Source record: 111177

I think I've come up with another way to get cash to me in sterling to pay for Digi-Studio. You could go to your local bank or Beareau De Change and get 10pounds in cash and mail me the cash using registered post. Not sure if this service is available by US post, but it is in the UK. This method may be cheaper than getting an IMO.

Dean Garraghty. djg0@aber.ac.uk

1979. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 15:13:49 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992May20.151349.22856@exu.ericsson.se>
Source record: 111180

On making AC available via Internet or similar networks:

IMO net access is *too* easy, making correspondence and dealings over the net a lot less meaningful than tried and true 'formal' methods. Writing and snail mailing a (paper) letter of complaint carries a lot more weight than banging out a note in a few minutes before class or a meeting and clicking on the SEND button. The distinction may seem minor but I think it is significant.

Being able to ftp a copy of Atari Classics may be a slight convenience, but it also implies a lack of commitment--that you aren't willing enough to actually go through the trouble to subscribe through normal channels. Encouraging such vaguely interested readers should not be a high priority.

Similarly, contributions via email could also be of lesser quality, but I trust the editorial staff's judgement in choosing quality articles. I'm hoping that there is a good balance between information useful for beginners and rehashes of topics which have been beaten to death over the years. Antic, in its later years, frequently resorted to the latter, reprinting Yet Another Banner Program and Yet Another Door Prize Picker, etc. Of course AC will also carry articles more useful to the serious hobbyist, I'm sure. I'm hoping it doesn't become The Atari Hackers' Journal, though, with a disproportionate number of articles on hardware modifcations.

Just my comments on the subject. Be prepared for more opinions when I have the time.
--
James Hague
exuhag@exu.ericsson.se

1980. Re: 8-bit sources list

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 15:32:26 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92141.103226JJMCWILL@MTUS5.BITNET>
Source record: 111184

In article <RBm2kB2w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>brayl@isis.cs.du.edu (Bill Rayl) writes:
>
>>
>> Ray,
>>
>> I don't believe Innovative Concepts is around anymore, and Alpha Systems
>> closed up shop some time ago.
>>
>> Pattie Rayl (Atari Interface)
>>

Hmm. Gone eh? I talked to the guy on the phone the other day,
and have a Action! Toolkit on order from him, so he's not totally
out of business, although he is being pokey as ever with shipping
that package.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1981. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 15:35:25 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92141.103525JJMCWILL@MTUS5.BITNET>
Source record: 111185

In article <01GK7BVI2TXC96VRQF@carleton.edu>, CURRENTM@CARLETON.EDU (Michael Current) says:
>
>Does anyone know how you go about programming for the mouse on the 8-bit?
>
>I'm studying the Atari Mouse for my digital electronics class. I see almost
>no
>relation between which direction you move the mouse and what values it sends
>to
>computer. I know, it's not what the class is about, but I'm still curious.
>
>I also seem to have discovered that the right button isn't even connected. I
>didn't realize the Atari world was right-mouse-button-less.
>
>--
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

Michael,

Way back when in days of yore, there existed a company called Zobian
controls who were marketing an Atari 8 bit mouse called the RAT.
The original model was black with a Red button and looked a little like
a MAC mouse. I ordered the bugger. Later ads in the magazine
promised a desktop would be soon released. Months passed, and no
RAT appeared by either mail or UPS. I wrote another letter, and
tried to call them. The calls didn't go through. Finally I wrote
them a letter threatening to sick the better business bureau after
them if they didn't either refund my money or send me a mouse.
They sent me one, a nice Grey two button mouse, that looks a lot like
the BEST mouse that Best Electronics markets today.
It shipped with a little page 6 ml code that is callable from basic
that will read the x and y positions and store them somewhere.
It also included a graphics 8 paint program,but it kinda sucks.
The neat thing is, I plugged the mouse into a friend's ST, and it worked
just fine. You are correct, the right button doesn't work on an 8 bit.
I think if the Analog inputs of the joystick port aren't used, the
right button could be modified so that there is a series resistor
connected to the button, connected to +5v and the Analog input. SO that
the right button would be read as a Paddle input.
Later this week I will see if I can't find a disassembler and
disassemble the mouse handler and post it here. If you don't see it,
remind me!

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1982. Re: HELP. word processor to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 15:40:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59331@cup.portal.com>
Source record: 111179

If Bank Street does not allow for an ASCII save, then you may be able
to print to a disk file. Most WP's for the Atari allow you to enter a
device to print to i.e. P: or R:, so all you may need to do is D:UL.TXT
or something to that effect. I used to use Speed Script for composing
E-Mail & it works well. You should reset the margins to 0 or 1 for the left
& 65-80 for the right. If Bank Street does not have a "Print Selected Text"
option you may have to set your top margin to 0-1 & the page length equal
to the length of your message so you don't get a bunch of page feeds scoll'n
the message off the screen.

1983. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 15:41:38 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992May20.154138.16667@usenet.ins.cwru.edu>
Source record: 111178

In a previous article, molin@crs.cl.msu.edu (Michael Olin) says:

>CURRENTM@CARLETON.EDU (Michael Current) writes:
>
>>Does anyone know how you go about programming for the mouse on the 8-bit?
>
>The Diamond GOS ("Graphic Operating System") used an ST mouse on the 8-bits
>and it worked quite well. I presume, of course, they there was some sort
>of software m.l interrupt being used to translate the incoming bitstream
>from the mouse, but it did work. They had a stand-alone program called
>Atari Cookbook which used drop down menus that looked for all the world
>like an ST in low-res mode!
>

I have Diamond. How would you use the incoming data in, say, BASIC? I
didn't understand the correlation between what values are sent to STICK(0)
and what direction the mouse is moved in.

>>I also seem to have discovered that the right button isn't even connected. I
>>didn't realize the Atari world was right-mouse-button-less.
>
>The right mouse button is indeed used on the ST. Very little support exists
>for it at the desktop but MANY programs make use of it.
>

I find that weird, since I didn't find any outgoing wires from the mouse
that were affected by the right button. Wire #1 (black) looks like it's
supposed to, but it didn'ty seem to work.

>
> -MOlin "Friends don't let friends use MS-DOS"
>
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1984. Re: Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 15:43:47 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92141.104347JJMCWILL@MTUS5.BITNET>
Source record: 111183

In article <42132.140922446@kcbbs.gen.nz>, Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) says:
>
>>From Amos Jackson
>>Well, too bad this article is VERY outdated.
>>
>It may be outdated to you who has already read it but it STILL has a lot
>of information for anyone that hasn't read it before. Give me a break
>Amos, there are still lots of new Atari 8bit users out there!
>
> __________ ___________________________________
>| _ | |
>| _ | Tena Koutou from Aotearoa |
>| /_ > | The Land of the Long White Cloud |
>| </ | |
>| /~> | pandora@kcbbs.gen.nz _ |
>| /_/ | Fidonet 3:772/90 (_)o |
>| o | (Dawn Scotting) /\ \ |
>|__________|___________________________________|
>
>--- KCReader v0.95 beta

I agree, it still has much information for the uninitiated who are interested in both products. The MIO hasn't changed that much, and even after I sent in my MIO and $40.00 plus parts it still crashed every now and then, and simply HATED the Dataque Turbo816 board. Like a real fool, I sold the MIO and kept the T816. Now I am regretting it.

Perhaps someone would like to update that review to reflect any inconsistencies in the article due to the MIO having improved firmware?

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1985. Re: Quick (was S.A.M. and MIO (was Favorite ...))

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 15:52:02 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92141.105202JJMCWILL@MTUS5.BITNET>
Source record: 111190

Marek,

If you could translate the documentation into even rough English
I might be able to further smooth it from there, knowing not a thing
about German.
I am delightfully surprised that someone is writing a book about
Quick and that there is so much support for it in Germany.
Could you e-mail me as to how I could get this thing, and start the
translation process? Currently I am seriously considering Action!
as my programming language, but it seems perhaps if I can get ahold
of Quick fast enough, it would be better to do it under that language
since it is newer and better supports the XL/XE machines.

But even if I miss the boat as far as doing this current project with
Quick, Action! is getting increasingly difficult to find, and QUICK
would make a good replacement for all those who want to get into
a compiled structured language. Looks like we need a distributor
for this thing in the U.S.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1986. Quick (was S.A.M. and MIO (was Favorite ...))

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 16:48:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-20-09:48:24.81*UJ1G"@DKAUNI2.BITNET>
Source record: 111171

perhaps a week ago Jeff McWilliams writes:
>Can you give more details on this interesting sounding language?
>Could we possibly get some generous bilingual person to translate the
>documentation for us? It sounds very interesting.

After a hard week of taking maths I'll now try to describe the
language Quick (better late than not at all) :-)

Very much like S.A.M. (you remember: this mouse supported user
interface) Quick has been published as a series of articles
in the Geraman "ATARImagazin". Now this language is still commercialy
sold. The latest version is 2.1
Quick is a compiler language primarily designed for programming
games. The designers of Quick tried to implement a quick language
which takes advantage of as many new developements on the
8-bit Atari as possible. Therefore it supports gadgets like
ST-mouse, digitized sound, a Voice-box or fast graphics routines.
I would compare Quick to Action! It is sort of equivalent, that
means very close to assembler. You have mainly three different
types of variables in Quick: BYTE, WORD and ARRAY.
I think I should give you an exapmle of variable declaration.

```
BYTE
{
LMARG=82
}
```

with this you have created a BYTE variable with the name LMARG.
This variable is located im memory at the location 82 which controls
the left margin of the screen. To set the left margin to say the
7th column all you have to do is to write:

```
LMARG=7
```

now look what the compiler makes out of it. In the compiled progarm
you'll find:

```
LDA #7
STA 82
```

you can't make it faster. That way you needn't a POKE but it is
still available.
Quick supports procedures with local variables and passing variables
from and to the main program. You can even define a procedure for
the VBI, Quick is fast enough for that. Of course there are
structures like REPEAT....UNTIL, IF...THEN...ELSE, WHILE...WEND.
Quick hasn't been designed for extensive scientific calculations,

but there are floating point libraries included.
Libraries are very important in Quick. You can write procedures
by yourself, store them on the disk and then include to your
next programs like this:

```
INCLUDE
{
D:KEY.S
D:CODE.S
}
```

All functions in Quick refere to a vector area in memory. These
entries are documented. If you think you can write a faster
DRAWTO command in assembler than you simply redirect the proper
vector to point to your own routine. But this work has been done.
Quick has a library with this fast PLOT and DRAWTO routines making
advantage of fast functions like VLINE or HLINE.
This flexible concept allows you to improve the language.
Currently Quick allows multitasking of two programs with various
priorities to each program. What's more, your compiled program
can be up to 42KB long on a 800xl/xe or 68KB long on a 130XE.

There is still a lot of support for Quick. Once all month or two
the programers of Quick release a new "Quick magazin" which
is a disk magazine with programs in Quick and articles about
programming in that language. Also the printed "ATARImagazin"
has a series about Quick. In a few weeks there will be even a
book about Quick.

At the begining of my posting I told you that Quick were well
suited for programming of games. It really is. There are even some
commercial games available in Germany written in ..(guess)
yes, you are right written in Quick.
I have a demo version of one of them. I'm sure it is PD.
Maybe next week I'll go home for the weekend and then post it
to the archive to give you an example of what you can do with Quick.

I mast admit, I haven't programmed very much in Quick yet.
My Atari is at home and I don't have much time here on the
campus. Maybe at the summer vacation I'll go into it. Then I sure
will be able to write more about it, but until now it looks fine.
Jeff, I could probably be able to translate the docs. But then
I'll need someone to go over it and to "smoothen" my English and
to correct it.

Hope you got an idea....

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment

```
FREENET: bn137 | /
---------------------------------------| / for the 21st century
/
```

1987. News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 16:51:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-20-09:51:36.34*UJ1G"@DKAUNI2.BITNET>
Source record: 111172

Dean John Garraghty writes:
>
> A couple of weeks back I asked if anybody read the News-Disk which I produce
a
nd
> put on the archive. Nobody has mailed me, so does this mean nobody r eads it?

I have all of them, but I seem to have missed your query about them.
I've all disks you put onto the archive including the digitized demos.
The one called 'Journey into the Sound' is really huge.
I liked the digitized-sound-story about that guy shouting 'HI there!'
It is a very good idea of making stories like that, we should make
more of that kind. Perhaps I'll try somethig like this during my
summer vacation.
I've kind of browsed through the News-Disk, they are very interesting
too. Until now I haven't got much time to read all of the articles.
That weekend I've downloaded more than 35 disks from the archive and
still couldn't unarce all of them because I'm at home very rarely.
Maybe next week ......

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1988. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 16:54:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-20-09:54:11.08*UJ1G"@DKAUNI2.BITNET>
Source record: 111173

Ben Poehland writes:

> BTW, anybody out there w/an idea for what you want in AC, now is the time!

I would definitely like some hardware projects in AC.
I'm especially thinking of hardware hackings with the PBI.
We have had some very interesting ideas here in the newsletter,
to name one: a 65C02 hooked up to the PBI and processing
floating point routines with 8MHz speed (by Jeff McWilliams).
I would especially like to make a hard drive interface or to
connect a VGA graphics card to the PBI.
That's what I would like to see in AC.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1989. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 17:05:13 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.706381513@vincent1.iastate.edu>
Source record: 111181

In <1992May20.151349.22856@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:

>Similarly, contributions via email could also be of lesser quality, but
>I trust the editorial staff's judgement in choosing quality articles.
>I'm hoping that there is a good balance between information useful for
>beginners and rehashes of topics which have been beaten to death over
>the years. Antic, in its later years, frequently resorted to the
>latter, reprinting Yet Another Banner Program and Yet Another Door
>Prize Picker, etc. Of course AC will also carry articles more useful
>to the serious hobbyist, I'm sure. I'm hoping it doesn't become The
>Atari Hackers' Journal, though, with a disproportionate number of
>articles on hardware modifcations.

personally, I don't think there's a big need for beginners stuff.
I may be wrong, but I'd guess that the majority of readers won't
need beginners info. I'd like to see a balance between hardware
hacks and programming articles.

$.02

--
Todd Greenfield
tgreen@iastate.edu

1990. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 18:09:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92141.130914JJMCWILL@MTUS5.BITNET>
Source record: 111195

In article <1992May20.151349.22856@exu.ericsson.se>, exuhag@exu.ericsson.se (James Hague) says:
>
>On making AC available via Internet or similar networks:
>
>IMO net access is *too* easy, making correspondence and dealings over
>the net a lot less meaningful than tried and true 'formal' methods.
>Writing and snail mailing a (paper) letter of complaint carries a lot
>more weight than banging out a note in a few minutes before class or a
>meeting and clicking on the SEND button. The distinction may seem
>minor but I think it is significant.
>
>Being able to ftp a copy of Atari Classics may be a slight convenience,
>but it also implies a lack of commitment--that you aren't willing
>enough to actually go through the trouble to subscribe through normal
>channels. Encouraging such vaguely interested readers should not be a
>high priority.
>
>Similarly, contributions via email could also be of lesser quality, but
>I trust the editorial staff's judgement in choosing quality articles.
>I'm hoping that there is a good balance between information useful for
>beginners and rehashes of topics which have been beaten to death over
>the years. Antic, in its later years, frequently resorted to the
>latter, reprinting Yet Another Banner Program and Yet Another Door
>Prize Picker, etc. Of course AC will also carry articles more useful
>to the serious hobbyist, I'm sure. I'm hoping it doesn't become The
>Atari Hackers' Journal, though, with a disproportionate number of
>articles on hardware modifcations.
>
>Just my comments on the subject. Be prepared for more opinions when I
>have the time.

James Hague expresses a legitimate concern. Obviously one of the priorities of the editorial staff will be to present a balanced offering of articles and columns to the reader. What this will most depend upon though is the articles and columnists we receive.

I agree, Antic in its later years were publishing nothing but more card game programs and such. But I do think their reprints from Mapping Atari were okay, as were Analog's reprints of earlier Boot Camp's. Those things I would place in the category of information for first time users, wherease another TIC-TAC-TOE game would be quite useless and unprintable.

It would be difficult if not impossible for AC to become everything for everyone, as it's impossible to please all of the people all the time. But rest assured the Editorial staff of AC will be doing its darndest to present a publication with something for just about everyone.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

1991. Still looking for Antic ISSUES on PBI

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 18:58:02 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992May20.185802.28583@usenet.ins.cwru.edu>
Source record: 111186

of Antic they could copy for me. Several people replied, askin which issues
I needed. I replied to a few, the ones still left in my mailbox, but haven't
gotten any responses yet, so here goes once again:

I am looking for the following issues of Antic:
Antic January to April 1985 (PBI info)

Please respond if you can help.

ai792@cwns1.ins.cwru.edu
clisowsk@mcs.kent.edu

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

1992. Re: Answers To the OS Trivia Quiz

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 22:00:45 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992May20.220045.12579@ge-dab.GE.COM>
Source record: 111188

What's this about "Pictures at an Exhibition" being the only memorable
thing Mussorgsky ever wrote? What about "Night on Bald Mountain"?
Disney included this in Fantasia, remember?

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

1993. Re: Trakball price

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 22:46:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <i4g4kB3w164w@cyberden.uucp>
Source record: 111197

AUEPW@ACVAX.INRE.ASU.EDU (Eric Wilkinson) writes:

>
> To the person who wants to sell his trakball for $20:
>
> They are selling new trakballs for $4.95 (San Jose Computer).
>
>
> -------------------------
> E. Wilkinson
> Arizona State Univ.
> Dept. of EE
> auepw@acvax.inre.asu.edu
> ewilk@hal.gnu.ai.mit.edu

STILL!? I was worried they werent. I looked some trakball stuff up in
BEST's...GOD just the PARTS are like $10 bux a peice! Hmm. .must
say..good deal. I'll call 'em. I'll also ask how many they got left and
I'll report back! aye aye! Bill

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1994. Re: HELP. word processor to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-20 22:58:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VNH4kB4w164w@cyberden.uucp>
Source record: 111198

[LOTSa details about trouble using Bank Street Writer but not getting CR's deleted]

Well... here's a NICE little program you can make. Sure, it'll make files take twice as much room, but it works. (I'm not in the mood to mess with writing a fancy NOTE/POINT routine to just "edit" the single file...blah blah etc.) Anyways: This program will take the ATASCII RETURNS (character 155) and change them into ASCII RETURNS (characters 13/10 (13=carrige return, 10=line feed).

```
10 OPEN #1,4,0,"D:SOURCEFILE"
20 OPEN #2,8,0,"D:DESTINATIONFILE"
30 TRAP 100
40 GET #1,N:IF N=155 THEN PUT #2,13:N=10
50 PUT #2,N
60 GOTO 40
100 CLOSE #1:CLOSE #2
```

ok..here's a way to do it if you ONLY NEED the CR'S!!! (if this does NOT work, use the one above!!!)

```
10 OPEN #1,12,0,"D:TEXTFILE"
20 TRAP 100
30 NOTE #1,X,Y:GET #1,N:IF N=155 THEN POINT #1,X,Y:PUT #1,13
40 GOTO 30
100 CLOSE #1
```

The 1st program reads from SOURCEFILE and writes to DESTINATIONFILE. Whenever it crosses the path of the ATASCII [RET], it writes the 2-character [RET] that ASCII uses onto the DESTINATIONFILE. Anything else will be copied exactly.

As for the second program, it opens up TEXTFILE for read/write. It "notes" where it is in the file, reads from it (which moves the file pointer forward one) and if the read character is the ATASCII [RET], then it changes it to the ASCII carrige return (character 13..NO 10 is added afterwards like in the 1st program!!!!!). As a technical note (if anyone out there cares (if they don't already know!)), when it reads the 155, it "points" back to the last place it looked (just before the 155) and then writes. Inother words it says "whoa!", backs up and changes it.

God writing is fun!

___________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

1995. SpartaDOS and Digi-Samples.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 00:01:51 UTC
From: a644690c@edinboro.edu
Message-ID: <0095AE0098901460.206002C3@edinboro.edu>
Source record: 111191

I was wondering if anyone knows of a command line driven digi-sample player.
I think it would be great to be able to play a sample from the SpartaDOS
CLI. I suppose I could write my own but I really don't know anything about
how samples are played back....

-Adam Conover.
a644690c@edinboro.edu.

1996. PBI and Antic mag.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 00:22:21 UTC
From: a644690c@edinboro.edu
Message-ID: <0095AE0375AB8E40.206002C3@edinboro.edu>
Source record: 111192

I was digging through my collection of old Antic Magazines and I discovered
that my January 1985 (vol 3 no 9) is missing pages 75-78. I have no idea
how this happened but I need those pages (it is part of the Antic PBI article).
If Anyone would be so kind as to copy those 4 pages and send them to me, I
would greatly appreciate it.

Please e-mail me, and I will give you my address.

Thanks,

-Adam Conover.
a644690c@edinboro.edu.

1997. Re: Cordic Rotators?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 00:37:18 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <20MAY92173718@tiamat.hacks.arizona.edu>
Source record: 111189

In article <59306@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes...
>>Why don't you try a local library, Chris? I know the one here has
>>BYTE dating back that far. I'm sure you could make a photocopy.
>
>Well DUH, Oscar, -I- thought of THAT, myself. :-) It's just that I have no
>faith in MY local library. I'll be REALLY SURPRISED if they have issues
>of BYTE dating back into the decade-before-last! Around here, the libraries
>SELL or DISPOSE OF stuff like this every couple of years.

Well, our library is nothing to brag about, but I know it has Byte
on micro-fische (?). If your library doesn't, let me know and I'll
look it up for you.

--
Oscar of the Above Average Libraries ...

:)

1998. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 01:36:36 UTC
From: jmansfie@zeus.calpoly.edu
Message-ID: <1992May21.013636.194218@zeus.calpoly.edu>
Source record: 111193

In article <tgreen.706381513@vincent1.iastate.edu> tgreen@iastate.edu (Todd Greenfield) writes:
>
>personally, I don't think there's a big need for beginners stuff.
>I may be wrong, but I'd guess that the majority of readers won't
>need beginners info. I'd like to see a balance between hardware
>hacks and programming articles.
>
>$.02
>
>
>--
>Todd Greenfield
>tgreen@iastate.edu

Actually, I think there may be a few of us out here that have
been out of it for many years and would like to see some stuff geared toward
someone who doesn't know everything (at least I would).
As for hardware/software -- 50/50 sounds about right to me - going
off on the hardware thing would be a major turn-off for me.
l8r,
Jason

1999. Atari equipment.

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 02:06:45 UTC
From: seanm@terapin.com
Message-ID: <seanm.08pa@terapin.com>
Source record: 111199

My list of hardware is shrinking. Here is what I have left.

1 Atari 1050 US Doubler. Good condition. IO/PS and box ---$75
1 850 interface with IO/Power ---$40
1 850 interface no IO or Power ---$30
1 AT style case w/135w power ---$30
1 ST225 HD (working) ---$50
1 ST251 HD (not working) ---$??

Books:

DeRe for the Atari
Atari 400/800 BASIC referance manual
Atari Technical Referance Notes (400/800)
Atari 400/800 Field Service Manual
Mapping the Atari memory map
Mapping the Atari memory map with xl/xe info
SpartaDOS construction set manuals (and disks?)

BASIC XL with DOCs----$30

I would liek to sell the books as a lot. Make me an offer. Shipping is
possible at your expence. Call 510-724-8632 Tue-Thu 9:30-1:30
Fri 9:30-5:30
Sat 9:30-3:00

---Sean---

2000. Atari 800 Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 02:58:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-20-19:58:13.10*UJ1G"@DKAUNI2.BITNET>
Source record: 111182

I wrote:

> > Why is the length of the monitor cable important for the color signal?
> >
> > Marek Tomczyk
>
Bill Kendrick anwsers:
> NOOOOOOOOOOOOOOOOOOOOOOOOOOOO!!
> please say you were only kidding!
> if so... BAD JOKE!!! UGH!
>
Dave Litchman anwsers:
> You are kidding, right? You need to learn when and where to put smileys.

ehem, please forgive me, that was my fault. This wasn't intended to
be a joke but it turned to one. My stupid message just shows you my
inability to get an English dictionary and look sth up I'm not sure
about. I'll be more carefull next time I write sth.

Marek Tomczyk
(totally embarassing)

2001. The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 03:55:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-20-20:55:45.26*UJ1G"@DKAUNI2.BITNET>
Source record: 111187

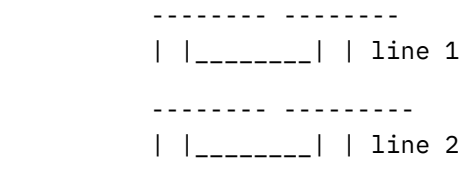
Michael Current writes:
> Does anyone know how you go about programming for the mouse on the 8-bit?
>
> I'm studying the Atari Mouse for my digital electronics class. I see almost n
o
> relation between which direction you move the mouse and what values it sends t
o
> computer. I know, it's not what the class is about, but I'm still curious.
>
> I also seem to have discovered that the right button isn't even connected. I
> didn't realize the Atari world was right-mouse-button-less.

I hope you are talking about the mouse used for the Atari-ST line.
I know how to use it for the 8-bit Atari, or at least knew it
some months ago. I've even programmed a small routine in assembler
for it. To give you an accurate description I'll have to go home and
find the description somewhere...
Now I can give you only a preliminary description (hope my memory
serves me well) :-)

I think you are right according to the right-mouse-button, as I can
recall there really isn't a connection between Atari and this button.

according to the direction controll: it's a kind of tricky.
The lines 1 and 2 of the joystick port control the movement of the
horizontal direction. The lines 3 & 4 the veritcal directions.
(sorry if it's vice versa)
But the important thing is that when the line 1 is changed this doesn't
mean the mouse is directed to a particular direction. You have always
to consider the lines 1&2 together. Another point you have to consider
is the sequence they change. As you see the process isn't static like
programming with joystics but highly dynamic. Let me give an example,
maybe this makes it clearer:

Say me move the mouse to the left. Then the signal of the lines
will look like this (again, I could be wrong):



Do you have an idea what I mean?
Line 2 becomes 'low' a little later than line 1. If you drag the mouse
to the right, then the sequence of changes will be of a kind that

always line 1 will become 'low' (0) a little bit later then line 2.
To obtain the directions up & down you have to consider lines 3 & 4
in the same way. But, this change happens extremely fast. To determine
which line goes earlier to low you have to use machine language
(assembler), BASIC is too slow. Writing a mouse-routine you'll
probably have to consider another point: you'll have to synchrinize
with the mouse first. That means first wait until both lines (1&2)
are high (1) and than determine which line goes to low (0) first.
Then you'll know to what direction the mouse has been pulled.

Please note, to write this description I have been using only
my lousy memory not a single written note. Therefore it will be
highly possible that the descriptions of directions the mouse is pulled
to in the above text are not accurate.

I hope you got a vague idea on how it works.
If there is some interset I'll look it up and post a complete
describtion in a week or two (or three :-))

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2002. A late Reply

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 06:59:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <706425710.F00001@tdkt.kksys.com>
Source record: 111196

This is me again. I have a message I made over a month ago. its my reply. Ive posted it via NetMail but from what I hear it might have not gone thru. I also accidentaly posted it in the FidoNet. Anyhow, im just going to put it in this message.

here it is:
I did'nt realize you made games
for various magazines. Ill try to
look for those magazines.

Im in the process of making a
Player/Missile editor myself. Its
comming along fine. The editor
itself works great. all I need to do
now is write a functioning main menu
and change the editor to allow
multiple images (for animation).
this will be a usefull program
because the editing is done on the
P/M'S Themself thus allowing
creation of any P/M combination and
overlap. No character set maker can
do that. I plan to keep this program
for my own use when its done. maybe
after awhile Ill release it as PD.

Id be interested in any tips you
could give me for game programming.
Someone with your experience and
backround aught to know alot about
using DLI's, VBI's, and scrolling.
I dont have a specific question
but ill think of something later.

By the way, my P/M maker program is
in 'Action!'. Thats what im using
mostly. Recently, at my club I got
'Atari macro assembler'. I hav'nt
used it yet but I only bought it
cause there was a book with it that
I really wanted. It was cheap too.

Bye.

Now, since I made that message, I already did the main menu and such. just so you know

Sorry it took so long to send it. The BBS im on is privately owned so LD charges for sending NetMail is comming out of his pocket. it will just have to be public for now on.

bye

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2003. An alternative way to pay for Digi-Studio!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 11:54:15 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May21.115415.24698@aber.ac.uk>
Source record: 111200

Forgot to mention this yesterday, but there is one more way to "pay" for Digi-Studio.

One thing I do over here is swap old unwanted commercial software for PD from my library. That way people can get PD, and I can make the commercial software available to people who might have more use for it.

I would be willing to exchange copies of Digi-Studio for any software you may want to get rid of, especially stuff not usually available in the UK. If you have some you might like to exchange for Digi-Studio then please mail me with details of what you have.

Dean Garraghty. djg0@aber.ac.uk

2004. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 15:22:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992May21.152220.11831@usenet.ins.cwru.edu>
Source record: 111201

Thanks for the information, guys.

I can see that BASIC programming for the mouse is out of the question,
though I would be curious to see the assembler code Marek mentioned.

Next week, I get to try and recreate the circuit diagram of the mouse.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2005. Fancy Fonts & Networks

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 17:02:51 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992May21.170251.26289@city.cs>
Source record: 111202

The text that follows after the cut line is the blurb that accompanies my fancy font routines that I submitted to one of Dean Garraghty's News-disks. You'll find the software on news-disk issue 2 at the atari.archive, however the document had to be re-formated to 40 columns which didn't do it any justice and so here's the original. Have no fear, I'm writing an 80-column document previewer so that it'll be used on future news-disks. It uses the routines similar to those described below, but in mode 8. You know the thing, 2 characters per byte.

The reason I'm posting this is that no-one has mentioned my routines to Dean and my ego is flagging <grin>. Nope, just curiosity really, they're so simple to use - someone must be able to make use of them.

The other reason concerns a question I have about linking multiple 8-bits together. Can you point me to any useful sources (journals, magazine articles, college projects perhaps) that describe networks of Atari's. I know that they were quite popular in schools at one time, but were they used as stand-alones, or can you have many 8-bits linked to a server (I'd like to use my Atari STE) with them downloading software when required (Ethernet?). If needs be, I could probably write (and would like to write) the software for tranferring data from the ST into the memory only one of a group of 8-bits, but the I'd like help on the way the network should be set up.

Thanks,
Mark.

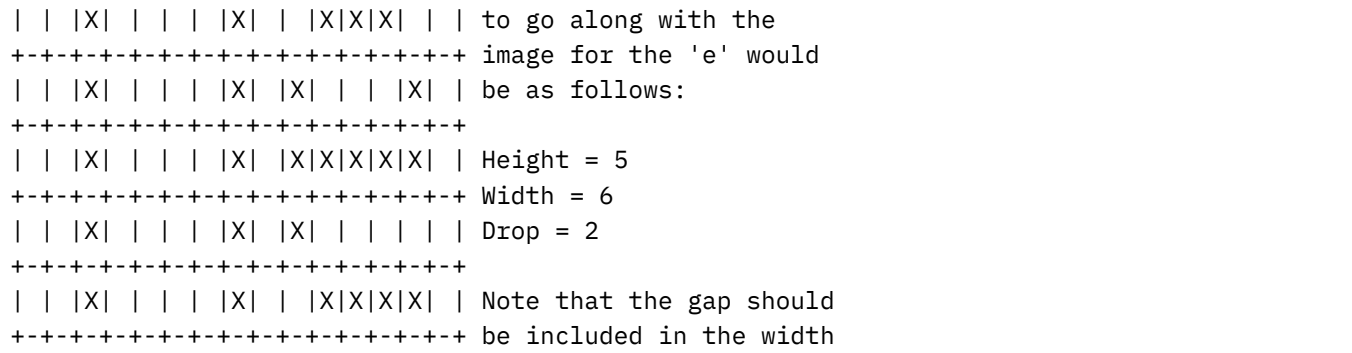
------------------------------* snip *------------------------------

FANCY FONT DISPLAY ROUTINES

For so long now people have been after text display routines for graphic modes 7 & 15. These routines have been provided, but they always use a block copy technique which uses a standard 8 by 8 bit character set.
My routines throw away these principles and allow the programmer to define the individual characters in terms of their image, width, height and drop.

Example: The word 'Tie' might be displayed as follows

```
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|X|X|X|X|X|X| |X| | | | | | | |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| | |X| | | | | | | | | | | | |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ The accompanying data
```


| | |X| | | | |X| | |X|X|X| | | to go along with the
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ image for the 'e' would
| | |X| | | | |X| |X| | | |X| | be as follows:
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| | |X| | | | |X| |X|X|X|X|X| | Height = 5
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ Width = 6
| | |X| | | | |X| |X| | | | | | Drop = 2
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| | |X| | | | |X| | |X|X|X|X| | Note that the gap should
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+ be included in the width

This produces output which is more pleasing to look at. It's
difficult to do justice to this with words, so run the program
"D:EXAMPLE.BAS" to see what is possible.

HOW TO USE THE ROUTINES FROM BASIC

For ease of use, the routines are loaded upon booting the disk,
the program being in an AUTORUN.SYS file. The code is loaded above
DOS, then it protects itself from SYSTEM RESET by altering MEMLO and
DOSINI addresses. The routines and example font (Taken from the ST
game 'Paradroid 90' which inspired these routines) take up ~7.5K but
this still leaves you with ~30K available for your BASIC program.

There are 4 routines that you can use. In order to do this it is
best that you set up the following variables within your program.

e.g. 10 MESSAGE=7459:REM Address of Display routine vector.
20 SETXY=MESSAGE+3
30 COLOUR=SETXY+3
40 DRWLET=COLOUR+3

Definitions for each of these routines now follow:

SETXY

Format : A=USR(SETXY,xpos,ypos)
Limits : 0 <= xpos <= 159
0 <= ypos <= 191 ; for graphics mode 15
0 <= ypos <= 95 ; for graphics mode 7

Desc. : this moves the current printing position to the coordinates
(xpos,ypos). Important note - a SETXY must be executed
before any printing is done (i.e. a MESSAGE or DRWLET).

COLOUR

Format : A=USR(COLOUR,col)
Limits : 0 <= col <= 3 (Although MC routine will force any
value of col to be between 0 <-> 3)

Desc. : Sets the output colour as follows -

0 = COLOR4 (location 712) (Background)
1 = COLOR0 (location 708)
2 = COLOR1 (location 709)
3 = COLOR2 (location 710)

DRWLET

Format : A=USR(DRWLET,ASC("A"))
A=USR(DRWLET,char)
Limits : 0 <= char <= 127

Desc. : Outputs the character at the current screen position (which
is updated accordingly). Spaces are always drawn in
COLOR4, leaving the background intact.

MESSAGE

Format : A=USR(MESSAGE,ADR(M$))
A=USR(MESSAGE,ADR("An Example!"))
Limits : Last character of string must be inverse.

Desc. : Displays the string on the screen at the current x,y
position. The last character of the string must be inverse
(in the example the '!' is inverse) in order to denote the
end of string within the display routine.

ROUTINES FOR USE BY THE ASSEMBLY PROGRAMMER

Calling protocols are different within assembly language:

```
SETXY -> LDX xpos
LDY ypos
JSR POSITION

COLOUR -> LDA col
JSR SETCOL

DRWLET -> LDA char
JSR ONELET

MESSAGE -> LDX # >string
LDY # <string
JSR DOMSG
JMP skip
msg
.BYTE "An Example!" (Remember '!' is inverse!)
skip
... your code continues here
```

Assembler/Editor users must remember to replace all '>' and '<'
symbols as follows:

```
# >name becomes #name/256
# <name becomes #name&255
```

If your including these routines in your own program then you
can delete all the MEMLO initialisation code (lines 1014 to 1078),
otherwise assemble it to an AUTORUN.SYS file using the command:

```
ASM#D:FFDR.SRC,,#D:AUTORUN.SYS - Ass/Ed

ASM#D:FFDR.M65,#-,#D:AUTORUN.SYS - MAC/65
```

N.B. MAC/65 users should first load the source file using

```
ENTER#D:FFDR.SRC
```

then save it in MAC/65 format using

```
SAVE#D:FFDR.M65
```

The file "D:FFDR.SRC" can then be deleted, saving disk space.

DESIGNING YOUR OWN FONTS

Designing your own font is just as easy as designing your own
8*8 character sets. Let's go through an example - a lower case 'g'

```
|
+-+-+-+-+-+-+-+-+
| | | | | | | | ^ Drop = 2
+-+-+-+-+-+-+-+-+ |
| | | | | | | | v
+-+-+-+-+-+-+-+-+
| |X|X|X| | | | = $3F00 ^
+-+-+-+-+-+-+-+-+ |
|X| | | |X| | | = $C0C0 |
+-+-+-+-+-+-+-+-+ |
|X| | | |X| | | = $C0C0 |
+-+-+-+-+-+-+-+-+ |
| |X|X|X|X| | | = $3FC0 | Height = 7
+-+-+-+-+-+-+-+-+ |
| | | | |X| | | = $00C0 |
+-+-+-+-+-+-+-+-+ |
|X| | | |X| | | = $C0C0 |
+-+-+-+-+-+-+-+-+ |
| |X|X|X| | | | = $3F00 v
+-+-+-+-+-+-+-+-+
|

<---------> Width = 6 (Remember to include gap!)
```

Remember too that in mode 7 & 15, each pixel is two bits wide,
giving four possible colours. So define the character for colour 3,
i.e. both bits set per pixel, as the draw_letter routine simply
AND'S it with the current colour mask to produce the right colour.

This is also why the image is two bytes wide, to allow for characters with widths up to 8 pixels wide.
The data image is stored in the source listing as follows:

```
1000 LG
1002 .DBYTE $3F00,$C0C0,$C0C0,$3FC0,$00C0,$C0C0,$3F00
```

All the characters are referenced in the character table (see CHRTAB - line 1574). This is best left alone, and you should use the same labels for your images.
All that's left to do is to store the height, width and drop information in the correct positions in the relevant tables. So for our example:

Height = 7, Width = 6, Drop = 2

These are stored in position 4 of lines 1656, 1686 and 1716 respectively, corresponding to the LG entry in CHRTAB.

Hope that's enough for you to be able to do your own thing, if you have any queries, or just want to discuss programming on the 8-bit Atari, then write to - Mark Keates, 24 Hayes Mead, Holbury, Southampton, Hampshire, S04 1JZ, England.

Enjoy!
--
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari - Power
dh108	** All views expressed are my own - **				Without
Mark Keates.	UNTIL I GET MARRIED !!	/	\ Our Support

2006. Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 21:02:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <706496505.F00001@tdkt.kksys.com>
Source record: 111259

Your right, there are alot of new Atari users out here who DESERVE to hear the whole story. To give or not to give a break does not apply here, just the facts ma'dam. The fact is there are two revisions of the MIO available, and that users should know this. They could have been informed of this by typing just a FEW lines, informing them that the article pertained to the rev 1 MIO. Passing information is one thing, passing accurate information is another. I prefer the latter, and I feel that is the kind of information users (old and new) should be receiving. If this upsets you, I'm sorry, but those are my honest feelings.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2007. Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 21:14:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <706496505.F00002@tdkt.kksys.com>
Source record: 111260

What I will do at my next user group meeting is talk to a person who turned a 256k MIO into a 1 meg mio (something ICD said couldn't be done), so I can get a more technical explnation as to the changes made and get them translated so that non-tech orented people can understand what is being stated, and will write out the article myself.

What you stated about the article is true, however, I still feel that there could be (and should be) a footnote or some kind of statement stating which version of the MIO was being refered to, the fave that there are two different MIO's, and that the article hasn'T been updated since the indroduction of the rev 2 mio.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2008. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 22:38:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ieB6kB3w164w@cyberden.uucp>
Source record: 111204

Well...if the mouse works anything like the trakball, it should send a direction, as well as pulsing some other bit somewhere (I didn't go over the article posted a while ago very well) which would tell you the speed. BTW: is this an "Atari Mouse" as in ST or 8-bit? I'll take it ST since the right-button don't work....

This brings up a good question. Remember "Indy 500" for the 2600. How did THEY work!? (I MIGHT actually have this info.SOMEWHERE in my collection of old _Atari_Age_ magazines). Bill

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

2009. Re: Atari 800 Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 22:42:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZLB6kB4w164w@cyberden.uucp>
Source record: 111203

dave@admiral.uucp (Dave Litchman) writes:

> "Dammit Jim, I'm a free man, not a number!"
> --
> "This is what the K.L.F. is about. Also known as the Justified Ancients
> of Mu-Mu. Furthermore known as The Jams!" -- The K.L.F.

I'll take it you are into:

1) KLF (just rewound my copy of "The Whiteroom"..interesting I noticed
that .sig at the same time!!)

2) Star Trek ("Dammit Jim")

and possibly

3) The Prisoner

ok.ok..not much to do with 8-bits, but it does have to do with
8-bittian's tastes...

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

2010. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 22:48:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <gVB6kB5w164w@cyberden.uucp>
Source record: 111258

molin@crs.cl.msu.edu (Michael Olin) writes:

> CURRENTM@CARLETON.EDU (Michael Current) writes:
>
> >Does anyone know how you go about programming for the mouse on the 8-bit?
>
> The Diamond GOS ("Graphic Operating System") used an ST mouse on the 8-bits
> and it worked quite well. I presume, of course, they there was some sort
> of software m.l interrupt being used to translate the incoming bitstream
> from the mouse, but it did work. They had a stand-alone program called
> Atari Cookbook which used drop down menus that looked for all the world
> like an ST in low-res mode!

Are you sure? Did the same people who made Diamond GOS have a little teenee bit to do with GOE? In one of the .TXT's from the GOEDEMO.ARC one of the major programmers of GOE was stating that the company that releases his (HIS) Atari Cookbook was GOING to work with him on GOE but then broke a contract or something...that really pissed him off. I was just wondering if this IS the same company that made Diamond GOS. Did you mean GOE when you said that? This is pretty interesting. To bring up a question I posted earlier (and NEVER GOT A RESPONSE TO! :^[..) - is the FINAL (cartridge version) of GOE out?? How is it? The demo.SUCKS - but this is only because it does absolutely NOTHING. I think the final product might be pretty cool. Well? Anyone? Anyone?

___________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

2011. Re: Qucik (was S.A.M. and MIO (was Favorite ...))

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 22:57:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Vac6kB7w164w@cyberden.uucp>
Source record: 111255

I'm not sure if I missed it or not, but...once a Quick program has been compiled, does it need ANY sort of runtime package? If so, this makes me wonder about programming in it and then selling your final product. This is illegal with Action!, is it not? (c) (c) (c)...such pains in the ass!

So...give us some details on where we can purchase "Quick" and how much does it cost? I REALLY think I want THIS! :)

___________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

2012. Re: News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 22:59:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uDc6kB8w164w@cyberden.uucp>
Source record: 111257

Dean...with your News Disks, are the readers built in, or do you do something like [C]opy "D:NEWSDISK.TXT,P:" to print it or what? I'd love to see a magazine that might even include PICTURES! Oh! that'd be nice! :)

```
____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_________________________________ Joy!
```

2013. Re: Only 128 colours?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-21 23:03:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5kc6kB9w164w@cyberden.uucp>
Source record: 111256

etxansk@garbod20.ericsson.se (Anders Skelander) writes:

> I've always wondered why so many of the graphic modes in the 800/XL/XE
> computers ignore the least significant colour bit. This means I'll
> only get 128 colours in, say, BASIC mode 15 (on an XL computer),
> instead of 256. I suppose it's a hardware limitation.
>
> There would be no need to have more memory allocated for video
> data in order to have these extra 128 colours, 'cause the colour
> values are stored in 8-bit (7-bit?) palette registers.
>
> Anders Skelander
>

I always wondered this too. I wonder, who else out there has seen TRUE (NOT APAC, though that looks mighty nice) 256 colors on the screen? I did this with a multiple DLI to split the screen into 16 colors downwards, and have drawn on the screen 16 shades (GRAPHICS 9 mode) horizontally. That's about THE only way to do it to view the SYSTEM'S colors. I just started thinking of some strange page-flipped screen-stacked waste of memory way of doing APAC without really doing APAC.. hehe...this is confusing me! humm.... I suppose there would be far too many screens to flip without getting MAJOR flickering. I was thinking of maybe having 16 screens, I guess. Each having a different color and being in GRAPHICS 9 mode. Naw.. ColrView does that much better with only 3. I guess my mind is VERY abstract! :)

_____________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

2014. News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-22 11:15:07 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May22.111507.13316@aber.ac.uk>
Source record: 111261

Each news-disk contains a copy of XR_40.OBJ which loads in an unformatted file and splits it nicely into pages. Also on each disk is PRINTER.BAS a not too advanced program to tidy up unformatted text and print it in 40 or 80 cols. Your best bet is to load the text files into a W/P and print them out that way. If you're just reading them on the screen use XR_40. Each disk boots up with a cover screen telling you what's on the disk (issues 4 and 5 also have speech introducing the disk!) Then on each disk you have text files (articles etc) some have picture files, some BAS files, some COM files, and various other formats. Hope this helps!

Dean Garraghty. djg0@aber.ac.uk

2015. Re: Only 128 colours?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-22 13:21:26 UTC
From: etxansk@garbod20.ericsson.se
Message-ID: <etxansk.706540886@garbod20>
Source record: 111264

moon!cyberden!phbill@well.sf.ca.us writes:

>
>
>I always wondered this too. I wonder, who else out there has seen TRUE
>(NOT APAC, though that looks mighty nice) 256 colors on the screen?
> ...

By the way, what is APAC? Is it a technique or a product?

Anders Skelander

2016. P:R: Connection for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-22 13:44:20 UTC
From: jewison@aurora.physics.utoronto.ca
Message-ID: <1992May22.134420.4634@helios.physics.utoronto.ca>
Source record: 111263

OK, people, I've finally decided to unload my currently unused P:R: Connection.
I'm sure that most everyone on the net knows what a PRC is, but for you
neophytes the PRC is an interface which plugs into the serial port on the
Atari and gives you two RS-232 serial and one Centronics parallel port.
My reasons for selling it are:

1) My modem has been usurped by my 386 AT.

2) So has my printer.

3) I'm getting a Black Box.

It's in great shape (so is the manual) and includes both the modem cable and
the printer cable. Also included is the accompanying disk (from ICD) and
I'll even throw in my own disk with Bobterm 1.20.

Asking price is US$50 including shipping anywhere in North America.

- Mike Jewison
David Dunlap Observatory
University of Toronto
jewison@centaur.astro.utoronto.ca

2017. SALE: Atari ST Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-22 20:06:17 UTC
From: al@ms.uky.edu
Message-ID: <1992May22.160617.6022@ms.uky.edu>
Source record: 111265
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

```
FOR SALE:

$225 Atari 1040STFM with TOS 1.4
$220 Atari SC1224 Color Monitor (JVC Made - extra sharp)
$ 70 Atari SF314 Double Sided External Drive
$ 40 Atari Double Sided Internal Drive
$400 65 Meg Hard Drive (Shoebox case, ICD HPA, 2-32M Seagate)
$ 75 Smart Team 2400 baud external modem
$ 70 Practical Peripherals MNP5 2400 baud INTERNAL modem (for IBM)
$250 Seikosha SL-80AI 24 pin printer

**** LOTS of Atari ST software, most unopened. Call me for details ****

For More info, call (don't email please)
Richard---(606)276-1681 between 5pm and 10pm EST
```

2018. Re: HELP. word processor to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-22 21:28:57 UTC
From: phile@pwcs.StPaul.GOV
Message-ID: <9205222128.AA15352@pwcs.StPaul.GOV>
Source record: 111267

I wrote >

>How can I put real ASCII carriage
>returns in a document file with Bank Street Writer?

Bill Kendrick solved my incompatibility program with the short BASIC program he posted to the newsgroup. I have tried it, and it works.

Thanks again, Bill. And thanks to all the others who gave me ideas along the way!

Phil Ethier, THE RIGHT LINE, 672 Orleans Street, Saint Paul, MN 55107-2676
h (612) 224-3105 lotus@pnet51.orb.mn.org (Atari 800 is here)
w (612) 298-5324 phile@pwcs.stpaul.gov (mailing lists go here)
"The workingman's GT-40" - Colin Chapman "It's a Mistake" - Colin Hay

--
Login name: phile In real life: Philip J Ethier
Phone: 298-5324

2019. Re: Only 128 colours?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-22 21:49:33 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992May22.214933.20373@news.ysu.edu>
Source record: 111266

This is an answer to your question about APAC-> APAC is a G.I.F.
decoder. It decodes ST and IBM .GIF pics so they can be displayed
on the 8bit atari. Used in conjunction with COLORVIEW 2.5 viewer
it produces some outstanding pics...it page flips (I think)
between 3 files...1 red, 1 green and 1 blue. Naturally the best
picture when using a color monitor (RGB).
--

2020. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-22 23:42:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <u197kB1w164w@cyberden.uucp>
Source record: 111272

exuhag@exu.ericsson.se (James Hague) writes:

> Prize Picker, etc. Of course AC will also carry articles more useful
> to the serious hobbyist, I'm sure. I'm hoping it doesn't become The
> Atari Hackers' Journal, though, with a disproportionate number of
> articles on hardware modifcations.

Hum...it WOULD be cool to have a section on it, though. Perhaps there could be something like "Game of the Issue," "Hardware Hack of the Issue," "Application of the Issue," and whatever else (like "Help!," "Bugs," "Editorial Comments," "8-bit Community" (that would be nice for updating us on who's just came into or left 8-bit support...or what new developments are up)...etc.etc. Yeah, I'm sure all of us out here and "at" A.C. would be able to come up with at least >1< thing for each section every >2< months! We aren't THAT busy! heheh.

(notice the "at" in quotes above... it WOULD be nice to see a little office with ..... ah nevermind. I'm just dreaming now! :) .. reminiscing that day I visited out favorite company's Sunnyvale headquarters! :) ... got some bumperstickers....oh!)

_____9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

2021. SALE: Atari ST software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 00:21:36 UTC
From: al@ms.uky.edu
Message-ID: <1992May22.202136.12330@ms.uky.edu>
Source record: 111268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

```
ST Software for Sale
If there's a number at the left, that's how many there are.
If there's an 'O' - it's opened. All others are unopened.

O 10th Frame $15
A Day at the Races $5
3 Aliants $20
O Arctic Fox $10
Arkanoid $20
Barbarian I $20
Breach $20
Championship Baseball $20
2 Championship Wrestling $20
2 Chopper X $8
Crazy Cars $5
CyberPaint $50
Decimal Dungeon $5
Eliminator $5
1/1O Falcon $20
Final Assault $20
GATO $15
GIST The Sound Tool $15
2 Gold of the Realm $20
2 GoldRunner $20
Guild of Thieves $23
Gunship $20
2 Hardball $20
High Roller $20
Hole-In-One Golf $8
2 Into the Eagles Nest $20
Jewels of Darkness $20
Leaderboard $20
Marble Madness $20
Mindshadow $15
MouseTrap $5
3 Offshore Warrior $15
Plutos $12
Questron II $20
3 SDI $20
Silent Service $20
Skyfox $20
Space Harrier $20
Space Quest I $25
```

O Starglider $20
ST Wars $10
Sub Battle Simulator $20
O Sundog $10
Trailblazer $20
3 Ultima III $20
2 Warship $25
WizBall $8
World Karate Championship $15

If you think the prices are too high, don't get mad...
MAKE AN OFFER!

Please call (rather than email) (606)276-1681
Ask for Richard

2022. A late Reply

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 00:26:14 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <1574.1439215289@kcbbs.gen.nz>
Source record: 111262

From Tim Gearin
> This is me again. I have a message I made over a month ago. its my rep
> Ive posted it via NetMail but from what I hear it might have not gone thru.
>also accidentaly posted it in the FidoNet. Anyhow, im just going to put it
> * Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)
>
In future when you post to a newsgroup Tim you need to put somewhere in
the message (preferably at the beginning) WHO the message is addressed
to!

--- KCReader v0.95 beta

2023. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 01:06:07 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wwc8kB1w164w@cyberden.uucp>
Source record: 111271

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> just fine. You are correct, the right button doesn't work on an 8 bit.
> I think if the Analog inputs of the joystick port aren't used, the
> right button could be modified so that there is a series resistor
> connected to the button, connected to +5v and the Analog input. SO that
> the right button would be read as a Paddle input.

This brings into mind that neat idea that Sega came up with... the "C"
button registers as one of the paddle ports. I'm not sure where the "A"
and "Start" ones go, but when I get (IF I get) a Genesis controller, I'll
disect if for ya'll. :) Bill

___________9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____________________________ Joy!

2024. Re: Quick (was S.A.M. and MIO (was Favorite ...))

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 01:12:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <w8c8kB2w164w@cyberden.uucp>
Source record: 111273

Speaking of Quick being easier to find and stuff.... it was a magazine article (set of them, I'll suppose), correct? If so, then it's a disk-based language. THAT's cool. (I really like disks better for some reason..!? - price I suppose! :)) Anyways... where can one GET Quick!?!? And for how much? I might just try Dean Garraghty's idea about mailing German cash rather than an IMO. Humm... (IMO=internat'l money order AND in my opinion. I wonder if BTW means anything else!? hehe)

_____9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

2025. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 02:47:48 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992May23.024748.8229@usenet.ins.cwru.edu>
Source record: 111269

If you are an Action! programmer, I'd like to hear from you.

I've heard Action! described as some sort of cross between C and Pascal.
I'd like to hear just how Action! compares to other, more standard
languages.

If it is unique and complex enough, I may be able to study it for my
comps (integrative excercise, at Carleton College).
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2026. Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 02:50:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992May23.025023.8417@usenet.ins.cwru.edu>
Source record: 111270

I know Lisp has been done for our machines, but how about Scheme?

Didn't think so.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2027. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 13:44:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992May23.134458.19693@usenet.ins.cwru.edu>
Source record: 111274

I think it would be nice if every issue of Atari Classics includes a
complete, definitive list of current 8-bit developers and vendors, and
how to get ahold of them.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2028. Re: Converting 5200 to composite

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 17:44:57 UTC
From: esok@wombat.ee.byu.edu
Message-ID: <%|@byu.edu>
Source record: 111275

In article <c75U021L12jf01@JUTS.ccc.amdahl.com> asl00@juts.ccc.amdahl.com (Andrew S. Lee) writes:
...
>I've always wanted to convert my 5200 to have a composite
>output jack instead of just RF.

I've wanted to do this for my 400, just so I can use it for playing games down in my room (I have two monitors but no TV). Any hints?

2029. Re: Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 18:13:49 UTC
From: spam@iastate.edu
Message-ID: <1992May23.181349.2459@news.iastate.edu>
Source record: 111276

In article <1992May23.025023.8417@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>I know Lisp has been done for our machines, but how about Scheme?
>
>
>Didn't think so.

I have the source to a scheme interpreter lying around here. It's in pascal. If I could get a good pascal compiler I might port scheme (and a smalltalk variant) to the atari.

-mike begley
spam@iastate.edu

--
Michael Begley Ask me how A riot is the language
spam@iastate.edu Iowa State University of the unheard.
(515) 296-8378 is censoring my usenet access -MLK

2030. Info-Atari8 Index:HELP

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-23 20:19:36 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <23MAY92151936@tiamat.hacks.arizona.edu>
Source record: 111277

Hi folks,

I'm planning on making a simple index of my Info-Atari 8 collection.
I need the following issues:

Vol 91 #93
Vol 92 #68,69,70

If anyone has these, please let me know via EMAIL.
Thanks!

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

2031. Re: News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 00:48:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uq79kB3w164w@cyberden.uucp>
Source record: 111278

Dean...or anybody. For us very UNFAMILIAR with the BART sender...PLEASE tell us EXACTLY what to type to get the newsdisks! I tried "send /djg/issue1.arc", etc. AND "send /8bit/djg/issue1.arc", etc. NEITHER works! Heeeeelp! tanxinadvanx!

_____9_year_veteran_ ||| __Happy
PhBill: Bill Kendrick / | \ Happy
moon!cyberden!phbill@well.sf.ca.us Joy
_____ Joy!

2032. Re: HELP. word processor to ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 03:28:48 UTC
From: seanm@terapin.com
Message-ID: <seanm.09hu@terapin.com>
Source record: 111286

re:Bank Street Writer

I am not sure if the software you are using does this, but PRINTING to a FILE may work, also look around the software for an ASCII save routine. It is also possible for yu to write a simple BASIC conversion utility if you know the character it substitutes.

---Sean---

2033. Re: Only 128 colours?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 03:35:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qHe0kB1w164w@cyberden.uucp>
Source record: 111280

etxansk@garbod20.ericsson.se (Anders Skelander) writes:

> moon!cyberden!phbill@well.sf.ca.us writes:
>
> >
> >
> >I always wondered this too. I wonder, who else out there has seen TRUE
> >(NOT APAC, though that looks mighty nice) 256 colors on the screen?
> > ...
>
> By the way, what is APAC? Is it a technique or a product?
>
> Anders Skelander

Well.. Both.. sorta. Jeff Potter made APACView (as well as ColrView which is a memory hog, but lets you view 4096 colors!!!), so it's SORT of a product. I believe that Technicolor Dreams, which uses 256 colors, uses APAC (somebody PLEASE correct me if I'm wrong because I'm going to buy a copy of it..if it's NOT APAC, no thanx!).... but, from what Jeff said in the APACView .DOCs, the technique was first discussed in Antic (I think..)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2034. Magniprint II+

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 03:36:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0ie0kB2w164w@cyberden.uucp>
Source record: 111283

I can get a copy of this for 5 bux. Is it worth it? It SOUNDS awesome -
from the ads, tho. Anyways.. my MAJOR question is its printer support.
DOes it do xmm801??? thanx. Bill

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____

2035. qucik!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 03:37:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oke0kB3w164w@cyberden.uucp>
Source record: 111282

Anybody know where/how to get this? I'm going to go ahead and get
Action! as well...it's only $10 + $5 for the toolkit from some guy (used,
I'll take it...and his only copy). Well!?!?!? thanx

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2036. Deluxe Invaders

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 03:38:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ome0kB4w164w@cyberden.uucp>
Source record: 111281

Is this game any good? I always liked S.I. for the 2600, I LOVE Galaga,
I think Galaxian is ok (not the best). BTW: IS there anything like
Galaga out there? I'd LOVE to get my hands on it! Hell! I'd even get
it for my....NINTENDO (stop screaming!... don't worry! I don't use it!)

:)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____

2037. Antic and the PBI

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 04:40:08 UTC
From: a644690c@edinboro.edu
Message-ID: <0095B082F818CE20.20600BB0@edinboro.edu>
Source record: 111279

> [stuff deleted]
> I am looking for the following issues of Antic:
> Antic January to April 1985 (PBI info)
>
> Please respond if you can help.
>
> ai792@cwns1.ins.cwru.edu
> clisowsk@mcs.kent.edu

Looks like we have similar problems! I am willing to make copies of the whole article (maybe even scanned) but I am missing 4 pages from my January issue. If someone sends me pages 75-78 of the Jan. article, I can make copies of the whole thing. I'll see what I can do.

Peace, | 'Ya know... There are things in life
-Adam Conover | that just don't matter. Deciding
a644690c@edinboro.edu | what those are is one of them' -me

2038. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 14:10:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GKDSH85WX0984K43@carleton.edu>
Source record: 111284

Michael,

Here is the mouse handler supplied by zobian controls. I disassembled
it for you. I can't send binaries from the system I am connected to
else I would have sent the object code as well.
If you still need it, let me know and maybe I can mail it or something.

It is only 255 bytes, maybe I could turn it into a basic program
or data numbers that creates the obj file.

At the end of the source listing is a sample basic program showing how
to read the mouse x and y values. I pulled this from their basic
program that is their painting program.

If you have a chance, please post this to comp.sys.atari.8bit
for others that are interested, I am having problems with it right
now.

Jeff McWilliams

```
**************************************************

;System equates used
POKMSK = $10
VTIMR2 = $0212
AUDF2 = $D202
AUDC2 = $D203
AUDCTL = $D208
STIMER = $D209
IRQEN = $D20E
;End of system equates
;Zero-page equates
;End of zero-page equates
*= $0600
L0009 BRK
L0010 BRK
L0017 BRK
L0004 BRK
L0013 BRK
L0002 BRK
PLA
LDY #$05
LDA #$00
L0001 STA L0009,Y ;$0600
DEY
BPL L0001 ;$060B
```

```
STA AUDCTL ;$D208
LDA #$A0
STA AUDC2 ;$D203
LDA #$1E
STA AUDF2 ;$D202
LDA #$44
STA VTIMR2 ;$0212
LDA #$06
STA VTIMR2+1 ;$0213
SEI
LDA POKMSK ;$0010
ORA #$02
STA POKMSK ;$0010
STA IRQEN ;$D20E
STA STIMER ;$D209
CLI
RTS
PLA
SEI
LDA POKMSK ;$0010
AND #$FD
STA POKMSK ;$0010
STA IRQEN ;$D20E
CLI
RTS
INC L0002 ;$0605
BNE L0003 ;$064E
LDA #$FF
STA AUDF2 ;$D202
L0003 LDA L0004 ;$0603
BNE L0005 ;$0694
LDA L0006 ;$D300
AND #$03
BEQ L0007 ;$06A8
STA L0004 ;$0603
CMP #$01
BNE L0008 ;$0678
LDA L0009 ;$0600
ORA L0010 ;$0601
BEQ L0011 ;$069E
DEC L0009 ;$0600
LDA L0009 ;$0600
CMP #$FF
BNE L0011 ;$069E
DEC L0010 ;$0601
BEQ L0011 ;$069E
L0008 CMP #$02
BNE L0011 ;$069E
LDA L0010 ;$0601
BEQ L0012 ;$068A
```

```
LDA L0009 ;$0600
CMP #$3F
BCC L0012 ;$068A
BCS L0011 ;$069E
L0012 INC L0009 ;$0600
BNE L0011 ;$069E
INC L0010 ;$0601
BNE L0011 ;$069E
L0005 LDA L0006 ;$D300
AND #$03
BNE L0007 ;$06A8
STA L0004 ;$0603
L0011 LDA #$00
STA L0002 ;$0605
LDA #$1E
STA AUDF2 ;$D202
L0007 LDA L0013 ;$0604
BNE L0014 ;$06D8
LDA L0006 ;$D300
AND #$0C
BEQ L0015 ;$06EC
STA L0013 ;$0604
CMP #$04
BNE L0016 ;$06C6
LDA L0017 ;$0602
BEQ L0018 ;$06E2
DEC L0017 ;$0602
JMP L0018 ;$06E2
L0016 CMP #$08
BNE L0018 ;$06E2
LDA L0017 ;$0602
CMP #$BF
BCC L0019 ;$06D3
BCS L0018 ;$06E2
L0019 INC L0017 ;$0602
BNE L0018 ;$06E2
L0014 LDA L0006 ;$D300
AND #$0C
BNE L0015 ;$06EC
STA L0013 ;$0604
L0018 LDA #$00
STA L0002 ;$0605
LDA #$1E
STA AUDF2 ;$D202
L0015 PLA
RTI
;External reference equates
L0006 = $D300
;End of external references
.END
```

```
================================================================
BASIC LISTING TO USE THE HANDLER.

90 Let On=1542:Off=1591:Cx=1536:Cy=1538
95 A=Usr(On): REM ACTIVATE THE MOUSE READING ROUTINES.
511 X=Peek(Cx)+Peek(Cx+1)*256:Y=Peek(Cy) : READING THE MOUSE
520 REM THE LEFT BUTTON IS READ AS JOYSTICK TRIGGER ZERO
530 REM THE RIGHT BUTTON IS CURRENTLY NOT CONNECTED OR READABLE BY
540 REM AN ATARI 8 BIT.
550 X=USR(OFF) : REM TURN OFF THE MOUSE READING ROUTINES.
```

2039. Re: Antic and the PBI

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 15:54:52 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.706722892@vincent1.iastate.edu>
Source record: 111285

In <0095B082F818CE20.20600BB0@edinboro.edu> a644690c@edinboro.edu writes:

>> [stuff deleted]
>> I am looking for the following issues of Antic:
>> Antic January to April 1985 (PBI info)
>>
>> Please respond if you can help.

>Looks like we have similar problems! I am willing to make copies of the
>whole article (maybe even scanned) but I am missing 4 pages from my January
>issue. If someone sends me pages 75-78 of the Jan. article, I can make copies
>of the whole thing. I'll see what I can do.

For those students out there, if your library has inter-library loan,
you can get copies of Antic articles (usually free). Antic is listed
in the microcomputer index if you don't know the page numbers, author,
etc.
--
Todd Greenfield
tgreen@iastate.edu

2040. Re: GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 18:38:59 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <24MAY92133859@tiamat.hacks.arizona.edu>
Source record: 111291

In article <81176.1449217442@kcbbs.gen.nz>, Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes...
>
>GOE was the original name for GOS, as far as I know they are one and the
>same!! The GOS cartridge has been out for quite awhile now. Would you

I don't think so. From what I remember there was a demo for GOE that actually looked VERY good. It was about ready to be released, and then something happened and the author gave up on it. Alan Reeve was his competition, with Diamond GOS, which was a completely different product. I don't remember why, but I really wanted GOE to be released, and Diamond seemed inferior. I'm sure there's a copy of the GOE demo around somewhere.

There as also another 'GUI' which simply used ATASCII characters to draw its windows. I don't remember which one this was.

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

2041. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 18:40:24 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92145.134024JJMCWILL@MTUS5.BITNET>
Source record: 111056

In article <gVB6kB5w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>molin@crs.cl.msu.edu (Michael Olin) writes:
>
>
>Are you sure? Did the same people who made Diamond GOS have a little
>teenee bit to do with GOE? In one of the .TXT's from the GOEDEMO.ARC one
>of the major programmers of GOE was stating that the company that
>releases his (HIS) Atari Cookbook was GOING to work with him on GOE but
>then broke a contract or something...that really pissed him off. I was
>just wondering if this IS the same company that made Diamond GOS. Did
>you mean GOE when you said that? This is pretty interesting. To bring
>up a question I posted earlier (and NEVER GOT A RESPONSE TO! :^[..) - is
>the FINAL (cartridge version) of GOE out?? How is it? The demo.SUCKS -
>but this is only because it does absolutely NOTHING. I think the final
>product might be pretty cool. Well? Anyone? Anyone?

The people who wrote the Cookbook were looking to distribute either
the GOE package, or the Diamond. These two packages were written
by two different authors. After they broke off their deal with the GOE
author they made a deal with Allan Reeve for Diamond, but I understand
that didn't last long either. GOE NEVER was released, Diamond was.
I think I answered that question before, maybe you missed it.

>
>____________9_year_veteran_ ||| __Happy
>PhBill: Bill Kendrick / | \ Happy
>moon!cyberden!phbill@well.sf.ca.us Joy
>_____________________________ Joy!

2042. Re: Qucik (was S.A.M. and MIO (was Favorite ...))

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 18:43:37 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92145.134337JJMCWILL@MTUS5.BITNET>
Source record: 111055

In article <Vac6kB7w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>I'm not sure if I missed it or not, but...once a Quick program has been
>compiled, does it need ANY sort of runtime package? If so, this makes me
>wonder about programming in it and then selling your final product. This
>is illegal with Action!, is it not? (c) (c) (c)...such pains in the ass!
>
There are public domain versions of the RUNTIME, and I am not sure,
as I don't have a hold of the official ICD runtime package just yet,
but I believe you can distribute an Action! program with the runtime
package appended to it. But I might be wrong here.

If Quick is disk-based, then some sort of callable library of routines
probably needs to be included to make the program run. I suspect that
it works similar to Faster Than Lightspeed C, where is it appended to
the compiled code.
It seems logical that as with Lightspeed C, once the RUNTIME is appended
you can freely distribute the program... that is the way it worked
with the C package.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

>So...give us some details on where we can purchase "Quick" and how much
>does it cost? I REALLY think I want THIS! :)
>
>____________9_year_veteran_ ||| __Happy
>PhBill: Bill Kendrick / | \ Happy
>moon!cyberden!phbill@well.sf.ca.us Joy
>_____________________________________ Joy!

2043. Bugs in BobTerm 1.22?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 20:13:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NPoaLB2w164w@cyberden.uucp>
Source record: 111292

Is it just me, or are there 1 or 2 bugs in BT 1.22 that aren't in 1.21??
I haven't noticed anything wrong lately, but I recall something going
screwy with up/down-loading....it COULDA just been the BBS', but they
worked fine when I called them with BT 1.21 days earlier...??

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____

2044. Disk Desk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 20:24:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <R7oaLB3w164w@cyberden.uucp>
Source record: 111293

Gee... I guess it WASN'T here that I posted about Disk Desk... anyways:

I'm currently working on a little DOS interface (in TurboBASIC, of course, because I don't HAVE anything better!! :) - but don't worry.. I might be able to get my hands on Action! for VERY VERY cheap hahaha in your FACE! sorry... ego trip!) ANYWAYS..back to Disk Desk. I ALMOST made it into a point/click environment, but I decided that if I did that, I'd be obligated to make it support all those OTHER controllers (I only have joysticks and some really screwed up paddles (don't buy controllers from TeleGames USA! They tend to want to send a "left" (aka Paddle 1 fire) after about a week of use. pissed me off!!!)). Any of you who've seen Sparta DOS's menu'll regocnize my setup. It's not a menu where you type stuff, and it's not a CLI. It looks something like this:

```
Disk Desk By Bill Kendrick 1992
---------------------------------------
Drv: 1 DOS: At2.x Srch Help
Vol: Srt: None Cmpr Exit
Dir: *.*
Dir. Copy Lock Ers Ren.
Dir< Dir= Dir> Fmt Run@
GOD! gotta go!
I hate call waiting!

____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
---------------------------------
```

2045. Re: Disk Desk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 20:39:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NwPaLB1w164w@cyberden.uucp>
Source record: 111294

BACK to what I was saying before I got rudely interrupted!...
Here is what the commands do:

Drv: changes drive # (1-9)
Vol: shows/allows you to change volume name (w/ sparta dos)
DOS: allows you to change DOS directory output (lets you choose
Atari 2.x, MyDOS x/3 (those 2 are identical), MyDOS x/4 (has 4
digits) and Sparta (has 5 digits).
Srt: Allows you to sort by name, extender, file size, and time/date ot
have no sort at all.
Srch Allows you to search all avaliable directories for a file/files.
Cmpr Allows you to compare two files on a disk...or two files on two
disks.. just incase you have duplicates that you don't want.
Help That will print some sort of help info.
Exit I wonder! Lets you reboot/go to DOS/go to TurboBASIC
Dir: Shows you what the current subdirectory is, as well as the direc-
tory mask (*.*, *.COM, etc.). It is changed by the directory
movement commands, or can be changed manually.
Copy Copies (a) file(s).
Lock gee...
Ers aka delete
Ren. rename - it will even let you SAFELY rename more than one file
Dir< move out of the current directory into it's parent
Dir= create a new directory
Dir> move into the selected directory
Fmt format aka initialize disk
Run@ run at address

Later I'll add a Tree command (which would produce something like):
DOS SYS
DUP SYS
PROGRAMSDIR
GAMES DIR
PACMAN
JOUST
DEFENDER
UTILS DIR
TYPEIT
PRINTIT
MODEMIT
DISKDESK
DDIII DIR
NLQ DIR
POET NLQ

```
ROMAN NLQ
PP COM
FE COM
FU COM
TEXTS DIR
DEARMOM
DEARDAD
TOWHOM
HOMEWORK
AUTORUN SYS
AUTOEXECBAT
STARTUP BAT
1234 FREE SECTORS
----------------------
```

Get the picture? I'll also add printer support and possibly a LOAD command. BUT..for now, all I want on my hands is what I have way up there in this message. Also- all the commands are controlled with cursor-keys. Without [CONTROL] moves you thru the menu. With [CONTROL] moves you up & down the directory. [SPACE] flags files, [RETURN] executes menu commands. It's all pretty straight forward. Have I wasted enuf time babbling about this? I can't seem to get TurboBASIC to load in SpartaDOS 3.2d. Will they just not work together? I might just totally remove all spartados extras (like volume) out of the program. Does TurboBASIC work with the SDX cart?? (not as if I'm going to GET one! I don't use SD as it is! Too hard to use (guy lost his instructions! boo hoo!) and the only reason I keep it is because OasisJr doesn't seem to like MyDOS or AtariDOS too well. I dunno!

Heelllp! Comments? Questions? And yes, it stays
crunchy, even in milk!!!
Bill


```
___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_________________________________
```

2046. GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 22:32:56 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <81176.1449217442@kcbbs.gen.nz>
Source record: 111287

>Are you sure? Did the same people who made Diamond GOS have a little
>teenee bit to do with GOE? In one of the .TXT's from the GOEDEMO.ARC one
>up a question I posted earlier (and NEVER GOT A RESPONSE TO! :^[..) - is
>the FINAL (cartridge version) of GOE out?? How is it? The demo.SUCKS -
>but this is only because it does absolutely NOTHING. I think the final
>product might be pretty cool. Well? Anyone? Anyone?
>PhBill: Bill Kendrick

GOE was the original name for GOS, as far as I know they are one and the
same!! The GOS cartridge has been out for quite awhile now. Would you
believe I had a BIG cleanout of my computer room today and I remember
throwing away a printout of a UseNet message that Alan Reeve sent me ;-)
about a year ago. Wonder if I can find it......


```
---------- ------------------------------
| _ | \ \ || / / |
| * \\_ | \ \ || / / |
|* * /_ > | Kia Ora from Aotearoa |
| </ | Land of the Long White Cloud |
| * /~> | pandora@kcbbs.gen.nz |
| /_/ | / / || \ \ |
|__o_______|_______/_/____||____\_\_______|
```


--- KCReader v0.95 beta

2047. GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 22:32:59 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <81179.1449217447@kcbbs.gen.nz>
Source record: 111288

>Are you sure? Did the same people who made Diamond GOS have a little
>teenee bit to do with GOE? In one of the .TXT's from the GOEDEMO.ARC one

FOUND IT!! It was sent to me on the 30 Apr 1991 so the information about
where to get it from may well be out of date by now.

From: Alan Reeve <t90chai@mp.cs.niu.edu>
Organization: Northern Illinois University

Here is the info that you requested regarding our Diamond GOS GUI
interface. Diamond GOS 3.0 is REEVEsoft's most recent version of the
Diamond GOS cartridge and it adds several new features to previous
versions. Diamond GOS is a complete graphical operating system for the
Atari 8-bit computer with a minimum of 48k. It allows for multiple,
moveable, sizeable windows, dialogue boxes, drop-down menu selections
via a mouse pointer, icons ... etc. just like on a Macintosh(tm) or
Atari ST(tm). The Diamond GOS package includes a 64k piggyback (other
cartridges can fit into it) super cartridge along with various
utilities, Diamond Paint, and Diamond. The package retails for $US69.95
and is available from various 8-bit dealers throughout the country as
well as direct from:
REEVEsoft
29W150 Old Farm Lane
Warrenville, IL 60555
(708) 393-2317)

SPECS:
* Suports up to 4 windows simultaneously (Diamond DeskTop uses 2).
* Works with DOS 2.x, SpartaDos (and SDX) and DOS XE.
* Supports the use of a joystick, keyboard, touch tablet, or ST mouse.
* Fonts can be up to 24 by 24 in size for Diamond applications.
* Supports up to 16 Mbytes of memory(current drivers support 256k).
* Environment completely programmable (Diamond Develop sold separately).
* Includes full features paint program for drawing freehand, lines
circles, ellipses, boxes, fills, mixing colours, magnify, mirroring,
cut & paste, import pictures, mixing text with a picture...etc.
* Includes full featured word processor that generates a WYSIWYG
output, mixing any of 8 different styles in your document, using any
font for your document, search & replace, cut & paste, justification,
80 columns without additional hardware....etc.
* Desk accessories.
* Diamond DeskTop built into ROM supports all DOS related tasks such as
renaming, copying, & deleting files & launching programmes (including
those that do not utilize Diamond).
Additions in Diamond GOS 3.0 over 2.1

* Faster
* Automatic DOS detection.
* Built in File Selector dialogue box (external programmes are smaller).
* and more...

For more information Diamond GOS was the cover story for Antic Magazine. Other Diamond GOS products available right now include Diamond News Station, Develop, 2 PD disks of Diamond based applications (also available via GEnie), and we publish a quarterly newsletter for Diamond GOS owners. If you have further questions please contact the above address.

==========

If anyone knows if the above address is still correct please let us know as I'm not sure whether REEVEsoft is still in business.

--- KCReader v0.95 beta

2048. Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 22:33:02 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <81182.1449217452@kcbbs.gen.nz>
Source record: 111289

>latter, and I feel that is the kind of information users (old and new) should
>receiving. If this upsets you, I'm sorry, but those are my honest feelings.
>Amos Jackson
>

No it doesn't upset in my the slightest as I agree with it BUT you would
have been better to explain it to everyone yourself instead of getting
on my case! I was only re-posting an old article, I didn't know there
were two revisions of the MIO as I don't have/use one, there are
probably newer revisions/add ons for the Black Box since then too.


```
__________ _______________________________
| _ | \ \ || / / |
| * \\_ | \ \ || / / |
|* * /_ > | Kia Ora from Aotearoa |
| </ | Land of the Long White Cloud |
| * /~> | pandora@kcbbs.gen.nz |
| /_/ | / / || \ \ |
|__o_______|_______/_/____||____\_\_______|
```


--- KCReader v0.95 beta

2049. Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-24 22:33:05 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <81185.1449217457@kcbbs.gen.nz>
Source record: 111290

>What you stated about the article is true, however, I still feel that there
>could be (and should be) a footnote or some kind of statement stating which
>version of the MIO was being refered to, the fave that there are two differen
>MIO's, and that the article hasn'T been updated since the indroduction of the
>rev 2 mio.
>Amos Jackson
>
That's great, go for it! When you've done it (plus anything new for the
BB) then please post it to me via email and I will add it onto the
original article for next time someone wants it.

--- KCReader v0.95 beta

2050. Sources for cable, modem?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 00:11:30 UTC
From: ASMJC@ASUACAD.BITNET
Message-ID: <92145.171130ASMJC@ASUACAD.BITNET>
Source record: 111303

Does anyone know of a place that sells Atari 800 IO cables? Also, I am looking for a source for a 1200 or 2400 baud modem. I could kick myself for not taking advantage of sales on an Atari 1200 modem which I saw in DAMARK and Best Electronics. They were selling the modem for under $ 30. Any similar deals still being offered?

Michael

2051. Re: Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 01:13:56 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992May25.011356.4198@news.ysu.edu>
Source record: 111296

I have had a 1meg MIO since 1986... the 1st two burned up in a
very short time. The 2nd one was replaced by version 1.1 on
Apr.16, 1987 and it has been running ever since that time 24 hrs.
a day with short interuptions for installing my hard drive and
brown outs and storms. It has not given me one bit of trouble.
Although, the BB is well supported (and that's the thing I will
definately get when mio goes) the fact that the MIO has 1 meg of
memory makes it a real tool especially with SNAPSHOT 3.0D.
SnapShot 3.0d is a program that takes a snapshot of the entire
memory of the computer and saves it in 65536 byte files. What
this means is you can run up to 10 different programs and SWITCH
BETWEEN THEM WITH A KEY STROKE. It also keeps the correct time
if you are running Oasis 4.7 BBS so that I can go to Textpro4.6xe
with a sh^8, then go to Bobterm1.22 with sh^7, then back to the
BBS with sh^4, and a CGS editor with sh^9 etc, etc, etc.
SnapShot 3.0d was originally for hd use but the hard drive
switches took 5 or 6 seconds. With the files stored in the MIO
the switch only take 2 seconds.....if someone rings the phone
I press sh^4 and everything is saved on what I'm working on and
it catches the ring for the BBS ..neat huh!
--

2052. Re: Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 01:14:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NN3aLB2w164w@cyberden.uucp>
Source record: 111302

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> I know Lisp has been done for our machines, but how about Scheme?
>
>
> Didn't think so.
> --

Hmmm!!! Wow. My friend from UC Berkeley is going to lend me his scheme book for a while. Hmm.. That reminds me of another oddity a day or two ago. I got this program called BINVIEW (views Binary file header info- pretty neat...still didn't help me figure out why my BOB-Verter crashes with TurboBASIC tho!! :)).. anyways. Both the .COM file AND the .DOC file were 42 sectors (remember Hitch-hicker's Guide to the Galaxy. The answer to the question of "life, the universe and everything" was 42...) well..that was interesting...BUT...not only THAT, the number 42 is mentioned IN the .DOC file! And I quote: "...you can make sure you run it without having 42 different memory resident programs...". Check for yourself! It's 3/4th down the 1st paragraph!!! :) Suhc COINCIDENCES in my life lately!!!

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2053. test! e-mail to me!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 01:16:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aq3aLB3w164w@cyberden.uucp>
Source record: 111301

HELP! Is my mail bouncing?! Somebody please mail me! :) Thanx!

```
___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_________________________________
```

2054. Quieting 1050s...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 05:24:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <T7DBLB1w164w@cyberden.uucp>
Source record: 111298

How does one quiet the "bzz bzz" noise the 1050's make when their heads move? Also.. do all Tandon 1050's (yeah ... I opened mine up!) NOT send a 144 when the door is opened? When my other 1050's door is open and I try to access it, I get an error 144 right away, but with the Tandon, the drive still spins and the light still comes on, and I get an error 163..!?


```
____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
```

2055. Re: News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 09:16:34 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May25.091634.3353@aber.ac.uk>
Source record: 111297

Sorry, I have absolutely no idea how to use BART! I tried once and got fed up!
Perhaps somebody else might be able to tell ya. They're in the "djg" directory
and are called issue1.arc through to issue5.arc.

Dean Garraghty. djg0@aber.ac.uk

2056. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 10:21:02 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1598@sheoak.bcae.oz.au>
Source record: 111299

I have a magazine (New Atari User) which has pointer drivers for touch
tablet, joystick, and an ST mouse. It would take me about a week to get
it, if you are interested.

Jared

reply to i921652@sheoak.bcae.oz.au

**********Could some
kind soul please bounce this on to the rest of the world and
delete this part?
There must be some Australian 8-bit owners?
****

2057. Re: Quieting 1050s...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 10:25:30 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May25.102530.5967@aber.ac.uk>
Source record: 111300

Making 1050s run smoothing should be something of a necessity really. Plastic scraping along metal causes wear. To lubricate the guide rails, use some very high quality machine oil (like the stuff that came with the 1027). Put one spot on each rail. Now, either CAREFULLY move the head mech LIGHTLY with your finger back and forth to get the oil on all the rail, or run a sector copier program so that the head mech moves from track 0 right to the end. The oil will eventually start to wear thin, so every couple of months repeat the process, but remove the old oil with a cotton bud first. BE CAREFUL here!

Dean Garraghty. djg0@aber.ac.uk

2058. C Package . . .

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 17:07:59 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992May25.170759.10789@usenet.ins.cwru.edu>
Source record: 111057

I am interested in programing C on the Atari. I know there are alot
of different C Packages available for the 8bit, and merely was wondering
what the 'best' package is. Also, where I can obtain this package.

Thanks,
ai792@po.cwru.edu
clisowsk@mcs.kent.edu

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2059. Re: Magniprint II+

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 17:59:47 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92146.125947JJMCWILL@MTUS5.BITNET>
Source record: 111059

In article <0ie0kB2w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>I can get a copy of this for 5 bux. Is it worth it? It SOUNDS awesome -
>from the ads, tho. Anyways.. my MAJOR question is its printer support.
>DOes it do xmm801??? thanx. Bill
>
Ah nope I don't think so, mostly Epson and compatibles.
But it is a good program for printing out graphics pictures and
listing programs with control characters in them.

Jeff McWilliams

2060. Re: Quieting 1050s...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 18:06:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92146.130616JJMCWILL@MTUS5.BITNET>
Source record: 111058

In article <1992May25.102530.5967@aber.ac.uk>, djg0@aber.ac.uk (Dean John Garraghty) says:
>
>Making 1050s run smoothing should be something of a necessity really. Plastic
>scraping along metal causes wear. To lubricate the guide rails, use some
>very high quality machine oil (like the stuff that came with the 1027). Put
>one spot on each rail. Now, either CAREFULLY move the head mech LIGHTLY with
>your finger back and forth to get the oil on all the rail, or run a sector
>copier program so that the head mech moves from track 0 right to the end.
>The oil will eventually start to wear thin, so every couple of months repeat
>the process, but remove the old oil with a cotton bud first. BE CAREFUL here!
>
>Dean Garraghty. djg0@aber.ac.uk

Instead of machine oil I used a few drops of a TEFLON based lubricator
that comes in a Pen. It was from Radio Shack, and I think they call
it Precision Lubricator or something. Once I did that, and cleaned
the heads while I was at it, I can't even hear the drive head
stepping, even when formatting a disk. It's really nice and quiet.

Jeff McWilliams

2061. Quick

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-25 20:51:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-25-13:51:02.83*UJ1G"@DKAUNI2.BITNET>
Source record: 111304

Bill Kendrick writes:
> I'm not sure if I missed it or not, but...once a Quick program has been
> compiled, does it need ANY sort of runtime package? If so, this makes me
> wonder about programming in it and then selling your final product. This
> is illegal with Action!, is it not? (c) (c) (c)...such pains in the ass!

No, as far as I know Quick always creates pure machine language.
It doesn't need a runtime package to run. Therefore you can sell what
you've created with Quick. Actually there is a commercial game on the
market programmed in Quick (compiled of course). I've a PD demo version
of this game. It's called 'Rubberball'. I'll upload it to the archive.
Look for it in the new directory. I'll probably name it 'Rubberball.arc'

> So...give us some details on where we can purchase "Quick" and how much
> does it cost? I REALLY think I want THIS! :)
> Speaking of Quick being easier to find and stuff.... it was a magazine
> article (set of them, I'll suppose), correct? If so, then it's a
> disk-based language. THAT's cool. (I really like disks better for some
> reason..!? - price I suppose! :)) Anyways... where can one GET
> Quick!?!? And for how much? I might just try Dean Garraghty's idea
> about mailing German cash rather than an IMO. Humm... (IMO=internat'l
> money order AND in my opinion. I wonder if BTW means anything else!?
> hehe)

Yes, Quick is definitely disk-based. The price is 39DM for the version
2.1 including documentation (in German). (about $25 ???).
There is also a disk-based 'Quick-Magazine' about programming in Quick
(again in German). They have released 12 issues so far. Each issue
costs 9DM.

As I said on the digest the only source I know for Quick and S.A.M.
is this German distributor. It is a small publishing company that
used to publish a magazine called 'ATARImagazin'. Now after a break
'ATARImagazin' again is on the line. Now it is a user supported
magazin in German, much similar to what AC will become some day. :-)
This distributor offers a wide range of Atari software and a few
hardware supplements.
How to order: for German customers there are three ways to pay for
the stuff
1) send cash along with the order (p&p included)
2) to supply a cheque + 4DM p&p
3) paying to the postman as your stuff is delivered
+ 6.50DM p&p

The distributor doesn't say anything about foreign customers.
Wait! There is one note on the ordering form I have: they write that

you can pay with a cheque(check?) +10DM p&p if you are abroad.
They don't say what kind of check.

I posted a snail letter on monday to the distributor to ask him
about other possibilities for American users to order software
We'll have to wait for the anwser. I'll inform you about it as
soon as it arrives.

Now the address of the distributor:

Power per Post
Postfach 1640
W-7518 Bretten
Germany
Tel. (code for Germany) (0)7252/3058
Fax. (code for Germany) (0)7252/85565

or Verlag Werner Raetz (Power per Post)
Melanchthonstr. 75/1
W-7518 Bretten
Germany

These two addresses are equivalent, you can choose the one you better
like. The distributor gives these two addresses. I don't know why.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2062. Re: News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 01:13:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992May26.011323.532@usenet.ins.cwru.edu>
Source record: 111060

In a previous article, moon!cyberden!phbill@well.sf.ca.us () says:

>Dean...or anybody. For us very UNFAMILIAR with the BART sender...PLEASE
>tell us EXACTLY what to type to get the newsdisks! I tried "send
>/djg/issue1.arc", etc. AND "send /8bit/djg/issue1.arc", etc. NEITHER
>works! Heeeeelp! tanxinadvanx!

Try "send 8bit/djg/issue1.arc" like the instructions say.

(include "8bit", but don't start with a slash.)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2063. Mouse handler extra info

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 02:17:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92146.211751JJMCWILL@MTUS5.BITNET>
Source record: 111063

I just found a little slip of paper pertaining to the Zobian controls mouse handler that I had Michael Current post earlier. In addition to the previous documentation, be sure to execute an x=usr(off) before doing any disk based I/O, and then reactivate the mouse handler via an x=usr(ON) after your I/O has been completed. Good luck folks. If anyone has problems assembling the source code, perhaps I can write a quick BASIC program and LIST it and post it here.. as I posted in the original message. E-mail me if you need help.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

2064. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 02:37:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59594@cup.portal.com>
Source record: 111061

I've spent a lot of time programming in Action! & it can't be beat. I took a 'C class at night & used Turbo C for my homework. I'd say Action! is easier to use & compiles faster. I spent enough time do'n Turbo to get an 'A in the class, but still prefer Action! My only complaints with Action! might be floating point access is only slightly easier then from M/L & it gets slow when you are compiling code blocks. i.e. I once did a program that had 3 gr. 15 screens included as coded blocks => 90k of source code. It took about 6 minutes to compile from ramdisk. This is still probably faster then a Turbo save editor/compile/link etc. Everything else goes so fast it's almost like working with a interpreter. It has most commonly use logical operators & control structures [DO ... UNTIL, WHILE <condition> DO OD, IF <c> THEN ... ELSEIF <C> THEN].

2065. some questions of my own

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 06:06:27 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92147.010627JJMCWILL@MTUS5.BITNET>
Source record: 111064

I have a few questions to ask the rest of you folk. Maybe you can help me out.

First, does anyone know if David Castell is still around? I am interested in knowing what the current copyright status is of Castell's Graphic Manager from The Analog 8-Bit Extra.

This leads me to my next question, does anyone have the 8-Bit Extra on disk that they would be so kind as to send me? I am currently typing in some of the code and boy is it a pain. I remember a time when that's all you could do is type in the code and use the checksum programs... but I would really like to save myself some trouble.

Next, does anyone out there own an ST or ST compatible mouse that is also fairly comfortable with electronics? I just successfully converted my Zobian controls RAT, which is an ST compatible mouse - into a functional two button mouse for the Atari 8-bit.
I found out that on my mouse, the right button would connect the Paddle 0 input to ground. Well this doesn't register anything on the Atari. So by putting a 33 K ohm resistor between +5v and the paddle input, the input normally reads about 15. When the button is pressed, the paddle input is brought down to ground. The Paddle reads 248 I think, er whatever the default unconnected value is.
So by detecting anything say greater than 50 , you know the right button has been pressed. But, before I publish this as any sort of mod for the 8 bits, I need some other mouse owners to corroborate with me to be sure that all mice are created equal in this respect.

looking at the joystick port, the pins are numbered like this:

1 2 3 4 5
6 7 8 9

pin 9 is pot AX, or Paddle 0

pin 7 is +5v
pin 8 is GND

You will need a continuity tester to follow the joystick connector pins into the mouse to see which wires are which.

On mine, the right button was simply a switch between pins 8 and 9

To that I added a 33K ohm resistor between pin 7 and pin 9.

Come to think of it, one could build an external adaptor if this works on every mouse, using two DB9 connectors and the 33K resistor.

That way the mouse could still work properly on the ST.

Well, any body want to check this out for me? I would certainly
appreciate it.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

You never know what you've got until you've lost it.

2066. Re: GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 18:54:44 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <68084.1469211111@kcbbs.gen.nz>
Source record: 111062

```
>>If anyone knows if the above address is still correct please let us
>>know as I'm not sure whether REEVEsoft is still in business.
>
>I fingered reeve@mp.cs.niu.edu & got:
>
>[mp.cs.niu.edu]
>Login name: t90adr9 In real life: Alan Reeve
>Office: CSCI Grad, PM452
>Directory: /usr2/t90adr9 Shell: /bin/csh
>Last login Tue May 19 12:17 on tty34 from annex1.niu.edu
>No Plan.
>
>Login name: t901401 In real life: reeve alan douglas
>Directory: /usr2/t901401 Shell: /bin/csh
>Last login Sun Dec 1 16:39 on tty6S from annex4.niu.edu
>No Plan.
>
>So his current email addresses are t90adr9@mp.cs.niu.edu and
>t901401@mp.cs.niu.edu. I would guess that he doesn't use the
>latter very often, considering he hasn't logged in since Dec 1...
>
>Michael Begley Ask me how A riot is the language
>spam@iastate.edu Iowa State University of the unheard.
>(515) 296-8378 is censoring my usenet access -MLK

__________ ______________________________
| _ | \ \ || / / |
| * \\_ | \ \ || / / |
|* * /_ > | Kia Ora from Aotearoa |
| </ | Land of the Long White Cloud |
| * /~> | pandora@kcbbs.gen.nz |
| /_/ | / / || \ \ |
|__o_______|_______/_/____||____\_\_______|

--- KCReader v0.95 beta
```

2067. Wanted 810 or 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 19:41:27 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1992May26.194127.6605@umesve.maine.edu>
Source record: 111065

A friend of mine is looking for an 810 or 1050 disk drive for
his Atari 8-bit. If you have one for sale, please drop me
e-mail to one of the addresses below...
thanks,
--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

"Who so pulleth out this sword from this stone and anvil,
is the true born King of all Britain."

2068. Re: Scheme

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:23:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4smeLB13w164w@cyberden.uucp>
Source record: 111069

spam@iastate.edu (Michael L Begley) writes:

> In article <1992May23.025023.8417@usenet.ins.cwru.edu> aa700@cleveland.Freene
> >
> >I know Lisp has been done for our machines, but how about Scheme?
> >
> >
> >Didn't think so.
>
> I have the source to a scheme interpreter lying around here. It's in
> pascal. If I could get a good pascal compiler I might port scheme (and
> a smalltalk variant) to the atari.
>
> -mike begley
> spam@iastate.edu
>
>
> --
> Michael Begley Ask me how A riot is the language
> spam@iastate.edu Iowa State University of the unheard.
> (515) 296-8378 is censoring my usenet access -MLK

COOL! Please do!! :) I'd love to be able to understand all those Scheme
programs my friend from UC Berkeley kept sending me! :) hehe

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2069. Re: GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:26:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <gZmeLB14w164w@cyberden.uucp>
Source record: 111068

I don't think so! I have one of the beta versions of GOE (a GOEDEMO ARC) and it is in 320 mode...I saw a pic of Diamond GOS on an Antic once (years ago! :(boohoo) and it looked to be in 160 mode. I don't think they're the same. I also got some info off of a BBS Pro Net (I think it was off a BBS pro...?) that warned NOT TO BUY DIAMOND! It was up to version 3 and still full of bugs. He also said it used only about 1/3 of the cart whereas GOE uses about 7/8. I think I want GOE! :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2070. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:33:28 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <26MAY92193328@tiamat.hacks.arizona.edu>
Source record: 111078

In article <VBNeLB15w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes...
>The GOE that >I< have a demo of
>is from Total Control Systems and was created by David R. Sullivan. (one

This is definitely the one I remember. It was better than Diamond (or
at least looked that way).

Oscar Fowler: omf@smaug.arizona.edu

Love n. (luv) - A socially acceptable form of insanity.

2071. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:34:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VBNeLB15w164w@cyberden.uucp>
Source record: 111067

AH HA!... Lemme look for that GOE printout. I recall the writer of it saying that the company that made Atari Cookbook also made something called GOE, but it is NOT THE SAME as his. (ego!? hehe) anyways...hmm...where DID I put it! (this is the textfilez wars, isn't it!? <g>) ah HA..nope! ok. Here we go. The GOE that >I< have a demo of is from Total Control Systems and was created by David R. Sullivan. (one major question comes to mind...why not just get S.A.M.!?!? I have german reading friends! They'll figure it out for me! :)) anyways..here is TCS's address/#:

Total Control Systems
4156 Tolowa Street
San Diego CA 92117
(619)-270-0111

GE:niew: D.SULLIVAN4

It also says "This file may not, in any way, be transfered or viewed by Merrill Ward & Associates (aka USA Media) or any of it's employee's or employers with the exception of any such person who maintains an account (in their name) on GEnie. (Interesting? Isn't it)"

well...what do ya think!?

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2072. Re: GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:39:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mkNeLB16w164w@cyberden.uucp>
Source record: 111071

omf@tiamat.hacks.arizona.edu (Oscar Fowler) writes:

>
> There as also another 'GUI' which simply used ATASCII characters to
> draw its windows. I don't remember which one this was.
>
> Love n. (luv) - A socially acceptable form of insanity.
(-- BTW: I LOVE
that quote!! :))

Lemme see now. Well, I worked on a BASIC windows, as well as a
TurboBASIC (which for SOME reason or another wasn't as good!?!? :) MUCH
faster, tho!). I gave up on those and I don't think the 1 release I made
somewhere would've gotten very far. Anyways... there is an Action!
windows toolkit that I got ('course I wasn't aware there was NO runable
file, so it's pretty useless until I actually >GET< Action! !!!). It's
all ASCII (I think) and I COULD post it ... if I can find it. It might
have some inverse or control characters here or there, but to an 8-bit
it's just text. It sounds pretty neat. Can't wait until I get Action!
so I can try it out!! :)

____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2073. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:39:49 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <59620@cup.portal.com>
Source record: 111066

.
.
.

... and it probably wouldn't hurt to have some kind of "subscriber cross-reference," telling readers where to find each other. I.e., "if I go on vacation to Milwaukee, gimme names and addresses of some fellow Atarians I can get together with." Or make it national: "Atari Bust USA" or something... :-) I always try to find people on this Net who live along the path I'm taking next time I travel, etc.

You could do it with Classifieds, giving a code number like they do in newspapers, instead of a person's real name/address...

I dunno, maybe I'm just babbling....

2074. Re: Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:41:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aNNeLB17w164w@cyberden.uucp>
Source record: 111072

ab588@yfn.ysu.edu (joseph sabatino) writes:

> I have had a 1meg MIO since 1986... the 1st two burned up in a
> very short time. The 2nd one was replaced by version 1.1 on
> Apr.16, 1987 and it has been running ever since that time 24 hrs.
> a day with short interuptions for installing my hard drive and
> brown outs and storms. It has not given me one bit of trouble.
> Although, the BB is well supported (and that's the thing I will
> definately get when mio goes) the fact that the MIO has 1 meg of
> memory makes it a real tool especially with SNAPSHOT 3.0D.
> SnapShot 3.0d is a program that takes a snapshot of the entire
> memory of the computer and saves it in 65536 byte files. What
> this means is you can run up to 10 different programs and SWITCH
> BETWEEN THEM WITH A KEY STROKE. It also keeps the correct time
> if you are running Oasis 4.7 BBS so that I can go to Textpro4.6xe
> with a sh^8, then go to Bobterm1.22 with sh^7, then back to the
> BBS with sh^4, and a CGS editor with sh^9 etc, etc, etc.
> SnapShot 3.0d was originally for hd use but the hard drive
> switches took 5 or 6 seconds. With the files stored in the MIO
> the switch only take 2 seconds.....if someone rings the phone
> I press sh^4 and everything is saved on what I'm working on and
> it catches the ring for the BBS ..neat huh!
> --

THAT'S AWESOME! I WANT ONE!!! How much are they!? And is Snapshot PD
or commercial or what??

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2075. Re: Quieting 1050s...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:43:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XqNeLB18w164w@cyberden.uucp>
Source record: 111070

You said VERY CAREFULLY move the head back and forth.. hahhhahaaaa!
oops! I had too much fun. I guess my 2nd drive isn't worth much to my
as long as I have >1< backup! haha... fun fun fun!

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2076. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:46:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TwNeLB19w164w@cyberden.uucp>
Source record: 111073

THANK YOU! (I like BobTerm's recallable edit-window..so sue me!)

OH! CAN'T WAIT!!!!!! Thanks a TON for that info.!! BTW: SOMEBODY SEND ME SOME NICE, ENLGISH, SIMPLE TO UNDERSTAND info. on how to get the damned bartmailer to send me stuff!!!!! I HAVE had success in the past, but totally forgot HOW to use it and LOST the instructions and don't want to wade thru either 100s of pages of printouts or screenfuls of "help" info when I mail "help" to it!! UGH! sorry.. just mad

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2077. Re: The Atari Mouse on an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:48:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qyNeLB20w164w@cyberden.uucp>
Source record: 111074

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> I think I answered that question before, maybe you missed it.
>

Probably! This system's been going nuts lately!!!

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____

2078. Re: Magniprint II+

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-26 23:51:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B5NeLB21w164w@cyberden.uucp>
Source record: 111075

Jeff McWilliams said something like "ah nope, don't think so" to my question of whether MagnaPrint II+ can do XMM801...

I have some paint program (very annyoing one at that) and it does Epson printouts. It worked ok. the only probably was when it sent a "LF", my printer thot it mean "FF" and moved up a page!! I suppose I can adjust page-lenght before I load the program. Probably with a [C]opy "E:,P:" from DOS before I [l]oad it... But do I really WANT to with this paint program!?

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2079. Re: Disk Desk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 01:05:11 UTC
From: bmarcum@world.std.com
Message-ID: <Bovxoo.868@world.std.com>
Source record: 111076

Turbo Basic doesn't work with Sparta 3.2. It will work with SDX if you have banked memory.

Bill Marcum

2080. Atari 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 02:04:06 UTC
From: goelz@cis.ohio-state.edu
Message-ID: <1992May27.020406.17017@cis.ohio-state.edu>
Source record: 111077

For sale: Atari 800XL -- $30 or best offer, plus shipping

Galaxian & Pac Man cartridge -- $4 each

--
Chris Goelz
The Ohio State University, Columbus, Ohio
goelz@cis.ohio-state.edu

2081. Re: GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 04:28:06 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92147.232807JJMCWILL@MTUS5.BITNET>
Source record: 111080

In article <gZmeLB14w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>I don't think so! I have one of the beta versions of GOE (a GOEDEMO ARC)
>and it is in 320 mode...I saw a pic of Diamond GOS on an Antic once
>(years ago! :(boohoo) and it looked to be in 160 mode. I don't think

WRONG, I own Diamond and it is in Graphics 8 mode (320)

>they're the same. I also got some info off of a BBS Pro Net (I think it
>was off a BBS pro...?) that warned NOT TO BUY DIAMOND! It was up to
>version 3 and still full of bugs. He also said it used only about 1/3 of
>the cart whereas GOE uses about 7/8. I think I want GOE! :)
>
You can want GOE all you want but it won't make it come into existence.
If you really need a GUI, Diamond is the only way to go.

Jeff McWilliams

2082. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 04:31:35 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92147.233135JJMCWILL@MTUS5.BITNET>
Source record: 111083

In article <VBNeLB15w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>
>AH HA!... Lemme look for that GOE printout. I recall the writer of it
>saying that the company that made Atari Cookbook also made something
>called GOE, but it is NOT THE SAME as his. (ego!? hehe)
>anyways...hmm...where DID I put it! (this is the textfilez wars, isn't
>it!? <g>) ah HA..nope! ok. Here we go. The GOE that >I< have a demo of
>is from Total Control Systems and was created by David R. Sullivan. (one
>major question comes to mind...why not just get S.A.M.!?!? I have german
>reading friends! They'll figure it out for me! :)) anyways..here is
>TCS's address/#:
>
>Total Control Systems
>4156 Tolowa Street
>San Diego CA 92117
>(619)-270-0111
>
>GE:niew: D.SULLIVAN4
>
>It also says "This file may not, in any way, be transfered or viewed by
>Merrill Ward & Associates (aka USA Media) or any of it's employee's or
>employers with the exception of any such person who maintains an account
>(in their name) on GEnie. (Interesting? Isn't it)"
>
>well...what do ya think!?
>
Personally I think it's a dead issue and you're wasting time worrying
about it. GOE never saw the light of day, and never will. Diamond
has been released, but it does have bugs. You either live with them,
or like me you can put it on a shelf and be nastalgic about what it
really could have been.

Jeff McWilliams

2083. Re: AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 04:34:00 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92147.233400JJMCWILL@MTUS5.BITNET>
Source record: 111082

In article <59620@cup.portal.com>, Chris_F_Chiesa@cup.portal.com says:
>
>.
>.
>.
>
>... and it probably wouldn't hurt to have some kind of "subscriber cross-
>reference," telling readers where to find each other. I.e., "if I go on
>vacation to Milwaukee, gimme names and addresses of some fellow Atarians
>I can get together with." Or make it national: "Atari Bust USA" or some-
>thing... :-) I always try to find people on this Net who live along the
>path I'm taking next time I travel, etc.
>
>You could do it with Classifieds, giving a code number like they do in
>newspapers, instead of a person's real name/address...
>
>I dunno, maybe I'm just babbling....

You sorta are getting a feel for it...with the code number bit.
I've run into some people who didn't want their name used or disclosed
for anything but the campaign. Some user groups have policies where
officers can't distribute names and addresses. It makes sense and I
don't feel that bad about it. Campaign wise it just meant sending
the user group officer a bunch of kits instead of mailing them
individually. It was easier for me this way so I was not upset by
it. But I do agree it would be great to get in touch with other users
in the local area. Something to definitely think over at least.

Jeff McWilliams

2084. Re: GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 04:37:46 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92147.233746JJMCWILL@MTUS5.BITNET>
Source record: 111084

In article <mkNeLB16w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us says:
>
>omf@tiamat.hacks.arizona.edu (Oscar Fowler) writes:
>
>>
>> There as also another 'GUI' which simply used ATASCII characters to
>> draw its windows. I don't remember which one this was.
>>
>> Love n. (luv) - A socially acceptable form of insanity.
>(-- BTW: I LOVE
> that quote!! :))
>
Oscar Fowler is thinking of Castel's Graphic Manager (CGM) which
appeared in the Analog 8-Bit Extra. I just typed in the
object file and the icon editor last night, and modified the
Icon Editor to work with my two button mouse instead of a joystick
and spacebar. Works okay for doing quickie BASIC code testing and
maybe some graphics 0 based windows.

Jeff McWilliams

2085. Re: Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 05:15:56 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992May27.051556.9943@news.ysu.edu>
Source record: 111079

In a previous article, moon!cyberden!phbill@well.sf.ca.us () says:

>ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>>
>> I have had a 1meg MIO since 1986... the 1st two burned up in a
>> very short time. The 2nd one was replaced by version 1.1 on
>> Apr.16, 1987 and it has been running ever since that time 24 hrs.
>> a day with short interuptions for installing my hard drive and
>> brown outs and storms. It has not given me one bit of trouble.
>> Although, the BB is well supported (and that's the thing I will
>> definately get when mio goes) the fact that the MIO has 1 meg of
>> memory makes it a real tool especially with SNAPSHOT 3.0D.
>> SnapShot 3.0d is a program that takes a snapshot of the entire
>> memory of the computer and saves it in 65536 byte files. What
>> this means is you can run up to 10 different programs and SWITCH
>> BETWEEN THEM WITH A KEY STROKE. It also keeps the correct time
>> if you are running Oasis 4.7 BBS so that I can go to Textpro4.6xe
>> with a sh^8, then go to Bobterm1.22 with sh^7, then back to the
>> BBS with sh^4, and a CGS editor with sh^9 etc, etc, etc.
>> SnapShot 3.0d was originally for hd use but the hard drive
>> switches took 5 or 6 seconds. With the files stored in the MIO
>> the switch only take 2 seconds.....if someone rings the phone
>> I press sh^4 and everything is saved on what I'm working on and
>> it catches the ring for the BBS ..neat huh!
>> --
>
>THAT'S AWESOME! I WANT ONE!!! How much are they!? And is Snapshot PD
>or commercial or what??
>
> ____________9_year_veteran_ ||| __
> PhBill: Bill Kendrick / | \
> moon!cyberden!phbill@well.sf.ca.us
> _____________________________
>

==========
Ok PHBILL (is that short for "phone bill"?)
SnapShot 3.0D was written by Tom Hunt of Closer To Home
BBS 419-368-4413. You can get it there or Bob Puff's
BBS 716-586-5545 or my BBS 216-545-4817.
It is shareware and he writes plenty of good programs for
the 8 bit.
I'd upload SnapShot3.0d to umich 8bit archive but I'm not
how to do it. I'll find out and then you will see it in the index.

- -

2086. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 07:06:47 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992May27.070647.17290@cs.tulane.edu>
Source record: 111081

In article <26MAY92193328@tiamat.hacks.arizona.edu> omf@tiamat.hacks.arizona.edu writes:
>In article <VBNeLB15w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes...
>>The GOE that >I< have a demo of
>>is from Total Control Systems and was created by David R. Sullivan. (one
>
>This is definitely the one I remember. It was better than Diamond (or
>at least looked that way).

After reading all the posts reguarding GOE, I went looking for the demo. Not only did I get a copy from the archive, but I also got the blurb file that seemed to go along with it. In that file, D.Sullivan indicates that something like 600+ people had prereg'd for the cart version.... So, my question, what ever happened to D.Sullivan (listed as inactive on GEnie), the GOE cart and the people who invested in the system.

Sherry Snyder
snyder10@convex1.tcs.tulane.edu

2087. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 07:15:28 UTC
From: Guess@whoknow.edu
Message-ID: <1992May27.071528.19130@cs.tulane.edu>
Source record: 111085

[No readable article body recovered]

2088. Re: Magniprint II+

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 09:14:31 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May27.091431.15446@aber.ac.uk>
Source record: 111086

I have an excellent PD program called SEEPIC which loads pictures from any format, including mode 8 and 9 pics, and prints them to Epson AND XMM801 with no hassle. I will get around to putting it at the archive soon if you want it that is! BTW, Bill, is your XMM801 still printing fuzzy? I've found a simple fix which cost me 10pence and 10mins to carry out! I'll give details of what to do if you want them.

Dean Garraghty. djg0@aber.ac.uk

2089. 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 12:28:11 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.706969691@garbod20>
Source record: 111087

Where in the Atari 8-bit computer's ROM does the CPU start reading
machine code instructions on power-up?

Does it run any code to check if a cartridge is present, or does it
simply start with on first address in the cartridge?

Thanks in advance,
Anders Skelander

2090. Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 12:32:10 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.706969930@garbod20>
Source record: 111088

I got a copy of the old Berzerk computer game for my XE computer recently. Unfortunately, it came without any manual or description, and I never played it in the arcades.

What am I supposed to do to get rid of the enemy that bounces in and walks through walls without being hurt?

I think the sampled speech is impressive. Is this the first game ever with sampled speech on a home system?

Is there anybody out there who could list the spoken messages, please? It sounds (to me) as if the voice is talking about an intruder. Who's the intruder? Is it me or the bouncing thing?

Anders Skelander

2091. Re: Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 14:44:30 UTC
From: norlin@uokmax.ecn.uoknor.edu
Message-ID: <1992May27.144430.20793@constellation.ecn.uoknor.edu>
Source record: 111091

etxansk@garbo.ericsson.se writes:

> I got a copy of the old Berzerk computer game for my XE computer
>recently. Unfortunately, it came without any manual or description,
>and I never played it in the arcades.

> What am I supposed to do to get rid of the enemy that bounces in
>and walks through walls without being hurt?

"Evil Otto" is his name, and his primary characteristic is that you can't get rid of him. He shows up when you've spent too long in a room; the objective is to destroy all the robots before Evil Otto comes.

> Is there anybody out there who could list the spoken messages,
>please? It sounds (to me) as if the voice is talking about an
>intruder. Who's the intruder? Is it me or the bouncing thing?

You're the intruder. The messages are (from memory), "Intruder alert. Intruder alert." (before Evil Otto comes), and "Chicken. Fight like a robot." (if you run out of a room without killing all the robots.)

> Anders Skelander
>
--
Norman Lin | ROT26 this .sig to view it properly.
University of Oklahoma |
norlin@uokmax.ecn.uoknor.edu | FREE ACCOUNTS! Just login to 127.0.0.1,
norlin@129.15.20.2 | with your current name and password.

2092. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 15:40:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59652@cup.portal.com>
Source record: 111092

I forgot where the 6502 jumps on start-up, I believe it's something like 3 bytes short of the top of ROM where it finds a JMP to the start-up code. The start-up code checks to see if it is a cold start or warm start by testing the RAM flag. If the flag indicates the power was off then the computer goes through the entire initialization procedure [reset Pokey, PIA, check for a cart, try to boot drive(s), etc]. Warm start performs some of the same procedures, but uses a RAM cart flag to determine if a cart is there and jumps to whatever address is in mem $A-$B. A little foggy on this one so take it with a grain of salt <g>: The cart (XL/XE) has two bank present lines. If they are tied to the right logic level then the memory management chip (Freddy?) disables RAM for that 8K bank & selects the cart ROM. During power-up the OS stores values in the cart space & sees if it gets the same values back. If they aren't equal then it assumes it has found a cart. The OS then sets the RAM cart flag & proceeds to initialize the cart. Order may be wrong, but I believe it goes 1st see if the cart ROM flag allows for a disk or tape boot, if so then JSR to that. Then perform a JSR through the vector @ $BFFE in the cart, next JMP through the vector found @ $BFFA. 90% of the carts I've looked at just have the vector at $BFFE point to a RTS in the cart space so it does nothing.

2093. Re: Only 128 colours?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 16:05:58 UTC
From: potter@sundae6.DAB.GE.COM
Message-ID: <1992May27.160558.12593@ge-dab.GE.COM>
Source record: 111094

To answer the original (?) question: all graphics modes except the GTIA ones (9, 10, 11) can display only 128 colors. The lsb of the intensity value is ignored, so only even numbers of brightness seem to work. You can display 256 colors in GTIA modes using display list tricks (like APAC) since graphics 9 can display 16 levels of brightness (the lsb is not ignored).

As Bill Kendrick noted, APAC is a technique, which I have turned into a product line :^). Technicolor Dreams does use APAC mode, but is saved in a non-standard disk format. APAC was first described in ANALOG, BTW.

--
Jeff Potter
....potter@sundae6.dab.ge.com
....74030.2020@compuserve.com

2094. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 16:13:23 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992May27.161323.19786@usenet.ins.cwru.edu>
Source record: 111093

In a previous article, etxansk@garbo.ericsson.se () says:

> Where in the Atari 8-bit computer's ROM does the CPU start reading
>machine code instructions on power-up?

According the Mapping the Atari the vector from $FFFa - $FFFf contain
the following vectors NMI, RESET, IRQ at $c018, $c2aa, $c02c.
However, according to Motorola Spec Sheets, any 8bit processor has the
RESET vectored at $FFFe-$FFFf, IRQ at $FFF8-$FFF9, and NMI at $FFFC-$FFFD.
I would go with the Mapping the Atari, as Atari 'customized' many of their
chips.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2095. Re: test! e-mail to me!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 18:15:58 UTC
From: jonc@status.gen.nz
Message-ID: <BTXgLB1w164w@status.gen.nz>
Source record: 111095

moon!cyberden!phbill@well.sf.ca.us writes:

> HELP! Is my mail bouncing?! Somebody please mail me! :) Thanx!
>
> ____________9_year_veteran_ ||| __
> PhBill: Bill Kendrick / | \
> moon!cyberden!phbill@well.sf.ca.us
> ___________________________________

Tell people to send mail to your BANG address which is ...

well.sf.ca.us!phbill!cyberden!moon

Hope this helps Bill.

Jon Clarke HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
Voice Mail (011+64)25-962-638 Phone (011+64)9-358-5589 Fax (011+64)9-309-6681
Member: NZEDIA Z*NET Global News Gateway in Parnell, Auckland, New Zealand

2096. AC: Preliminary Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 21:57:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-27-14:57:38.93*UJ1G"@DKAUNI2.BITNET>
Source record: 111089

Chris Chiesa suggests:
> {..} ... :-) I always try to find people on this Net who live along the
> path I'm taking next time I travel, etc.
>
> You could do it with Classifieds, giving a code number like they do in
> newspapers, instead of a person's real name/address...
>
> I dunno, maybe I'm just babbling....

It's a very nice idea since our 8-bit community isn't that big.

BTW: I would like to invite everybody who happens to travel around
Germany to step in and have a nice day with my 130XE :-)

\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2097. Quieting 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-27 22:34:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-05-27-15:34:17.48*UJ1G"@DKAUNI2.BITNET>
Source record: 111090

Bill Kendrick says:

> How does one quiet the "bzz bzz" noise the 1050's make when their heads
> move? {..} nd

I've upgraded my 1050 with the 'Turbo Modul' (I think sth similar to the
US doubler) and now it makes less noise. The documentation included with
the 'Turbo Modul' says this is achieved by increasing the step rate of
the stepper motor in the drive.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2098. Test

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 14:04:38 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9205281404.AA15490@brachot.jct.ac.il>
Source record: 111102

PLEASE help me!
Has this message reached the comp.sys.atari.8bit news?
SOMEBODY email me! at: bruck@brachot.jct.ac.il
thanx, cause I don't have news and can't check for myself.


```
------------------------------------------------------------------------------
' ' ( . @ ( @- @ _ _________ __ __
Itay Chamiel ' '(( ( \ (\ \ @ = \\______\\___________________
' '('@. ( \ @==- == \\_ ---- ___ ------- ___ - \\____
bruck@brachot.jct.ac.il ( '@ ( @ \ -= === \\___//-\\_______//-\\_______\\
' ' @. ( ( @\@= \\\\__ \\-/ \\-/
------------------------------------------------------------------------------
|||
Atari computers. Power without the price. |||
__/ | \__
------------------------------------------------------------------------------
```

2099. Articles

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 15:36:02 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May28.153602.1597@aber.ac.uk>
Source record: 111104

I know some folks are still having problems getting the News-Disks, and others may not have got around to i
may not have got around to it yet, so there follows some articles taken from various issues (that's if the power holds up long enough, big storm here at the moment!).

Dean Garraghty. djg0@aber.ac.uk

2100. Sound Sampling article

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 15:38:24 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May28.153824.1817@aber.ac.uk>
Source record: 111110

Sound sampling: what it is, how it's done, and how to get the most out of it.

By Dean Garraghty.

This article is split into two main parts. The first part will talk about sound sampling in general, and the second part will talk about samplers available for the Atari 8-bit, and how to get the most from them.

PART 1 - SOUND SAMPLING IN GENERAL

Many people talk about sound sampling (or digitizing) without really understanding what it is, and how it is achieved. This part of the article will hopefully clear this up.

Sound sampling is a way of converting real sounds into a form that a computer can store, and replay. Natural sound is in analogue form. Analogue means that something is continually changing, or to put another way, that it has no definate value. Sound waves are a subject on their own, but you should know that sound has a frequency. This frequency dictates the pitch of the sound we hear. This frequency is measured in Hertz (Hz). If the sound oscillates at 50 times a second, then its frequency is 50Hz, and so on. The higher the frequency, the higher the pitch of the sound. If you don't understand this, then don't worry. It's not vital to the article.

Analogue is obviously no good for a computer, as a computer needs definate values. A computer is a digital device. This means that it needs definate values (0s and 1s in the case of a computer). So what we need to do is convert our analogue sound wave into a series of numbers for the computer. This is done by a device called an "analogue to digital convertor", or A/D convertor as they are usually known.

An A/D convertor works by "sampling" the wave at regular intervals (in this case the sound wave). At each sampling it samples the wave and turns it into a number for the computer. It does this a fixed number of times per second. This is called the sample rate. A high sample rate means that the wave is sampled more times per second than a low sample rate. E.g. a sample rate of 16KHz means the wave is sampled 16,000 times a second. The following simple graph will show how an analogue wave is converted into digital data:

(I have a diagram of this in the form of a .PIC file on this disk. You can see it by running the program: SEEATOD.BAS from the menu)

This method of A/D coversion is called "successive approximation", because it keeps taking approximations of the wave.

Once the sound has been sampled, it can easily be stored in the computer's memory. How the sound is played back depeneds on the computer, but

in general it works like this:

The computer takes the data for the sample, and very rapidly "puts it through" the computer's sound chip. By making the TV speaker vibrate at the correct rate, a fairly close representation of the sound can be played back. How good the quality is, depends on the sample rate at which it was sampled. The speaker vibrates at the frequency corresponding to the pitch of the sound. I will explain how it's done on the Atari in the second part of the article.

PART 2 - SOUND SAMPLING ON THE 8-BIT ATARI

You should now know the principles of sound sampling, so I will now go on to talk about sampling on the 8-bit Atari.

You will now be wondering how sampled sound is played back on the Atari. Well, it uses a feature of the Atari's sound chip (Pokey) called "volume only sound generation". This is done by turning on bit 4 of AUDC1 (or 2,3,4). A speaker creates sound by moving a paper cone in and out. The force with which it does this determines the volume. Type the following from Basic:

```
POKE 53761,31
```

You will hear the TV speaker click. We have set bit 4 on, and set the volume to 15 (16+15=31). Now type:

```
POKE 53761,15
```

You will hear another click as the speaker retracts.

By using the volume, and bit-4, the computer can recreate the sound, by very quickly moving the speaker in and out.

Phew! That's got the heavy stuff out of the way! Now let's talk about some specific samplers for the Atari, and how to get the most out of them.

If you already own a sampler, then you should find the rest of the article of some use. If not, then you should consider getting one! (see later for details).

Quite a popular sampler for the Atari was "Replay" from 2-bit systems. I say "was" because it's not available any more. This is the sampler I use, and it creates good quality samples. If you own "Replay" then the following tips should come in useful:

A good sound source is essential (as with any sampler). Try and get one with a graphic equalizer (at least 5-band). Just keep adjusting each band until the quality of the sound is acceptable. Don't bother using the calibrate function. Just select Sample, and when the line comes on the screen, play your sound through for adjustments. The higher the volume you play the sound at, the more distortion will occur. So, keep volume as low as possible.

Replay will only allow you to sample as low as 6KHz. But what if you want more than 9 secs. of sample? The answer is easy. All you need is a tape

recorder with a high-speed dubbing facility. Simply "pretend" your copying a tape, and select the high-speed dub. on your recorder, and sample the sound at the high speed using a sample rate of 6KHz from Replay. Then when you play it back from Basic, use a play rate of 14. You should get about 14 secs. worth of sample. Some recorders will have a different speed for high-speed dub. Mine seems to play it at about 1 and a half times normal speed. If your's does it at a different speed then you will just have to experiment with different play rates. But note that the quality will not be as good, but should be acceptable if you were careful with volume and the equalizer. Another thing you may want to do, is to leave the screen on while the samples are playing. The screen has to be turned off to play the samples properly, but you can leave the screen on if you want (expect a severe drop in quality, though). You can do this by typing:

POKE 1597,10

after first loading the M/C player data into memory. The screen will now be left on during playing. If you want the screen to be turned off as normal, then just type:

POKE 1597,0

The following tips are for ASP users:

Antic magazine published the schematic diagrams for a digitizer in its Feb/March 1990 issue, and had the player and sampler software on its issue disk. It's called ASP (for Antic Sampling Processor). I haven't got around to building it yet, but the samples supplied with it sound of good quality. It comes with a Basic player routine, which can easily be altered to load Replay samples. You just have to take the bits out where it works out where to place it memory, and where it loads the header bytes from the sample file. Then just specify the length, etc. yourself. I have another tip for ASP users, but it won't seem of much use until you've read the next section on sound editing, so I'll tell you about it there.

2.1 - GETTING THE MOST FROM YOUR SAMPLER

Many people just use their samplers for speech, or just to sample a few seconds of music from a tape. Of course, you are very limited by memory, but by editing what you can fit in memory, you can create a good, long tune. This will require a bit of work on your part, but the result is worth it! Here's how:

You will first need to find some music that is fairly repetative (Jean-Michel Jarre and Penguin Cafe Orchestra are good ones). This is because of the limited sample space you will have available. You will want the result to sound something like the original, so it's useless trying to re-create something like a rap, where every bit is completely different!

Having found your tune, you should listen to it a few times, so that you can decide which bits are to be sampled. Make a note of these.

Now you should sample the bits of the tune you want. By sampling several distinct phrases of the music/song, you can play them in different orders and pitches to create quite an interesting song.

Having sampled the bits of the music, you should now work out where they start and end in memory (don't forget that you will be playing the sounds back from Basic, or M/C if you're really good!) Make a list of these.

You should now work out in what order and pitch you're going to play these in to create your tune. After doing this, you can now go on to write your program to play them.

I have done loads of edited sound samples. See my current PD list for details of these disks.

Replay owners: to stop the screen from flashing on and off during playback, simply have POKE 559,0 at the start of the program.

ASP owners: here's the tip I mentioned earlier. To stop the screen from flashing on and off during playback you will need to modify the M/C player routine. On line 850 in the PLAY.BAS program, change the 34 to a 0. Then you should have POKE 559,0 at the start of your program.

2.2 - SAMPLERS AVAILABLE

There are still a couple of samplers available. As mentioned earlier, ASP from Antic is by far the cheapest, but you have to build it yourself.

The other alternative is Parrot II. This is available from Gralin International. This is also a good sampler, and also has synthesizer capabilties. I haven't actually got this, but I have the PD demo disk for it, and it sounds impressive. Parrot is a little pricey, but should be worth it if you can afford it! I have the PD demo disk in my PD library. A copy will cost 2 pounds.

PART 3 - SUMMING UP

You now know how samplers work, and should be able to get more out of them. If you have any questions about sampling, then feel free to write:

Dean Garraghty, 62 Thomson Ave, Balby, DONCASTER, DN4 0NU.

(Please enclose a SAE if you are not ordering at the time).

2101. Replay sampler review

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 15:41:48 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May28.154148.2054@aber.ac.uk>
Source record: 111109

The Replay sound digitizer review

Article by: Dean Garraghty

You may wonder why I'm reviewing a product which I previously claimed was no longer available. Well, thanks to Gralin International, Replay is available again! I'm assuming Gralin are just selling Replay in exactly the same form as 2-bit systems did originally, because I'm writing this review about my Replay cartridge which came from 2-bit exactly 5 years ago!

Replay is a sound digitizer, used for sampling sounds of any sort. I discussed sound sampling on issue 1 of the newsdisk.

The Replay package comes with the Replay cartridge, a disk of software and a manual. The disk contains the sampling software, a playback routine for Basic programs, and also DigiDrum and DigiSynth, as well as a space invaders game (doesn't mention this in the manual!). The version 2 disk (which I think Gralin will be supplying) also has an echo program. More on this later.

Replay is quite different to other samplers on the Atari, because it does all the A/D conversion externally and then sends digital data via the cartridge port. This is a very classy way of sampling! A lot of samplers took advantage of the Atari's in-built A/D facility. But, the in-built A/D conversion technique is far from accurate. The Replay cartridge uses A/D chips to do the conversion, which means a much more accurate conversion.

Getting Started

The first thing to do, is plug the Replay cartrdige into the cartridge socket. This doesn't affect the running of the computer in any way. Next, you boot the sampling software. This is a binary load file on a DOS 2.5 disk. After loading a very classy looking screen comes up. The whole system is based around pull down menus. These are accessed by using the console keys. The options on the menu bar are: SETUP, WIPE, SAMPLE, PLAY, FILE, (C).

SETUP

Selecting this option causes a pull down menu to appear. This lets you alter the sample rate (6, 8, 10, 12, 16, 21Khz are available), switch between disk and tape storage, calibrate your input source (in other words, get all the controls set up to give the best sample quality), reverse the sample, and set trigger levels (this allows you to let the computer start sampling as soon as the sound starts on your input).

WIPE

Clears the sample from memory.

SAMPLE

Starts sampling from your input source. Also allows you to listen to the sound coming in before you start sampling.

PLAY

Plays the sample.

FILE

Allows you to load, save, and take directories of samples.

(c)

Displays a copyright message!

Using Replay

So, that's what it can do, but how does it perform?

Well, I've been using replay for 5 years now, and I've picked up a few bits and pieces along the way!

The input source can be anything which produces sound really. The replay cartridge has a wire coming out of it with a standard mono 1/4" jack on it. This will plug into a tape player, radio, CD player, etc. Of course, the sound coming in must be amplified in some way. It's no good trying to sample a signal from a CD player! Anything which has a volume control can be considered as being an amplifier. A graphic equalizer is also worth having in your source, or at the very least a good tone control. The input must be as clear as possible to get good results. As I mentioned earlier, a few different sample rates are available. 6Khz is really just for voice. 16/21Khz are needed for really good quality. But, samples take up large amounts of memory, and high quality samples need lots! Using 21KHz, only 3 seconds of sound will fit in memory! At 6Khz, about 9 seconds will fit.

The sampling software is very easy to use, but the constant use of the console keys soon makes fast operation clumsy. A straight-forward list of options would have been better. The middle of the screen shows a graphical form of the sample. This also allows you to do some editing on the sample. Two markers can be moved by using < > and + *. These are used as start and end markers. When you execute options from the menu, the action operates on the sample contained within these 2 markers. So if you used wipe, only the sample inbetween the 2 markers would be wiped, and so on. You keep experimenting with the markers until you have the section of the sample you

want. Then you can save the sample to disk. The voice sample on this disk was done using Replay, using a sample rate of 10Khz.

The manual is awful! No other word could be found to describe it! It really lets the system down. It comes as an A5 booklet, which looks OK, but the content isn't! You will need to experiment a lot after reading the manual, because there are lots of things which just don't make sense at first, especially if you are new to sampling.

The disk also contains a Basic program in LIST format, which contains a machine code player routine for playing samples in your own programs. This program also lets Replay down a lot, because it only lets you play back at the set sample rates. You can speed up and slow down the playback by pretending the sample was sampled at a different rate, but that's about it. Of course, the screen is turned of completely while playing samples, because of the Antic chip stealing the data bus for updating the screen display. The manual gives an example Basic program using the routine, which is nice, but the rest of the explanation makes no sense at all!

I mentioned earlier, the echo program. This just takes your input source and echos it at different speeds. Thing is, it is totally useless, because you can't store an echoed sample. It just sits there and echos the input. Really pretty guys, shame it's totally useless!

Also on the disk are DigiDrum and DigiSynth. DigiDrum is an excellent drum sequencer with lots of features. DigiSynth is a VERY simple music programmer, with a range of just 1 octave. Tunes can be saved and played with any Replay sample. These two programs are in the usual style, with pull-down menus.

The disk is finished off with a few samples, and a free space invaders game. Quite nice really!

Replay works on any 48K 8-bit Atari. It is very fiddly to get the cartridge into XE machines, esecailly when you can't see the port!

Conclusions

The sound quality of Replay samples is excellent. The software is very nice and easy to use. The manual leaves a lot to be desired! All in all an excellent sound sampling system.

Replay costs 34.95 (pounds) from Gralin International, 11 Shillito Road, Parkstone, Poole, Dorset, BH12 2BN, England.

2102. controller card review

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 15:45:05 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May28.154505.2335@aber.ac.uk>
Source record: 111106

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ComputerHouse Controller Card.
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Review by Dean Garraghty.
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The Computer House controller card was available from Computer House in the
UK. Unfortunately, they ceased trading a while back. But, there are still
some of these things around, and you may (like I did) get one second hand.

What is the controller card?
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The controller card is a small circuit board which was available for both XL
and XE machines. It required some soldering to fit. It also came with a
master disk containing various control software. More on this later. A manual
was also supplied.

The basic idea behind the controller card, was that special software could be
loaded and remain invisible to whatever software you were running normally.
This allows you to do some pretty clever things.

ComputerHouse calls the controller card the "Desktop Management System".

The Software
------------

Supplied with the controller card is a disk of master utilities. This disk is
double sided, but each side is the same. Side 1 is for printers with 216/n
variable line feed, and side 2 is for printers with 144/n variable line feed.

You simply put the disk in drive 1 and turn the computer on. You then get the
main dektop menu. From here, you can change system parameters, or load other
desktop utilities from the disk. This is what is available:

System character sets - you can choose from 14 character sets. Once you have
set the one you want, it will remain active until you finally turn the
computer off.

Control Panel - Lets you alter various parameters. You can turn auto scroll
on/off, turn noisy I/O on/off, turn the key click on/off, turn inverse flash
on/off, turn fast cursor on/off, change colour defaults, and alter cassette
baud rate. Again, these will all remain active until you turn the computer
off.

SuperDump II - this desktop utility is very useful. It allows you to stop
your main program and dump the contents of memory out to disk. This is useful
for software development, but is also a good way of transferring those
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awkward tapes to disk, because this utility dumps the program AFTER it has loaded, therefore by-passing the muti-part tape load problem.

The O.S. boot menu - This allows you to convert Mutiboot menus to a menu which remains resident under the control of the controller card. This saves you having to keep loading the menu from disk.

400/800 O.S. saver - 400/800 owners are in for a treat here! If you load the desktop software into a 400 or 800, and then select this option, it dumps the O.S to a bootable disk file. Then you just boot this disk into an XL/XE with a controller card and the old O.S remains resident. Your XL/XE is now the closest you can get to a 400/800 because you have the exact old O.S in your XL/XE. This means you have to plug Basic in on cartridge. Also, the self test is replaced by the memo pad! This is the utilmate translator!

Snapshot printer dumper - another excellent utility for those of you with an Epson compatible printer or an XMM801. You install the printer dumper on your controller card and then boot a game or whatever. When you want to dump a screen to the printer, you just press the HELP key. The controller card takes over and freezes the program and dumps the screen to the printer. When it's done, the program just continues! The printer dumper has draft, SHQ I, and SHQ II modes. Draft seems good enough for me, but SHQ must be even better. Unfortunately, these modes don't seem to work on my XMM801.

Disk I/O analyzer - If you load this util in your desktop, any disk you boot will cause the controller card to send data to your printer, with the following details: disk status, command status, hardware status, memory location, sector, memory buffer, commands sent to disk drive, disk status, call addresses. Each sector read from the disk causes a line of data to be printed detailing what exactly is happening. This allows you to find lost or corrupted files. Holding down the HELP key stops it doing this.

Format disk - Formats a disk in non-standard format. Just used for the following option:

Save desktop to disk - this allows you to save your favourite set-up to disk as a boot file. This saves you having to keep selecting from the menu each time.

Direct exit - performs a cold start. This saves all the set-up details for you in the desktop, and then boots your disk in the normal way. You can also hold down START here as well if you want to boot a tape.

The control panel

The control panel is a set of little pins which are mounted on top of the computer. You have 3 little blocks which slot over the pins in various ways. This gives you extra control over the desktop.

Desklock - with this set, your own program is unable to re-set your controller card.

RAM mode - your program is allowed to re-set the desktop with this set. Mainly used if you want to write your own utils for the desktop.

Desktop on - with this set you can use the desktop facilities.

Desktop off - switches the desktop off completely. Computer now acts like a standard XL/XE.

Basic on/off - lets you switch Basic on and off.

You can also switch all these settings while your programs are running.

The manual

The manual comes as a pile of A4 sheets stapled in one corner. Not the most professional looking document I have seen. It also seems that the author didn't have a very good grasp of English! But, it contains everything you need to know, even if it is a little brief!

Problems

It appears that the controller card uses the 16K of RAM hidden under the O.S to store the utils you load onto it. This causes problems if you want to use SpartaDos X or Turbo-Basic or anything else which uses this same area. You have to turn the desktop off in this case.

Conclusions

The controller card is a technical piece of kit, which may not be of use to everyone. But if you see one available, grab it! The XL and XE versions of it are different, so make sure you know which it is for. Price guide: XL or XE card on its own - 20-25pounds, fitted in computer - 35-50pounds. Make sure you get the utils disk and manual. It's useless without these. Also, ComputerHouse released extra disks for use with the card. I have the 1029 printer dump. This is the same as the dump on the master disk, but this util dumps the screen to a 1029 printer.

2103. Re: C Package . . .

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 15:46:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59716@cup.portal.com>
Source record: 111103

If you want to run up some LD$, I think the latest/greatest may be found on Atari Base (But it could'a been Full Moon???). Anyway; (408)745-2196. I'm assumming you want PD vs LightSpeed C. I D/L'd the thing to take a look at it & it seems more complete then any other package I've looked at. It DOESN'T have a shell, but I think it may even support structures & somehow figures out how to use a real bracket CHR$(125) instead of $($). REM: I haven't tried it yet so only opinions based on quick read of the docs.

2104. All Micro Show 5 report

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 15:55:19 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May28.155519.2904@aber.ac.uk>
Source record: 111108

All Micro Show 5 Report

By: Dean Garraghty.

Back on November 9th last year, the All Micro Show (AMS) 5 was held in Bingley Hall, Stafford. This venue has established itself as the main show for Atari 8-bit computers. It is, in fact, a general computer show, and electronics fare. But, the Atari 8-bit dominates the show.

I must admit that I didn't get much time at all to look around. I was too busy on my own stand (thanks to those who came and supported us). We were selling PD, used commercial software, used hardware, and Digi-Studio. Many people came to visit us during the day.

Other than us, there were the usual Atari exhibitors, as well as a few new ones. Page 6, Micro Discount, and BaPAUG/Gralin were all there as usual.

Page 6 was selling its huge range of software and books. Page 6 are at: Page 6, PO BOX 54, Stafford, ST16 1DR.

Micro Discount was by far the most popular stand (as usual!). It was crowded for the most of the day, and not suprisingly! How about a 400 for 3quid?! Derek had loads and loads of books/software/manuals as well. How about the complete Technical Reference Notes for a quid, or De Re Atari for a fiver?! Loads of Field Service Manuals were also available at a quid each. Micro discount are on 021-353-5730.

BaPAUG/Gralin were selling there usual stock items. Colin was showing off his 1400XL (I even got to hold it, for a few seconds!).
BaPAUG are at: BaPAUG, 248 Wimborne Road, Oakdale, Poole, Dorset, BH15 3EF.
Gralin are at: Gralin International, 11 Shillito Road, Parkstone, Poole, Dorset, BH12 2BN.

A new face to the show was LACE (London Atari Computer Enthusiasts). They were there gettin subscribers to there BOOT! newsletter. LACE also run a PD library of "the highest quality" (so there leaflet says!). They also have a dedicated menu on the City BBS (021-352-1237). They also are setting up there own BBS soon. LACE are at: LACE, 143 Richmond Road, Leytonstone, London, E11 4BT. Tel: 081-960-1605. LACE were going to have an advert on this issue of the News-Disk, but failed to get it to me by the time I specified (tut tut Simon!).

Bill Sutton (Late of XL/XE Alive) was there selling some reconditioned hardware and some software. He also had disk notchers at 2.50 each. Haven't seen those for a while! Unfortunately, I have no idea what address or phone he is operating out of now.

The rest of the show was taken up with other weird and wonderful computers, like the TI-99/4A, et al, and electronics and radio enthusiasts. Lots of bargains to be had here too.

As usual, AMS was great. Lots to do, and loads of bargains. Looking forward to AMS6!

This extra little bit here is just to embarrass Mike Blenkiron!!

Mike drove me down to AMS and also helped on the stand during the day. But, getting to Stafford was not as easy as we had hoped. 30 seconds onto the motorway out of Doncaster, we had a bit of trouble with the police! A police land rover started flashing its lights. We thought "it can't be us, let's drive on". So we did, and in fact overtook it! Then the lights started flashing again! "It can't be us, we thought". Then it over took us, and stopped us. Yikes, I thought! We got severely told off for driving with full-beam headlights on. I would just like to thank that policeman for being so lenient! We may never have got past Doncaster if he hadn't of been!!

I would like to thank Mike Blenkiron, Mark Keates, Paul Saunders, and William Todd for helping on the stand all day long, under extreme pressure and for no pay!

2105. Magniprint and Weak Review

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 15:58:30 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May28.155830.3162@aber.ac.uk>
Source record: 111105

GETTING IT DOWN ON PAPER

By Jon Cooper.

In past issues of New Atari User a lot of readers have wrote in asking about dumping graphics created with commercial software to there printers. So I decided to review two currently available programs Magniprint II and Weak! from the Page 6 P.D catalog. Can a P.D program possibly be as good at its job as a full price release..Read on!

MAGNIPRINT II

When Magniprint II is first booted up the first thing on the screen is the file conversion menu. Before any going any further you have to load in your chosen picture file and save it in Magniprint II format.

Files can be converted from all the following programs:- Micro Painter, Micro Illustrator, Paint, Fun With Art, B/Graph, Graphic Master, Super Sketch, Strip Poker, Movie Maker, Graphics Magician, Atarigraphics Lightpen, The Print Shop and Syngraph. As you can see not much has been missed out!

When you have converted your files to Magniprint format you then load from disk the main printer program. You then are confronted by a screen asking for the file name of the picture you want to load or you can list the disk directory. When the file is loaded it is shown on the screen. At the press of the space bar another menu is put up with various options on to enhance your picture. Touch up screen allows you to alter your picture using a joystick like the draw facility on Atari Artist. Add text lets you put writing any where on the screen, five character sets are on side two of the disk. Poster print lets you blow up your picture to wall poster size. When you have made any changes you want at a press of a button your picture is printed.
Epson and Gemini printers are supported.

I printed of pictures in Print Shop, Paint, Micro Illutrator and Micropainter formats using my Citizen 120D printer the results were fine but the program seemed to have a few bugs in it. Ever so often it would refuse to load a file or the whole program would crash. Even so Magniprint II is fairly easy to use and one of the best things about it is the amout of different software format files it can convert some of them I've never heard of. All in all Magniprint II is a good utility that does its job well.

WEAK!

When Weak! is first loaded a menu is put up asking you to chose between the main program and the documentation.
After Magniprint II I thought "Huh..Who needs docs on a printer program?"
So I chose to run Weak! big mistake!
The first thing that comes up after a few seconds of loading is a screen full of German. I managed to work out that you had to press space to carry on.
After a bit more loading a main looking menu is put up. I say main looking because the whole things in German.
"'Fiddle sticks' Ill have to load the docs after all!"
After reading the docs all is clear Im ready to tackle the menu again.
When you get the hang of it Weak! is really easy to use. Pictures can be loaded from:- Micropainter, Koala, Fun With Art and Stripoker. Unlike Magniprint files don't need to be converted they can be read stright of the disk.
Pictures can be printed in three sizes: Small Medium and Large. They can be printed across and verticaly down the page. Weak! can not edit pictures but the colours on the screen can be changed to give the best effect on your printer (I found strong contrasting colours worked best like red and green).
Pictures can also be displayed in graphics modes 8, 9 and 15.

Epson, Star LC2410 and Seikosha printers are supported but your own parameters can be keyed in but as the menu is in German this is a bit tricky!

I printed pictures in a number of ways and got exellent results. Weak! is first rate at its job and very easy to use. Dont be put of by th German it makes the program more interesting!

THE FINAL VERDICT

Both utilitys are good at there job but the main thing to think about is price. Magniprint II costs about twenty five pounds where as Weak! is only three quid!
My advise is to buy Weak! first if your happy with it fine, but if you need that bit more flexibility then upgrade to Magniprint.

MAGNIPRINT II is availible from GRALIN INTERNATIONAL price is about twenty five pounds.

WEAK! is availible from PAGE SIX public domain libary price is two ninety five. WEAK!s libary number is DS#60.

2106. DOS XE review

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 16:01:04 UTC
From: djg0@aber.ac.uk
Message-ID: <1992May28.160104.3322@aber.ac.uk>
Source record: 111107

DOS XE review, by Paul Allton.

DOS 2.5 was probably one of the most simple, user-friendly disk operating systems ever written. Which explains, in a nutshell, why it is so popular. But it certainly had its limitations - it was not terribly advanced, and made no provision for future technology and enhancements.

Fear not, because Atari's latest - DOS XE - is at last available in the UK. It works very well with any drive, but for despairing XF-551 owners (like myself) its arrival is a Godsend. At last, a DOS enabling full use of the XF, with double-sided, double-density formats - a total of 360K on a single disk. Also supported are the 810, 1050, and modified 1050s (with true double-density - 180K each side of the disk).

Into the drive with the disk, power on. As normal, the disk loads and you are thrown into Basic, with the familiar "READY" prompt. Then the first suprise - you type DOS and expect the drive to burst into life, but it does not. Instead, the DOS menu instantly appears on the screen - no more loading from a disk is necessary.

This is because DOS XE uses the familiar bank switching technique. This disk utility package is hidden under the operating system, and is simply switched into memory when required. This still leaves you 32274 bytes free in Basic. Any Basic program is kept intact while accessing DOS, without the need for a MEM.SAV.

The only disadvantage of this, is that software using the same area of memory as DOS XE will not work. Unfortunately, Turbo-Basic is one of these programs - a pity. But, I know for a fact that some people only use Turbo because they can't be bothered to go through all that loading and disk-swapping involved with going to DOS. For obvious reasons, DOS XE would be very suitable for them.

The next suprise - instead of the usual cramped-up screen, you are presented with a main menu with four options: File access menu, Machine language access menu, System function menu, and of course the obligatory Exit to Basic/cartridge (except when Basic is disabled).

File access is precisely what it sounds like. All the usual commands are there (directory, lock, unlock, delete, copy, rename, format, etc.), plus a few others such as appending and viewing.

DOS XE also allows sub-directories (with up to 360K on a disk, you'll soon see why!) So, options to delete, make, and choose the working directory are also included.

Moving on to Machine language access. This is another area where DOS XE scores highly over its predecessor. As in DOS 2.5 you can run/save binary files, and go to a machine language prog. (i.e. run at address), you may also append to a binary file, and load a binary file into memory without running it. The latter is particularly interesting because you can then display (and change) selected areas of memory. Each address is displayed in ATASCII and hex, rather like a disk sector editor. It does not really mean a lot to a novice like me, but I am sure more advanced users would find it very useful and interesting.

The system function menu has just a few options, as well as directory and working directory (available in all menus). There is also an "allow DOS 2.x access" option. When selected a small file is loaded and run. This allows access to DOS 2.x disks by using A: as a prefix, rather than D:. It is not a convertor program as such, you have to copy each file in turn via the DOS COPY option, from your DOS 2.x disk to a DOS XE disk, which is painfully slow. Some people would prefer a convertor program I am sure, but the menu says "allow DOS 2.x access" and that's exactly what it means. You can read a text file, run binary files, etc., without having to convert them first, which I personally consider to be more use.

For those of you unfortunate enough to have been using DOS 3, there is a program on the disk to convert files to DOS XE format.

At the moment DOS XE has no documentation files. The program itself is Public Domain, but the manual is copyrighted and cannot be copied freely. But it's not really needed - DOS XE is very easy to use. After ten minutes playing around you won't have any problems. Because all the commands have been changed (E.g. directory=files listing, delete=erase) you may be confused for a bit. This is because to choose an option you type the first letter and press return. But once you've learnt the new names, it's easy - a joy to use, and a great improvement over the old system. You can select what you want without having to look up at the screen, or re-printing the menu.

There are a couple more flashy features not mentioned yet, such as batch processing. You can type in a series of commands on one line, then the computer carries them out, answering all the prompts, etc. If you find yourself repeating certain tasks just too frequently, you can store them on disk and run them as required with the "run batch file" on the system menu.

Even the directory has been changed, meaning "less sector counts" have been done away with. The size of a file is now displayed in bytes. This seems odd at first, but is a great idea. DOS XE is also capable of date stamping files, another nice touch, fairly useful and a good way of showing off!

Overall, there's not much more I can say - DOS XE is excellent, streets ahead of DOS 2.5. If it had been more readily available a few years ago, with everyone using it now, it would have earned the Atari 8-bit a great deal of respect. Sadly, though, DOS XE will never replace DOS 2.5. Software support is virtually non-existant (although it might be better in the States). The only software I know of that directly supports it, is Diamond GOS (the two of which, I am told, makes a very powerful combination).

Admittadly, it's not SpartaDOS, but it's not 50 pound either (that's assuming you can get it now Frontier has deserted us). Myself, I quite simply refuse to pay 50 pound for a disk operating system. Anyway, DOS XE does all I need it to. It's the next best thing to Sparta. If you have an XF-551 you HAVE to get DOS XE. But whatever drive you own, it comes highly recommended.

At the very least it will give your lovable old Atari a facelift (don't you just get fed up of that boring old DOS 2.5 menu?), but investigating further will uncover a highly efficeint means of file management.

One of the best 2 pounds I have spent for ages. Eternal thanks to Dean Garraghty for making it available over here.

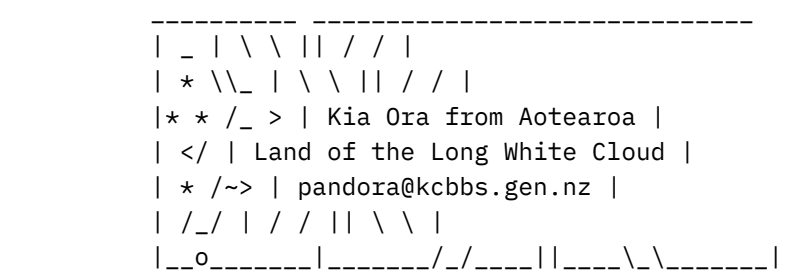
Thanks to Paul Allton for this article. Hope the new hand was reasonably priced, Paul!

2107. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 20:36:29 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <74189.148927595@kcbbs.gen.nz>
Source record: 111096

Bill Kendrick writes:
>
>well...what do ya think!?

Are you talking to me or someone else Bill? In future when you reply to someone in a newsgroup can you tell us who you are replying to please? Well if it was me I take it all back, it seems that GOE and GOS are two different programmes. I see from someone elses post that GOE was never finished or released so sorry it seems you are going to miss out!!



--- KCReader v0.95 beta

2108. Your email

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 20:36:39 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <74199.148927600@kcbbs.gen.nz>
Source record: 111097

To Bill Kendrick:-
I sent you an email message in answer to your request, did you get it?
Dawn

--- KCReader v0.95 beta

2109. Snapshot

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 20:36:48 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <74208.148927605@kcbbs.gen.nz>
Source record: 111098

Bill Kendrick writes:-
>THAT'S AWESOME! I WANT ONE!!! How much are they!? And is Snapshot PD
>or commercial or what??

Snapshot is PD, you're in luck! It was written by Tom Hunt and I believe
he runs a BBS somewhere over there. I can't help you there but I'm sure
someone in the net will be able to come up with it.

--- KCReader v0.95 beta

2110. Quoting

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 20:36:56 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <74216.148927612@kcbbs.gen.nz>
Source record: 111099

>SnapShot 3.0D was written by Tom Hunt of Closer To Home
>BBS 419-368-4413. You can get it there or Bob Puff's
>BBS 716-586-5545 or my BBS 216-545-4817.
>
Joseph, do you think you could possibly cut down a little on the quoting you do? There is no need to quote the WHOLE message from the person you are replying to especially when it has the WHOLE of your previous message in it too!!

Come on net folks, lets cut the quoting down just a bit shall we, it gets awfully monotonous to keep reading the FULL SAME messages over and over again! Just a few words or a couple of lines is plenty as a reminder. TO THOSE PEOPLE WHO USE OFFLINE READERS please check that there is no more message AFTER you have finished yours, you seem to be replying to someone and saving it without realising that the rest of the replied to message is still there and it is added to the end of your reply.
Does anyone else agree with me on this or am I just being too grumpy today.....<well it is pouring with rain and freezing at the same time>!

--- KCReader v0.95 beta

2111. Empty message!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 20:36:58 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <74218.148927617@kcbbs.gen.nz>
Source record: 111100

Did anyone receive an empty message with the following header at their
sight??
>
From: Guess@whoknow.edu
Orgn: Atari Land USA
Subj: Re: GOS 3.0

Strange innit?

```
__________ ______________________________
| _ | \ \ || / / |
| * \\_ | \ \ || / / |
|* * /_ > | Kia Ora from Aotearoa |
| </ | Land of the Long White Cloud |
| * /~> | pandora@kcbbs.gen.nz |
| /_/ | / / || \ \ |
|__o_______|_______/_/____||____\_\_______|
```

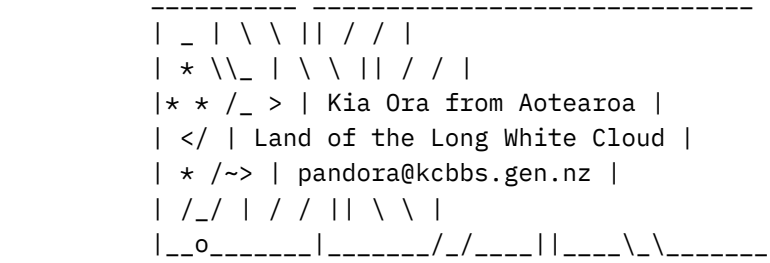
--- KCReader v0.95 beta

2112. Re: GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 20:38:19 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <74299.148927631@kcbbs.gen.nz>
Source record: 111101

I posted this a few days ago but found out later that our University
feed went down with a HDD crash that day so I'm posting it again in
case it didn't get through.

>>If anyone knows if the above address is still correct please let us
>>know as I'm not sure whether REEVEsoft is still in business.
Reply from spam@iastate.edu (Michael Begley)
>I fingered reeve@mp.cs.niu.edu & got:
>
>[mp.cs.niu.edu]
>Login name: t90adr9 In real life: Alan Reeve
>Office: CSCI Grad, PM452
>Directory: /usr2/t90adr9 Shell: /bin/csh
>Last login Tue May 19 12:17 on tty34 from annex1.niu.edu
>No Plan.
>
>Login name: t901401 In real life: reeve alan douglas
>Directory: /usr2/t901401 Shell: /bin/csh
>Last login Sun Dec 1 16:39 on tty6S from annex4.niu.edu
>No Plan.
>
>So his current email addresses are t90adr9@mp.cs.niu.edu and
>t901401@mp.cs.niu.edu. I would guess that he doesn't use the
>latter very often, considering he hasn't logged in since Dec 1...
>
>Michael Begley



--- KCReader v0.95 beta

2113. Atari 400, joysticks and games for SALE or TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 20:46:01 UTC
From: ereidell@media.mit.edu
Message-ID: <1992May28.204601.2709@news.media.mit.edu>
Source record: 111111

In my closet is an original Atari 400 (with funky keyboard!) and power supply, 1010 tape drive, 2 joysticks and about 10 game cartridges (Gorf, Donkey Kong, Defender, Basic...). I'll ship it all to you for about $25 or trade for some nice books that you don't want anymore. Whatever.

Evan A. Reidell (ereidell@media-lab.media.mit.edu)

2114. Re: Disk Desk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 22:42:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <X00HLB7w164w@cyberden.uucp>
Source record: 111113

bmarcum@world.std.com (Bill Marcum) writes:

> Turbo Basic doesn't work with Sparta 3.2. It will work with SDX if you have
> banked memory.
>
> Bill Marcum

Thanx. I gave up on it in BASIC. Just got Draper's Pascal. DAMNED
confusing little program! Then again.. I didn't get the doc's...ran
outta time! :(

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2115. Re: Pt 1/2: Blackbox/MIO comparison

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 22:44:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HcaiLB8w164w@cyberden.uucp>
Source record: 111114

```
1) yes it is short for Phone Bill :( $$$
2) thanx. I'll check around for it!

____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_________________________________
```

2116. Re: GOE/GOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 22:46:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <3FaiLB9w164w@cyberden.uucp>
Source record: 111116

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> In article <gZmeLB14w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
> says:
> >
> >I don't think so! I have one of the beta versions of GOE (a GOEDEMO ARC)
> >and it is in 320 mode...I saw a pic of Diamond GOS on an Antic once
> >(years ago! :(boohoo) and it looked to be in 160 mode. I don't think
>
> WRONG, I own Diamond and it is in Graphics 8 mode (320)
>
> >they're the same. I also got some info off of a BBS Pro Net (I think it
> >was off a BBS pro...?) that warned NOT TO BUY DIAMOND! It was up to
> >version 3 and still full of bugs. He also said it used only about 1/3 of
> >the cart whereas GOE uses about 7/8. I think I want GOE! :)
> >
> You can want GOE all you want but it won't make it come into existence.
> If you really need a GUI, Diamond is the only way to go.
>
>
> Jeff McWilliams

Touchy touchy!!!! I'm GOING to write a letter to him, SHEESH! And ARE
YOU SURE!? On the front of that Antic I distinctly remember seeing some
ugly colors, and they weren't the artifacted colors. Then again, you
WOULD be sure...but hey...if you beg enuf for something, you GET it! :)
All of you be sure to go back and get that address and bug Dave about
getting GOE out!! :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2117. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 22:51:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uNaiLB10w164w@cyberden.uucp>
Source record: 111115

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> about it. GOE never saw the light of day, and never will. Diamond
> has been released, but it does have bugs. You either live with them,
> or like me you can put it on a shelf and be nastalgic about what it
> really could have been.
>
> Jeff McWilliams

And THIS from one of the campaign heads!? Is this David Sullivan REALLY
that against finishing what he could probably make big bux on?! I mean..
ChromaCAD sold 1000 copies!! I mean, sure, I wouldn't mind having it,
but I'm not exactly INTO CAD.. THIS thing seems to be something great
and useful no matter what you do with your 8-bit!! C'mon! I think we'd
better tell this guy to "wake up and smell the profit"!!!...how many
copies of Diamond got out, hmm?? And people are being DIScouraged to buy
it!!!
No offense Jeff... I'm sure on any other day I wouldn't mind
those "shut up Bill's" (I take everything as bad...it's just me), but
today I'm a bit upset about my social life which is going down in FLAMES!

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2118. Re: Magniprint II+

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 22:52:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iqaiLB12w164w@cyberden.uucp>
Source record: 111117

djg0@aber.ac.uk (Dean John Garraghty) writes:

> I have an excellent PD program called SEEPIC which loads pictures from any
> format, including mode 8 and 9 pics, and prints them to Epson AND XMM801 with
> no hassle. I will get around to putting it at the archive soon if you want it
> that is! BTW, Bill, is your XMM801 still printing fuzzy? I've found a simple
> fix which cost me 10pence and 10mins to carry out! I'll give details of what
> to do if you want them.
>
> Dean Garraghty. djg0@aber.ac.uk

Sure! Sounds great. BTW: when did I say it was printing fuzzy?? Hmmm..

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

2119. Re: Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 22:57:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2XaiLB13w164w@cyberden.uucp>
Source record: 111118

Hey! I have good old Berzerk for my 2600. Well..sorry to say I forgot where I put my 40+ manuals, but I did look at it last time I had it (a few months back.) Yes, YOU are the intruder. The object is to blast the robots, don't touch the walls, don't touch thr robots, don't get blasted BY the robots, and don't let Evil Otto (I can't believe I remembered that. Wish I could remember my history!! :)) splat you (he's the bouncing funny-face..he can't be shot. One some levels on the 2600 he'll leave for a while when you shoot him, but he'll come back soon!). That's pretty much the game. I think it's a pretty fun game, even tho that's ALL you do! I've been thru ALL the levels on the 2600 version, (of course I played the "teddy-bear" kiddy level where they don't blast you hehe) and it just starts over again. I've never seen it on the 8-bit. Too bad they didn't get the 2600 version to talk. I wonder, can you tell if it's synthesized or digitized?? Have fun!

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____

2120. Re: Quieting 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 23:03:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <N9aiLB14w164w@cyberden.uucp>
Source record: 111119
Body handling: HTML body converted to readable text

UJ1G@DKAUNI2.BITNET writes:

> I've upgraded my 1050 with the 'Turbo Modul' (I think sth similar to the
> US doubler) and now it makes less noise. The documentation included with
> the 'Turbo Modul' says this is achieved by increasing the step rate of
> the stepper motor in the drive.
>
Does this speed the drive's access time? And I'm wondering about the
810's VTOC... where is it located compared to on the 1050's.. I
noticed that when the head writes on the the 1050 the head moves to the
following:

```
^^^ back of drive
| <-head
=|=
=== <-write area
===
=== <- directory (VTOC??)
===
=== <-more write area (the more space used, the more to the front of
=== the drive the head moves to write on...)
```

Ok..so it's not a very good picture, but it's all I can come up with in 1
minute! Anyways, this is what my unupgraded 1050 does when I open a
file:
goes to directory

starts writing onto the disk (beginning towards the back of the drive and
ever so slowly moving towards the front)

goes back to the directory and writes something
(I forget if the head sits there or moves to the back of the drive)

Anyways, I'll take it the dir is written there to be compatible with
810's? Am I wrong? Is it just there because it's easiest to get to (on
the average) from any point the head is sitting at?


```
___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_________________________________
```

2121. Re: Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-28 23:21:23 UTC
From: at887@cleveland.Freenet.Edu
Message-ID: <1992May28.232123.8831@usenet.ins.cwru.edu>
Source record: 111112

In a previous article, etxansk@garbo.ericsson.se () says:

>
> I got a copy of the old Berzerk computer game for my XE computer
>recently. Unfortunately, it came without any manual or description,
>and I never played it in the arcades.
>
> What am I supposed to do to get rid of the enemy that bounces in
>and walks through walls without being hurt?
>
> I think the sampled speech is impressive. Is this the first game
>ever with sampled speech on a home system?
>
> Is there anybody out there who could list the spoken messages,
>please? It sounds (to me) as if the voice is talking about an
>intruder. Who's the intruder? Is it me or the bouncing thing?
>
> Anders Skelander
>
>
You can't kill the bouncy guy.

Chuck Bueche (best known as "Chuckles" of Origin Systems) wrote a game called "Creepy Corridors" for the Apple II that featured a digitized scream. The game was marketed by Sierra On-Line circa 1982. According to the book "Hackers" by Steven Levy, Chuck tape recorded a scream and then digitized it and included it in the game, where it ate up 20% ofthe Apple's memory....

Scott Butler
"Atari 8-bit owner since '82!"

--
Scott Butler

100% disclaimer-free!

2122. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 01:55:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <T8iiLB1w164w@cyberden.uucp>
Source record: 111120

You meantioned Freddy. Is there a Freddy in the 1200xl's? Can anyone here name ALL the chips for me (us) ??? I can't get much past 6502 (does it have a silly name!?) POKEY (with it's bad-punly named stereo upgrade the GUMBY), PIA, ANTIC, Freddy... well?..what are they!?

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

_____

2123. Re: Only 128 colours?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 02:12:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RZJiLB2w164w@cyberden.uucp>
Source record: 111121

Jeff...you said that ONLY the GTIA modes (9,10,11) can use ALL 256 colors. I believe you are incorrect (sorry!). If I recall, mode 11 can view 16 colors, with luminence of the colors set by the background (712)'s lower nybble. All colors except black can be increased and decreased in luminosity in this way. The only problem is, like all the CTIA modes, the lsb is ignored. In mode 10, the one that uses all 9 color registers (and seems to be the ONLY mode which can be emulated correctly in tall modes such as 7 (I'll get into that later)), again the lsb is ignored! ONLY mode 9 can view 16 luminances. Here's a trick to THAT mode, as well!!! If you change the luminance nybble of the background register in THIS mode, the entire screen, except the pixels with luminances greater than the selected background will be turned into the background color. AGAIN, the lsb is ignored!!! If you had a COLOR 15 pixel on the screen, and you said POKE 712,15, the brightness will be 14 (lsb being ignored here!!) and the COLOR 15 pixels will be the only ones visible! Is this strange or WHAT!? THEN AGAIN!!... I am using a 1200xl and there is a SLIGHT chance that the GTIAs might have been upgraded, but I'm just guessing. NOWHERE have I ever heard about this...! Anyways...as for some other facts for those of you not to familiar or experienced with the GTIA modes: the only mode that does not set the registers to default (I'm not sure exactly what they are...) is mode 11. It sets luminance to 4 so the pixels are shown better. Hopefully this isn't just something BASIC does, otherwise I'm wrong in al but that case. Also, with mode 10 being the only mode visible in "tall" modes (like GRAPHICS 7..inotherwords you select mode 7 then POKE 623,128 to get into the 9-register-using mode): I have a paint program called PAINT 10-7 which uses a cross between these modes (it does what I explained just now to give you 9 colors avaliable) to give you 80 x 96, which IS easier to use the 80 x 192-- for drawing. Most applications (GIF/other format pics -> Atari or digitization need VERY hi rez to keep up with the Itsy Bitsy Machines MacinTrashes and ST's (I won't even DARE say what I came up with for ST!! :) don't want TOO much flame mail! ;)). Anyways.. if you POKE 623,64 (for mode 9- you can do this from mode 8, for example, to view 16 shade pics) or ,192 (for mode 11) while you are in mode 7, you'll lose the last 6 colors!! (inotherwords, the colors would go:

```
gtia/7 normal gtia
0 0
1 1
2 2
3 3
4 4
5 5
```

6 6
7 7
8 8
9 0 (? not positive here..might start at 1 again..)
10 1
11 2
12 3
13 4
14 5
15 6

This is a curious effect. Is this just a quirk or bug in the GTIA, or is there a LEGITIMATE reason for this? (other than the chip was designed in the early 80's! (late 70's!?)) This brings up a good question-- has anyone ever tried to make a GOOD upgrade for the GTIA? or even a whole new graphics chip to use in place of the GTIA??? Bill

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

2124. Re: Snapshot

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 05:09:19 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992May29.050919.15409@news.ysu.edu>
Source record: 111122

I just uploaded SnapShot 3.0D to jrd@stony-brook so it should be
in the atari.archive.umich soon. So you will be able to get it
with BART mailer. Its called snsht30d.uue
--

2125. Re: Quoting

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 05:15:55 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992May29.051555.15793@news.ysu.edu>
Source record: 111123

OK DAWN! I just started doing this 2 weeks ago so please be gentle.
--

2126. Charles Marslett address..?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 10:33:39 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9205291033.AA03092@brachot.jct.ac.il>
Source record: 111124

Ok, guys, thanks for all the tons of responses, and to Sherry Snyder, who
correctly predicted them.
BTW, most of you echoed my message back to me. PLEASE don't do that!
I work on 300 baud, and it's SLOW, so don't make it harder. And, I KNOW
what I wrote!

Now.. My Q !

We all(all?) know Charles Marslett. He wrote A65, Util, and some more stuff(?).
His E-mail address is, as far as I know, chasm@killer.dallas.tx.us,
but when I fingered him, the machine told me that this Killer thingy
does not exist, and an email I sent was returned.
So, anybody know his address?

```
-------------------------------------------------------------------------------
' ' ( . @ ( @- @ _ _________ __ __
Itay Chamiel ' '(( ( \ (\ \ @ = \\______\\___________________
' '('@. ( \ @==- == \\_ ---- ___ ------- ___ - \\____
bruck@brachot.jct.ac.il ( '@ ( @ \ -= === \\___//-\\_______//-\\_______\\
' ' @. ( ( @\@= \\\\__ \\-/ \\-/
-------------------------------------------------------------------------------
|||
Atari computers. Power without the price. |||
__/ | \__
-------------------------------------------------------------------------------
```

2127. Re: Quieting 1050s...

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 15:45:05 UTC
From: seanm@terapin.com
Message-ID: <seanm.0asy@terapin.com>
Source record: 111130

In article <T7DBLB1w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
>How does one quiet the "bzz bzz" noise the 1050's make when their heads
>move?

The noise is the head sliding along the rails and I have had very good luck with very light plastic compatible oil. You put a VERY small amount on each rail that the head moves on. Best source for this oil seems to be Model Railroad supply places. When I say a "small amount" I am talking about puting a drop on a match stick and rubbing it against the rails. I have had NO problems with this, but a heavy application of oil COULD collect dust or migrate to the head itself, so go light!

---Sean---

2128. Re: Antic and the PBI

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 16:35:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59768@cup.portal.com>
Source record: 111125

OK! I'll break down, but remember it's been taking me an average of about
2 months to actually get to a copy machine & mail stuff off. BTW: I thought
those articles SUCKED the big one. Didn't do anything with the ROM &
(I think?) had the UART hardwired for a feeble 300 baud. Poor choices both!
Anyway, E-mail your address.

2129. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 16:51:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59773@cup.portal.com>
Source record: 111126

The 1200 xl has the equivalent. Matter of fact, if you want to change over to an 800XL type system with built in BASIC, it's as simple as putting in the 800XL memory management chip & soldering in a BASIC ROM.
On chip names: You may have heard about the old Atari used to do a lot of hot tub meetings & that's supposed to be where the habit of naming projects after women with large mammary glands started. Anyway, at an Atari wharehouse sale I saw a couple of prototypes with names like Peggy etc.
Colleen=>CTIA
George=>GTIA (George????)
Sally=>CPU
Whoops! I just opened my 800 Tech Ref "Colleen Manual Audio & Serial Port"

2130. test! e-mail to me!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 19:33:56 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <70436.1499217629@kcbbs.gen.nz>
Source record: 111128

Bill I sent the following message to you but it was bounced back to me:-
---
Date : Thu, 28 May 92 15:26 +1200
From : PMDF Mail Server <Postmaster@aukuni.ac.nz>
To : Dawn_Scotting@kcbbs.gen.nz
Subj : Undeliverable mail

The message could not be delivered to:

Addressee: phbill@well.sf.ca.us
Reason: <phbill@well.sf.ca.us>... User unknown

(Most header lines deleted)
Date: 28 May 92 13:23:43 EDT (Thu)
From: Dawn_Scotting@kcbbs.gen.nz

>HELP! Is my mail bouncing?! Somebody please mail me! :) Thanx!

You don't need to reply to this (I have to pay for ALL email), just hope
you get it okay.....Dawn

Well there you are, it looks like you are having a bit of trouble
getting your email! I'm no expert on this but I think it maybe because a
lot of sites don't recognise addresses with the % in them, but then
again I only sent it to phbill@well.sf.ca.us and it still didn't get
there. Anyone else know why? Maybe Jeff McW?

--- KCReader v0.95 beta

2131. Australian 8-bit owners

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 19:34:00 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <70440.1499217636@kcbbs.gen.nz>
Source record: 111129

Hi Jared, I sent you an email message but it was bounced back to me.

Date : Thu, 28 May 92 15:27 +1200
From : PMDF Mail Server <Postmaster@aukuni.ac.nz>
To : Dawn_Scotting@kcbbs.gen.nz
Subj : Undeliverable mail

The message could not be delivered to:

Addressee: i921652@redgum.ucnv.edu.au
Reason: Illegal host/domain name found.

Can you send me email to the following address and then we'll go from
there?
pandora@kcbbs.gen.nz

--- KCReader v0.95 beta

2132. MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-29 20:39:40 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9205292039.AA19847@smithkline.com>
Source record: 111127

I recently added a BB/FB to my system. The FB (Floppy Board) is a new item which apparently still has a few teething problems, as CSS has sent me 3 new ROMs in the past month. Two of these were for the BB, & one was for the FB. Apparently minor bugs involving the printer buffer & HD floppy formatting. When you plug the FB into the BB, the whole assembly really seems to suck a lot of power & gets very warm. It seems to work OK tho.

I got to playing around w/my MIO & would to report a new observation. My MIO is REV 2, S/N 1657 (mfd. ca. 1989) 256K w/firmware rev 1.1k. Just fer the heckuvit I stuck the MIO EPROM into my ROM reader. I read the ROM 5 times, & each time it gave me a different checksum! So, I could read it but could not verify the generated file. Most weird. I figure there are 3 possibilites:

1.) I got a flaky ROM
2.) The ROM was programmed at the wrong <too low> voltage, so a few bytes maybe didn't get burned in hard enough for my reader to "see" (even tho the ROM might still function OK)
3.) ICD added some kind of nasty little anti-pirate code to prevent the ROM from being reliably read.
Any one of the above could be a source of mysterious crashes or other inexplicable events. I don't even want to guess.

One the subject of upgrading a 265K MIO to a 1 meg MIO, absolutely YES, it IS possible. Possible, but not easy, & not cheap. You need ICD's 1 Meg MIO ROM, 32 256K ZIP DRAMs, & 32 supply bypass caps for the DRAMs (.01-.1uF). As far as getting the ROM- yeah, right, I'm sure ICD will just hand you one off the shelf. WHOOPSSSSS! Let me correct myself on the number of DRAMs/bypass caps you need to add: it should be 24, not 32 as I said above. (For 1 meg there are 32 DRAMs total, but in the 256K you already got 8 on the board so you add 24.)

The 256K DRAMs are NOT your ordinary garden-variety quarter-megx1 types. Naw, that would be too easy. These little devils are hard as heck to find, they are the sideway-mounting ZIP style (ZIP= Zigzag Inline Package). After much searching I found them in the Active Electronics & Easy Tech catalogs. They are cheaper from EasyTech, but the average price seems to be around $3/chip. And of course you don't order just 24, when buying RAMs like this you should always order a couple extra as a burnt offering to the Murphy god.

Two years ago Cliff Terry at ICD quoted me a price of $25 for the 1 meg ROM (of course that was back when ICD was still in the 8bit business). Assuming it's still available, figure $30 including shipping. Then there's your RAMs, figure $85 including shipping. Another $3 for the bypass caps. Figure on plunking down the better part of $130 for this little hack.

But buying the parts is easy compared to the next step. You see, ICD wave-soldered the MIO. So all the unused holes must be cleared before you can start

stuffing parts. People, these are *little* holes! And by my count, there are 264 of them! I'm a seasoned hacker, & in my judgement this requires expert soldering skill. The traces are so fine, you can break one easy w/out seeing it. And it only takes one broken trace... you kiss the thing goodbye.

I'd say this is a hack for a hacker who wants to strut his stuff. If you want 1 meg, it's easier/cheaper to get the Newell 1meg board.

- BEN POEHLAND
The Alchemist

****

2133. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 00:27:56 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0s0JLB2w164w@cyberden.uucp>
Source record: 111132

Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes:

> Bill Kendrick writes:
> >
> >well...what do ya think!?
>
> Are you talking to me or someone else Bill? In future when you reply to
> someone in a newsgroup can you tell us who you are replying to please?
If I recall...it was just to "everybody who cares"...
!!!

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

May 29, 1992

2134. Spilt PEPSI in my keyboard...hilarious!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 00:34:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e50JLB5w164w@cyberden.uucp>
Source record: 111133

Heheh.. I just took a sip of Pepsi and as I was putting my can on top of my 1200xl, SPLAT I got a bunch of pepsi in the keys! Then my system started sending something non-ASCII (I was on a BBS at the time and I noticed the key click noise and the modem sending but not receiving...) So!...I QUICKLY dismantled the system and tried to figure out the best way to clean up. I finally took off the board underneath the keys. (about 15-20 little screws needed to be removed) and finally figured...what the hell!, walked outside..got a hose...and...hahah. Works just fine, and is 99% cleaner than before! (my keys have that brown-charcoal color again!). I'm wondering if this'll totally destroy my keys eventually?... is there any way at ALL to remove the keys themselves...and, say, throw 'em in the dishwasher..!? :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
May 29, 1992

2135. Diamond

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 03:35:01 UTC
From: t90adr9@mp.cs.niu.edu
Message-ID: <1992May30.033501.25180@mp.cs.niu.edu>
Source record: 111131

It's interesting to see that people are still talking about
Diamond GOS and GOE. Business is dead in that market for me so it was
a surprise getting two EMail messages on the subject when I checked
in yesterday. To differentiate between the two and maybe a rief history
of GOS type items for the 8-bit here goes:

Zobian Controsl had their RAT product and promised a Graphic Interface
which turned out to be a basic GOS like DOS shell. Their product never did
much.

David sullivan released a text mode program called G.O.S. which was also a
DOS shell.

We (REEVEsoft) annouced Diamond and later head that David Sullivan was working
on a new, better G.O.S. called GOE which would be marketed by Merrill
Ward. Later then got in touch with us and basically all I can say
there is thigs didn't workout. Long sad story.

Anyways, G.O.E. was a very pretty [rogram and Mr. Sullivan filled the
airwaves with claims. G.O.E. was never produced so now I kind of chuckel
when I read about how inferior Diamond was. It's like saying a blueprint
is better than something that works.

Re: Diamond only uses 1/3 of the cart and Diamond doesn't use 320 by 192
mode and how it's full of bugs (although of course no specifics, huh?),
that's misinformation. A lot of misinformation was spread at the
time. It leaves me with a pretty bad taste in my mouth as far as the
Atari market, but overall I love the 8-bit and learning how to
program it was very educational.
A. Reeve
P.S. Anyways, we're sold out of Diamond carts and getting more would be
rough. We've been in contact with some people about taking over the
project with no success. We still offer support as best as we can, but
aside from that we're no longer involved in any significant 8-bit
development. That's the current state of things.

2136. For sale : 800XL Indus GT drive, modem, etc

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 05:38:46 UTC
From: katz@cs.ucf.edu
Message-ID: <katz.707204326@eola.cs.ucf.edu>
Source record: 111134

I have a complete 800XL system for sale.

I have the 800XL unit with an Indus GT drive, several joysticks, a 300 baud modem, 15 - 20 disks of software, a few cartridges, and several magazines.

It all works fine, and it has everything you need (all cables and adapters).

You pay shipping (which will probably be a lot, there's at least 30 pounds of stuff here).

Make a reasonable offer if you are interested.
--
Darren
katz@eola.cs.ucf.edu

2137. Re: Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 08:19:30 UTC
From: asl00@ccc.amdahl.com
Message-ID: <76Ss02eA149i01@JUTS.ccc.amdahl.com>
Source record: 111135

In article <2XaiLB13w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
[stuff deleted]
>ALL you do! I've been thru ALL the levels on the 2600 version, (of
>course I played the "teddy-bear" kiddy level where they don't blast you
>hehe) and it just starts over again. I've never seen it on the 8-bit.
>Too bad they didn't get the 2600 version to talk. I wonder, can you tell
>if it's synthesized or digitized?? Have fun!
>
> ___________9_year_veteran_ ||| __
> PhBill: Bill Kendrick / | \
> moon!cyberden!phbill@well.sf.ca.us
> ___________________________________

The 5200 version of Berzerk talks, no exactly the same as the arcade
but close enough.

Andy
--

Andrew Lee
<asl00@juts.ccc.amdahl.com>
(408)746-8561

2138. Re: Snapshot

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 15:29:37 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992May30.152937.27556@magnus.acs.ohio-state.edu>
Source record: 111136

>>Bill Kendrick writes:-
>>THAT'S AWESOME! I WANT ONE!!! How much are they!? And is Snapshot PD
>>or commercial or what??
>Dawn Scotting replies:
>Snapshot is PD, you're in luck! It was written by Tom Hunt and I believe
>he runs a BBS somewhere over there. I can't help you there but I'm sure
>someone in the net will be able to come up with it.

Closer To Home BBS
Sysop: Tom Hunt
(419) 368-4413

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

2139. Re: Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 17:08:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <o5JLLB3w164w@cyberden.uucp>
Source record: 111138

you said that a digitized scream on a CrApple II took up 20%:

I was talking with God knows who a few months back and they said that way back in the 70's when Apple first came out, someone (possibly an Apple employee??) digitized as much of the Star Wars theme as possible. It came out to be less than 10 seconds! Hahahahahahaha. Oh those silly Apples! Is it TRUE that Steve & Steve stole parts from their jobs? (Atari and Hewlett (sp?) Packard (sp!?)) Bill
curiosity killed the cat

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
May 30, 1992

2140. Re: MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 17:35:49 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59831@cup.portal.com>
Source record: 111137

Ben; did you happen to use a Proburner for reading the ROM? Reason I ask
is mine started doing that same exact thing just before it went south.
Rick

2141. MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 17:44:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <707263499.F00001@tdkt.kksys.com>
Source record: 111142

Interesting, but there's a user in this area that upgraded a 256k MIO to 1Meg, using a much simpler process, and believe it or not, ICD actually DID GIVE him the 1 meg rom for his upgrade (a shocker indeed!). Anyway he also placed an article about his work on Compuserve. Don't know if it's still there, but it was a well written article and he used 1 meg chips. I still have about 2 weeks left until the local user group get's together, so I'll see if I can get a copy of the article from him. This is also the same user who has a VERY long cable between his MIO and the CPU.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2142. Spilt PEPSI in my keyboard...hilarious!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 17:52:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <707263499.F00002@tdkt.kksys.com>
Source record: 111141

Almost the same thing happened to me back in '85 with my 800XL, the only two differences were that I spilled Coke into my keyboard, and I turned off the power before any fluid got into the keyboard. I took the keyboard assembly apart and washed all of the keys and the rest of the entire assemblly (the entire computer) with alcohol to insure there was no sugar anywhere.

Well, it is now 1992, and I'm using the XL as I type you this message, and it's got a 1 meg upgrade inside. I don't think you'll have any trouble with it if it's still working after spilling liquid inside of it.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2143. Re: Empty message!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 18:23:07 UTC
From: jonc@status.gen.nz
Message-ID: <95HmLB1w164w@status.gen.nz>
Source record: 111144

Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes:

> Did anyone receive an empty message with the following header at their
> sight??
> >
> From: Guess@whoknow.edu
> Orgn: Atari Land USA
> Subj: Re: GOS 3.0
>
> Strange innit?
>
> _________ ______________________________
> | _ | \ \ || / / |
> | * _ | \ \ || / / |
> |* * /_ > | Kia Ora from Aotearoa |
> | </ | Land of the Long White Cloud |
> | * /~> | pandora@kcbbs.gen.nz |
> | /_/ | / / || \ \ |
> |__o_______|_______/_/____||____________|
>
>
> --- KCReader v0.95 beta

It is easy to do Dawn look at this mail.... (grin)

Jon Clarke HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
Voice Mail (011+64)25-962-638 Phone (011+64)9-358-5589 Fax (011+64)9-309-6681
Member: NZEDIA Z*NET Global News Gateway in Parnell, Auckland, New Zealand

2144. Quick, DM's, pains in the butt!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 19:23:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NeqLLB1w164w@cyberden.uucp>
Source record: 111139

Ok...here's the deal. My dad called Wells Fargo Bank the other day asking about sending money internationally. They said "oh! It's no problem, just go to one of the bigger branches [in the next town] and ask them for a money draft". (This is like an international check I guess). Of COURSE they didn't mention that it'll cost $25!!!! Quick, which is what I'm getting the marks for, COSTS only about $25US!!! NO THANX! So we ask about ordering marks to send as cash to Germany. Ok..2 weeks. Guess WHAT!? $100US minimum!!!! Well now! NO THANK YOU AGAIN! So, here's what I'm going to do. I'm going to send about $27 to $30 US cash to Power per Post for it and cross my fingers! My dad, who was a GI in Germany for a while, said that US$'s are about the only money that can be exchanged in almost any other country without too much hassle. (BTW: the current going rate for DM's -> $ is 1.85 -> 1, inotherwords the $27-30 should be enough US$ to be equivelant to 49DM's that Quick + p&p costs). Anyways. I hope I'm the first to have to go through this hassle, so I could inform you. (I'd murder anyone who DIDN'T because they had a nice chance to TELL us about it FIRST! :)) Anyways. That's one of my 2 complaints of the day!! Bill
(the guy with no marks!)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
May 30, 1992

2145. Drive release spring!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 19:29:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <DoqLLB2w164w@cyberden.uucp>
Source record: 111140

HELP! I think it was me who did this... I messed up my drive release spring of my 1050. The spring's ends are sort of like hooks and 1 connects to the metal-thingy!?-that shoots the disk out when the door is opened, and the other to a stationary peice of plastic on the drive. Anyways, I guess I screwed up one of the hooks, so after a half-hour's work, I thought I had it fixed and put it back together (I was ATTEMPTING to clean dust out of the thing). Anyways.. after I a while the spring popped out AGAIN... so, I finally decided, rather than try to fix the hook parts anymore, to just relieve the spring of some pressure, so I stretched it. Ok. It works fine. Sure, the disk doesn't fly out like it used to, but at least I don't have any more problems. Or so I thought! As of yesterday, I found it must've come out AGAIN!! When I turn the drives door (which is supposed to flip to the horizontal position), it doesn't flip all the way! I can force it (NOT a good idea!), and when I tried to stick a disk in, it couldn't get more than an inch in!!! HELP! Where can I get new disk-release springs for 1050s!? Or is there another way for me to fix this!? (or should I trust myself to opening it up again!? :)) Thanx in advance. Bill

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

May 30, 1992

2146. U.S.Distributor anybody!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-30 22:41:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2JZLLB2w164w@cyberden.uucp>
Source record: 111143

I've decided to accept Dean Garragthy's orginal offer to distribute Digistudio in the U.S. I've also made an offer to Power per Post (they guys from Germany who make S.A.M. & Quick) about distributing Quick in the U.S.- along with English documentation... Anyways- are there any others out of the U.S. who'd like U.S. distribution?? If so, please tell me! I have little or nothing better to do! (I was wrong Dean- homework doesn't take up THAT much of my time! :)). Hopefully one day I'll be a proud owner of my own company! :) later dudes/dudettes-

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

_____
May 30, 1992

2147. Any information on the Atari 2600 Connection ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-05-31 03:47:26 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992May31.034726.17797@infonode.ingr.com>
Source record: 111145
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

G'day,

Recently on some newsgroup there was a passing reference to something called the "Atari 2600 Connection". The poster mentioned it as being a good resource for 2600 fans. What is the 2600 Connection? Does anyone have an address or phone number where I can get more info? Any help will be appreciated.

Thanks,

- Ted Drude (drudetb@ingr)

2148. Re: Quick, DM's, pains in the butt!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-01 09:02:32 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun1.090232.4680@aber.ac.uk>
Source record: 111146

Yes, but have you thought that it will cost the guys at the other end about the sam same to convert the $ into DM. They're not gonna be too happy!

Dean Garraghty.

2149. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-01 10:02:30 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun1.100230.8095@aber.ac.uk>
Source record: 111147

A guy in the UK attempted to put TB on cart at my request but said it wouldn't work. No idea why.

Dean Garraghty.

2150. Re: Any information on the Atari 2600 Connection ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-01 14:02:48 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun1.140248.23086@exu.ericsson.se>
Source record: 111148
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

```
The 2600 Connection is a newsletter for Atari 2600 owners and
collectors. It's amazing how much spark that machine still
has in it. Highly recommended.

The 2600 Connection
P.O. Box N 664
Westport, MA 02790

Send $1 for a sample issue. I'm just passing this along,
I don't publish it or anything.
--
James Hague
exuhag@exu.ericsson.se
```

2151. its been a while....

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-01 19:51:52 UTC
From: sunshine@convex.com
Message-ID: <sunshine.707428312@convex.convex.com>
Source record: 111150

Its been a good 5 or so years since I last saw my Atari 800, and now that I've got it connected to the tv, I'd like to read some of the disks that I collected over the years. Shortly before I stopped using it, I bought a Rana 1000 disc drive and copied a lot of files over to double density format. Problem is now I can't remember how to read them. I've also got an Atari 810, and when I use that as the boot drive, the rana will stay in high density mode, but I've no clue as to how to get dos to read the disks. If I boot from the rana, it comes up in low density mode, and won't recognize the high densiry disks. I would look at the manuals, but alas, I think they are still in Denver, while I am in Dallas. Any help would be appreciated.

Thanks, Roger

P.S. Anyone got a star raiders cart for sale cheap?
--

Internet: sunshine@convex.com
UUCP: ...!uunet!convex!sunshine
ATTNET: (214)497-4779

2152. P: R: connection FOR SALE...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-01 19:55:22 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun1.195522.2950@ucsu.Colorado.EDU>
Source record: 111149

```
FOR SALE.....
P:R: connection
-two RS232 ports
-one printer port
-hook into your serial port

asking $35 + shipping /OBO
Thanks,
Jonathan
krakover@spot.colorado.edo
```

2153. MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-01 23:47:07 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9206012347.AA06530@smithkline.com>
Source record: 111152

Well Rick, yeah, I *was* using a Proburner to read the MIO ROM. From CSS.
Just got it a few months ago. I've noticed a couple other weird things it does,
but so far it's only the MIO ROM that gives wandering checksums. Gee, don't
tell me my burner is dying, man I don't wanna hear that.

Amos, I'm now absolutely convinced you made up all this stuff about this guy
w/the long MIO cable who upgraded his MIO w/1meg RAMs. You're trying to mess
w/my mind, right, make me crazy, ring my chimes, etc. Like, who *IS* this
wonder-person who does all these marvelous things? Gimme his name/address,
I want this guy for a columnist!! Where did he get 1-meg ZIP-DRAMs??? I
searched Heaven & Earth (didn't try Hell, tho). So you made this up, didn't
you? I know you did, you can admit it now, you wanna drive me crazy I know.

mutter, mutter, mumble, mumble.....

I'm sending this via csa8 again, that'll probably make me crazy too, when it
bounces.....

mutter..... mumble.....

- BEN POEHLAND
The Alchemist

****

2154. comp.sys.atari.8bit Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 00:46:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GKPKZUHRMO9D4HR1@carleton.edu>
Source record: 111151

New for this release: DJG's News-Disk.

Frequently-Asked Questions

comp.sys.atari.8bit

Revised 26-May-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free exchange of information pertaining to the 8-bit Atari computers: the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st. Users of Atari Portfolio computers refer to comp.sys.palmtops. Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest consists of postings to comp.sys.atari.8bit, collected and e-mailed to subscribers on the Internet who do not have access to Usenet. To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to Info-Atari8-Request@naucse.cse.nau.edu.
Cross-posting from the Info-Atari8 Digest to comp.sys.atari.8bit is not implemented at this time. Thus, one should NOT post to Info-Atari8@naucse.cse.nau.edu. Rather, one should send his/her posting to comp-sys-atari-8bit@ucbvax.berkeley.edu to ensure that the message will appear on comp.sys.atari.8bit.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning, jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

BART automatically UUEncodes binary files before sending them to you.
Other files of interest are 8-bit.cat, containing 1-line descriptions of all
the files available, and 8-bit.text, which contains paragaph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous",
type in your e-mail address as your password, and then type "cd
atari/8bit/new". You may upload files to this directory. Be sure to set
file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also,
please upload a short .text file describing your upload so John Dunning can
tell what permanent directory to move it to.
2. Send your upload by e-mail to jrd@stony-brook.scrc.symbolics.com. If
you're sending a binary file you must UUEncode the file first. Be sure to
include a short descrption of the file at the top of the message so he knows
what directory to place it in at the archive.
3. If you can neither FTP to the archive nor e-mail to John Dunning, then
you are welcome to post your file, UUEncoded if binary, directly to
comp.sys.atari.8bit. You'll then be relying on someone else to take your
posting and upload it to the archive for you.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine,
published bi-weekly. It covers the 8-bit Atari computers exclusively.
To have Z*Mag delivered "right to your own mail box," send a message
to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add
your address to his Z*Magazine Distribution List. Back issues of Z*Mag are
available at the atari.archive in the /atari/8bit/zmag directory, in filenames
such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at
75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only
magazine from the UK. It is sent on-disk to subscribers in the UK, but is also
made availble to people with email or FTP access. Each issue is supplied in
ARC format. They are not in straight text format like Z*Mag. Each issue
contains articles on various aspects of the Atari, along with programs in
Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers
always included), speech files, and some others. Every issue contains a copy
of XR_40 for viewing text files on the screen, and a copy of a simple program
to print articles. Alternatively, you can read/print from any word processor.
Each issue should be unARCed onto a single density disk with a copy of
DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by
'/atari/8bit/djg/issueX.arc' where X is the number of the issue desired.
To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board system. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG members-list are automatically members of the official Atari users' group CAIN - Central Atari Information Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers.

What magazines support the 8-bit Atari?

Atari Explorer Atari Interface
Subscriptions Unicorn Publications
P.O. Box 6488 3487 Braeburn Circle
Duluth, MN 55806 Ann Arbor, MI 48108
U.S.: $14.95/1 yr (6 issues) U.S.: $18/1 yr (12 issues)
Canadian: $19.95/1 yr Canadian: $42/1 yr
International: $24.95/1 yr Foreign: $48/1 yr
8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

Are there any product developers or vendors still supporting the 8-bit Atari?
Ben Poehland has created quite a long list of firms devoted to the 8-bit Atari market. This file is called vendlist.arc in the /atari/8bit directory of the atari.archive.
Ray Wilmott maintains a similar list. Contact him at
wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that

is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
Yes! There are three files at atari.archive that claim to do this. They are: atario21.arc, pcxfer.arc, and util.arc. Each of these programs runs on an MS-DOS type of computer. For disks written on your PC to be read on your 8-bit Atari, you must have an Atari disk drive capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT or equivalents, but not an unmodified 1050 or 810. There is no way to write 128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is an extension of Atari DOS 2.0S/2.5 that provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon. It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the

SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS;
each program is available at the atari.archive.

2155. Re: Any information on the Atari 2600 Connection ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 01:45:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HeXPLB5w164w@cyberden.uucp>
Source record: 111153
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

Hello! (G'day, actually! ;)) Anyways- I am a member of the Atari Video Club (AVC)- they publish _The_Atari_Zone_ newsletter (for a sec, I thot it was the 2600 connection- nope) if you are interested. The pres. is
Dan Iacovelli-
1411 N 36th
Melrose Park IL 60160-2726

I believe the price is $7 a year. (!?!?)

Damn! Guess I DON'T have any info on the 2600 connection. Sorry. Hmm

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 1, 1992

2156. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 04:12:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92153.231204JJMCWILL@MTUS5.BITNET>
Source record: 111006

In article <uNaiLB10w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
says:
>And THIS from one of the campaign heads!? Is this David Sullivan REALLY
>that against finishing what he could probably make big bux on?! I mean..
>ChromaCAD sold 1000 copies!! I mean, sure, I wouldn't mind having it,
>but I'm not exactly INTO CAD.. THIS thing seems to be something great
>and useful no matter what you do with your 8-bit!! C'mon! I think we'd
>better tell this guy to "wake up and smell the profit"!!!...how many
>copies of Diamond got out, hmm?? And people are being DIScouraged to buy
>it!!!
> No offense Jeff... I'm sure on any other day I wouldn't mind
>those "shut up Bill's" (I take everything as bad...it's just me), but
>today I'm a bit upset about my social life which is going down in FLAMES!
Well, to start off with, I don't know Dave Sullivan personally, or
even remotely, so I can't even begin to guess what his reasons
were for dropping the GOE project. Previous experiece with
vaporware like Turbo C-8 and GOE have trained me to more strongly
support products that at least EXIST and to not be so pie-in-the-skyish.

Regarding the profit thing, GOE was gonna be on a piggy back cartridge
like Diamond is. Those carts cost bucks, which lowers the profit
margins, and means an initial investment needs to be made to order
a supply of carts to begin with, plus burn the ROMS, etc. With
a program like ChromaCAD, all you need to purchase media wise are
disks.. which run about $.40 a piece these days. Upgrades are CHEAP.
ROM upgrades to cartridges typically cost about $3.00 to $5.00 each.
Additionally, Alan Reeve mentioned ICD no longer sells the cart
boards for piggy back cartridges. ICD I think were the only
ones who even made the piggy back cartridges. I haven't seen
the Express! cart. but I suspect he used ICD cartridge boards as well,
since Express was a piggy-back cartridge.

So you see Bill, it is much harder to develop a cartridge based
product than it is to produce a similar product on disk.
Personally, with the popularity of memory upgrades being what they
are, I would much rather see a new program take advantage of
the extra memory, instead of stuffing all the code into a banked
ROM cart. Alan mentioned looking to make a deal to sell the rights
for Diamond. Why not purchase the rights, modify the program so that
it can be sold on disk, and get rid of all those "nasty bugs".

Yeah, I was getting pushy, Bill. I suppose I was getting frustrated
because I really felt that going after the GOE was a wild goose chase,
and despite all my efforts to point you toward more realistic
goals, you continued to be your regular, stubborn, loveable self.

I don't claim to know everything about the 8 bit. When I don't know what I am talking about I usually keep my lid shut, but when I do speak out it is usually because I have a pretty good grasp of what is really going on. I rarely take action based on assumptions and rumors. It's just... bad karma.

So no offense, I'll try not to gnaw anyone's arm off next time I am in a bad mood.

Jeff McWilliams

2157. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 05:03:16 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59959@cup.portal.com>
Source record: 111154

IF(big IF) you could get the source code and recompile it to run from the $8000 to $BFFF area it shouldn't/wouldn't be a problem. Of course you'd lose 8k of ram to the cart vs hiding it under the OS. TB is an absolutely lovely language, but wait'll you try Action! In all test I've run, I've never been able to code more then 2X as fast as Action! when using M/L.
BTW: I even hacked a SpeedScript cart once (or twice) for my kids to use. They could never take care of disk.

2158. Re: MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 05:36:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59962@cup.portal.com>
Source record: 111005

AARRRGGGHHHHHHH! If you get your ProBurner fixed, PLEASE let me know how! You can't believe the grief that puppy caused me before I broke down & bought one for my clone. I have them setting next to each other so I can NULL files for now. I was so PO'ed I bounced the ProBurner off a few walls & it didn't dent it! I'm thinking maybe soak that mother a couple of weeks in MEK to soften it up a bit, then maybe switch to methylene chloride for a Coup de gras.

2159. Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 09:56:28 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun2.095628.2454@aber.ac.uk>
Source record: 111007

In a previous article Bill Kendrick stated that he was to distribute Digi-Studio in the US. This is not the case. Negotiations with a supplier in the States are soon to begin. I will not let details out until something is finalised. Hopefully, I will soon be able to make Digi-Studio available in the US, in some form or another. However, if you would like to buy a copy now you can buy direct from me in the UK. The price is 10pounds for packages 1 and 1.5. Send 10pounds in cash or $25 cash using the international registered post. If you don't use this service and the cash goes missing, I can't be held responsible for it. Copies can be ordered from:

DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

Dean Garraghty. djg0@aber.ac.uk

2160. MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 15:29:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <707545125.F00001@tdkt.kksys.com>
Source record: 111009

I wouldn't mess with your mind ;) . But seriously, the guy's name is Rich Mier, and he's a Sr. Tech at Unisys. He also did my 1 meg upgrade fot the 800XL and during that process, came up with a better way of doing it! I would kinda like to get the XE upgraded to 1 Meg, but I don't want to loose the internal BASIC, so I guess I'll leave it at 320K. He did that one also.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2161. Re: its been a while....

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 17:13:07 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92154.121307JJMCWILL@MTUS5.BITNET>
Source record: 111014

Roger,

Your density problems could be due to several problems. First which DOS
are you using? Atari DOS 2.0s? DOS XL? If you are using Atari DOS,
there is no way to read double density disks with that DOS system.
I believe someone may have modified it along the way, but I've no knowledge
of where to get a double density version of Atari DOS.

DOS XL, if you are booting from your 810 drive, has a program called
CONFIG.COM which can be used to tell both the DOS XL and the Indus drive
to read double density. With your DOS XL disk in drive one (the 810)
and the Indus GT as drive two, at the command line prompt of DOS XL, type

CONFIG 2D <RETURN>

where <RETURN> means press the return key. This will set up the drive
to read those double density disks.

I used to have an Indus GT myself, and used it for quite a while with
DOS XL to get the high speed capabilities of Synchromesh II sector interleave.

Then when I sold the Indus and bought an XF551, I switched to SpartaDOS.
If you are familiar with DOS XL, SpartaDOS will be quite easy to use, as
it is also a command line based DOS with .COM files allowing you to do
a million different things.

Other DOS's that support double density and that should work with your
system include SmartDOS, Mydos, OS/A+, TOPDOS, MachDOS, and SpartaDOS X.
I am familiar with SmartDOS, Mydos, and SpartaDOS and SpartaDOS X, so if you
own any of these and are having difficulties feel free to send me any questions
you might have. OS/A+ was sort of the father of DOS XL and so they work
very much the same.

Hope this helps.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

You never know what you've got until you've lost it.

2162. Re: its been a while....

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 17:24:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92154.122401JJMCWILL@MTUS5.BITNET>
Source record: 111015

Whoops, I just reread the message and you said Rana 1000. Sorry, i had Indus GT on the brain. I used a Rana 1000 for a couple years as well, and the same rules apply. Which DOS are you using? I can give more specific instructions given that information.

Jeff McWilliam

2163. Re: MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 17:27:32 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92154.122732JJMCWILL@MTUS5.BITNET>
Source record: 111010

Rick,

I think you are using the original Proburner while Ben Poehland is using
a new Eprom burner from CSS. I think the CSS one is actually called
the Super E-Burner.

Jeff

2164. *** ATARI STfm COMPLETE SALE ***

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 22:49:48 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun2.224948.19923@ucsu.Colorado.EDU>
Source record: 111017

I have the following complete system forsale. THE SYSTEM IS CURRENTLY
compatible with ST software, PC software, and is ready for MAC emulation,
and ATARI transformer. READS AND WRITES 720K PC/AT disks, and ST formats
also.

*ATARI 520STfm with 1 meg RAM, 720K internal Drive
With internal clock and calender, keyboard
anti-static pad, 9 pin extender for easy access, and
TopCase Cooling FAN (LOW NOISE) for the POWER SUPPLY
SPECS:
MC68000-8Mhz 32 BIT/16 BIT arch.
MIDI IN/OUT
VIDEO card built in for low, medium, and high rez.
Emulates MAC with GCR 30% faster than the MAC
(GCR not included)

*BEST MOUSE (2-button oval shape) w/pad

*External 360K drive

*RGB color monitor ATARI 1124 w/ swival monitor stand

*External HardDrive Case with Power Supply (Ready for HD)

*about 400 3 1/2" 720K floppies with case holders.
Many titles that still have original boxes.

Such Titles as:

PC-Ditto software.
SPACE ACE
WAR IN THE MIDDLE EARTH
FIRST WORD
SHADOWGATE
BAAL
WAR CONSTRUCTION SET
OGRE
OBLITERATOR
and more...

*BOOKS such as GEM programmers reference from ABACUS
MANUALS, MAGAZINES, AND ORIGINAL BOXES are included.

BUYER GETS EVERYTHING ... $650.00

EMAIL me if interested:
chuj@horton.colorado.edu
chuj@spot.colorado.edu

2165. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-02 23:22:32 UTC
From: bmarcum@world.std.com
Message-ID: <Bp8rLL.Hx9@world.std.com>
Source record: 111008

In article <yuTNLB4w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>You said if you wanted the 800xl's ROM/BASIC put in a 1200xl you just pop
>'em in...:
>
>Has anyone attempted to burn an Eprom of TurboBASIC? I'd LOVE to have
>this on cartridge! :) But 1) is it too big and 2) does that "hiding
>under the OS" do anything to make making a cart. especially difficult?
>
It could be done, but why not just get a Basic XL or Basic XE cartridge?
Hiding under the OS is no big problem, you would just put a routine in the
cartridge to copy the code into the OS area, then switch off the cartridge
so TBasic could use the area under the cart.

Bill Marcum bmarcum@world.std.com
GEnie: B.MARCUM

2166. <None>

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 08:50:36 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Jun3.021416.3219@wvnvms.wvnet.edu>
Source record: 111013

Does anyone know where I can pick up a cheap new or used 7800? A store in our local mall is selling buttloads of 7800 and 2600 carts for a buck. Thats right, just a single dollar. I'm not too hip to game machines, but at This price I'm game for anything (no pun intended).
Thanx
Joe Phlegm

2167. Speech in E.T.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 10:39:03 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.707567943@garbod20>
Source record: 111019

Marek Tomczyk put in a comment on Berzerk, about the sampled speech. He wondered if perhaps E.T. was the first game (at least on the Atari) with sampled/synthesized speech.

Anyway, how do I make it talk? I've heard it's supposed to talk when a level (or the whole game?) is completed, but I don't know what to do.

(Why do people loose the instructions to all the old game cartridges?)

Anders Skelander

2168. XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 12:00:08 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1630@sheoak.bcae.oz.au>
Source record: 111023

Does anyone reading this have any experience with XFormer for the Atari
ST (Sorry, I loved the 8-bit, but I can't afford one now)? I'd just
like to know -
*What are the programs that I *MUST* have?
*Can I still get an XFormer lead to attach an 8-bit drive?
*Where?
*Why is the colour emulation on V2.55 not as good as V2.1?
*Why can't I find a game on the ST that I enjoy as much as the
8-bit games I used to play? (The exceptions are robotz and
llamatron:- 8-bit design philosophy
*How compatible is V2.55, and what percentage of 8-bit speed
does it run at? (Just downloaded it last night)

Hope someone can help! Replies to i921652@redgum.ucnv.edu.au

Long live 8-bits!
(PS I wrote my first ever program on an 8-bit.
Look what it started!)

2169. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 12:12:41 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <12437@mindlink.bc.ca>
Source record: 111016

> UJ1G@DKAUNI2.BITNET writes:
>
> BTW: where does the 6502 jump when it encounters a BRK ($00) command?
> I think it's also somewhere in the upper ROM.
>
> Marek Tomczyk

Via the generic IRQ vector at [$FFFE]. The IRQ handler must do something like a PHP, PLA, AND #$10, BNE BRK_HANDLER. And save all the used registers, of course.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2170. Do you remember????

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 14:27:13 UTC
From: rwt@reef.cis.ufl.edu
Message-ID: <35848@uflorida.cis.ufl.edu>
Source record: 110959

Just out of curiosity....

How many of you remember when the 800 was $1000 with 16k?????

That was 1980, and when I got mine! You got a basic cartridge, 410 program recorder, a skimpy manual, and thats it. Since then I have gotten 800xls, 130xes, and even a 600xl. Not a single one of them gave me less trouble the the 800. Of the bunch it is the only one that still has all it's original equipment, and the rest since needed repair. I guess it goes to prove you DO get what yo pay for!

Long Live the 800!

Bob

2171. FOR SALE: P: R: Connection, Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 16:05:44 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun3.160544.24527@ucsu.Colorado.EDU>
Source record: 111018

```
P:R: Connection
-2 RS232 ports
-1 Printer port
-Sortware & Manuals
-Oringinal Box

Voice Master
-Speech recognition
-Speech playback
-Software & Manuals

I"m looking for $35 each + shipping.
Contact me here or at (303)-494-8079

Thanks,
Jonathan
krakover@spot.colorado.edu
```

2172. Berzerek

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 16:59:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-03-09:59:59.80*UJ1G"@DKAUNI2.BITNET>
Source record: 111011

Anders Skelander writes:

> I think the sampled speech is impressive. Is this the first game
> ever with sampled speech on a home system?
> {..}

I'm not sure, wasn't it E.T. which first introduced sampled speech?

Marek Tomczyk

2173. 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 17:01:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-03-10:01:56.34*UJ1G"@DKAUNI2.BITNET>
Source record: 111012

BTW: where does the 6502 jump when it encounters a BRK ($00) command?
I think it's also somewhere in the upper ROM.

Marek Tomczyk

\ ATARI 8-BIT
---------------------------------------| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
---------------------------------------| / for the 21st century
/

2174. Re: Quick, DM's, pains in the butt!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 23:02:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <X7eTLB6w164w@cyberden.uucp>
Source record: 111024

djg0@aber.ac.uk (Dean John Garraghty) writes:

> Yes, but have you thought that it will cost the guys at the other end about t
> same to convert the $ into DM. They're not gonna be too happy!
>
> Dean Garraghty.

Actually- my dad pointed out that US$'s are about the only monitary units
that are accepted worldwide. (unless I didn't mention before, he was a
GI in Germany and got about 2.5DM to the dollar) Anyways- I DIDN'T SEND
THEM THE MONEY YET!!!! I wrote mentioning it!

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 3, 1992

2175. Re: its been a while....

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 23:04:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qaFTLB7w164w@cyberden.uucp>
Source record: 111025

You said you use the 810 to boot and the Rana is in high-density mode,
but still won't work....

Well- what DOS are you using? What DOS did you use to format the disks?
Are they compatible. If you have DOS 2.0S, NO! It WON'T work! Use one
of the other DOS's (DOS XE, MyDOS, for examples).

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
June 3, 1992

2176. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 23:11:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2LFTLB9w164w@cyberden.uucp>
Source record: 111026

You said TB is a wonderful language, but Action! is better, only 1/2 as fast as ML in your test.

Well! Wait'll YOU try Quick! I can't WAIT for this! Gotta learn German first, though! :) Humm-- I wonder if they are at all compatible?? I still wanna fiddle with converting that Action! windows program to Pascal just for fun! later

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
June 3, 1992

2177. Re: GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 23:14:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NqFTLB10w164w@cyberden.uucp>
Source record: 111027

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> and despite all my efforts to point you toward more realistic
> goals, you continued to be your regular, stubborn, loveable self.

Hehe- I'm a Taurus- didya figure that out!? ;)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
June 3, 1992

2178. GOD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 23:17:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JwFTLB12w164w@cyberden.uucp>
Source record: 111028

I seem to be pissing people off lately!! Or is it just I'm being
paranoid!

```
____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_________________________________
June 3, 1992
```

2179. MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-03 23:30:38 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9206032330.AA09264@smithkline.com>
Source record: 111022

Dingbat Alchemist here, Jeff McWilliams is right, I was using the Super E-Burner from CSS when I was fiddling w/the MIO ROM, not the Proburner. Dunno what I was thinking, too much Atari Classics stuff clogging my brain cells. I gather the Proburner is one of those things encased in solid potted plastic. MEK, heh? Hmmm... you a chemist too Rick?

For Jeff Potter, thanks for the info on 1meg ZIP RAMs. 'Course, w/no source, dunno how useful that is. I also wonder how you would do the upgrade w/such chips. You just stick them in place of the 256K ZIPs already there? Or add them to the 2nd bank of blank spaces?

Which brings me to Amos Jackson. Hey, any chance you can introduce your Mystery Man to the Net? We could sure use a guy like that around here! Adds 1 meg to his MIO, puts long cables between MIO & XL, it isn't fair to keep someone like that in your pocket, you know <mutter...mutter...grumble>.

Well at least Berkely didn't bouce my posts back to me, that's something...

- BEN POEHLAND
The Alchemist

****

2180. XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 01:21:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <3.49.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 111032

I do beleive you can still buy the X-Former Cables... I have noticed that the versions of X-Former with PM GRAPHICS usually have poor compatibility, and the older version supports good DL Interupts, etc, but poor speed. I have yet to find a version that does what I want. I want to play some of my OLD 8-BIT MUSIC files... like AMS and some GERMAN mail order disks I have.

2181. Re: GOD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 01:21:31 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun4.012131.13883@news.ysu.edu>
Source record: 111021

OK PHBILL....keep pissing people off. It makes exciting reading.

Does anyone out there know of a HD optimizing program for the
8bit?.....could anyone tell me if a tape backup program was
written to backup a HD using Computer Eyes? (or is that posible?)
Chkfrag.com is the only help there is for the 8bits using HDs.
--

2182. Re: Speech in E.T.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 04:16:40 UTC
From: bmarcum@world.std.com
Message-ID: <BpAzvt.MxI@world.std.com>
Source record: 111020

In article <etxansk.707567943@garbod20> etxansk@garbo.ericsson.se writes:
>
> Marek Tomczyk put in a comment on Berzerk, about the sampled speech. He
>wondered if perhaps E.T. was the first game (at least on the Atari)
>with sampled/synthesized speech.
>
> Anyway, how do I make it talk? I've heard it's supposed to talk when
>a level (or the whole game?) is completed, but I don't know what to
>do.
>
If I remember right, you have to find a bunch of things, carry each one to
Elliot's house, then ET says "ET phone home", and you take him into the woods
where his spaceship is.

Bill Marcum bmarcum@world.std.com

2183. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 11:22:32 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun4.112232.22271@aber.ac.uk>
Source record: 111030

You quite clearly stated on here that you would be distributing it. I know what I read!

Dean Garraghty.

2184. Re: GOD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 11:23:15 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun4.112315.22410@aber.ac.uk>
Source record: 111029

Answers: Yes, and No!

Dean Garraghty

2185. MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 15:03:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <707669339.F00001@tdkt.kksys.com>
Source record: 111035

Am trying REALLY hard to get him to join the net here. Will see him next Friday at the local user group meeting and will discuss many things with him, including joining this net.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2186. Digi-Studio updated info

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 15:29:45 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun4.152945.8754@aber.ac.uk>
Source record: 111038

I've posted the Digi-Studio info again because I've changed the payment method for foreign orders. I hope to have a US distributor very soon.

Digi-Studio Information

Digi-Studio is a new piece of software for the Atari XL/XE series.

It allows you to play music using real sounds which have been digitized.

Digi-Studio comes with a keyboard player and tune player. The keyboard player lets you use your computer keyboard like a piano keyboard to play tunes, but using real sounds, rather than computer-generated noises as is usually the case with this type of program. You can have 3 sounds in memory and can quickly change between them while playing tunes.The keyboard player has responsive keys so that the sound will only play for as long as you hold the key down.Just like a synthesizer!! The Digi-Studio disk contains many sounds for use with the keyboard player, ranging from church bells, to pig grunts, to a baby crying, to screams, and lots of synthesizer sounds. In fact around 25 sounds in all. Why buy a synthesizer when your Atari can do the same?!

The tune player allows you to play pre-programmed tunes using any of the available sounds on the disk. Five tunes have been included on the disk for you to play.

Digi-Studio comes on a DS/SD disk, and includes a printed manual. It is aimed at everyone, whether musically inclined or not! You may just want to use it for fun, or compose a tune with it! The comprehensive user manual makes it a joy to use!

Digi-Studio will only work on XL/XE computers with 64K RAM. No extra hardware is required. The sound samples just play through your TV speaker!

The full Digi-Studio package costs just 5pounds in the UK, and 7pounds for foreign orders, including printed manual, and shipping. All payments must be made in UK funds (pounds sterling) and in cash if you are ordering from a foreign country. Please used the international registered post if you are sending money from abroad. US residents may pay in US$. $17 will pay for package 1 only. Order your copy today!

Package 1.5 for Digi-Studio is now also available offering more features for Digi-Studio and loads more samples and tunes. This extra pack is available with package 1 only. Check the next section for details of this new package.

Digi-Studio Package 1.5

Digi-Studio Package 1.5 is a new set of programs which form part of the Digi-Studio suite of programs and utilities. It is NOT an upgrade to

package 1. It is intended to be used in conjunction with package 1.

Package 1.5 contains two new programs for Digi-Studio: The Sample Editor and the Tune Compiler. Also included are 26 new samples and 18 new tunes for use with Digi-Studio.

The Sample Editor allows you to edit existing Digi-Studio samples, and also allows you to create your own by using a joystick. The Sample Editor has facilities for reversing samples (playing them backwards), copying pages of sample to other pages of sample, and also contains facilities to edit samples very accurately using a joystick. This edit facility also allows you to create your own samples. By using all the supplied facilities, you can create some very weird sounds! You can then save your samples to disk and use them in the Keyboard and Tune Players in package 1.

The Tune Compiler creates stand-alone Basic program modules for including Digi-Studio tunes in your own Basic programs. The resulting modules are output in LIST format for merging into your own Atari Basic or Turbo-Basic programs. The modules are self-contained and do not require any Digi-Studio program to play. Just imagine your game starting with a chorus of God Save the Queen in pig grunts, church bells, electric guitar, ..., or your own sounds created using the Sample Editor!

Also included on the disk are 26 new samples, including pan pipes, various guitars, dog woof, organs, synth sounds, and lots of effects! Also, 18 new tunes are supplied for playing with the Tune Player, or for compiling using the Tune Compiler. These include: Yesterday, Hey Jude, View to a Kill, God Save the Queen, Happy Birthday, This Old Man, and many classics.

The manual is in A5 booklet format, and has been typeset using LaTeX, and printed using an Agfa Laser printer. The clear instructions make the software a joy to use!

Package 1.5 is not much use on its own, so will be sold along with package 1. The two packages together will cost 8pounds (UK) including P&P. Copies to other countries will cost 10pounds (UK sterling in cash and sent by international registered post). US residents may pay in US$. $25 will pay for packages 1 and 1.5 together. Just fill in the order form below and send it with a cheque/PO payable to DEAN GARRAGHTY, or send cash as described above.

Package 1 on its own is 5pounds UK, and 7pounds other countries. See the first section of this posting for full details of package 1.

-----CUT-----
Please send me (tick relevant box):
Package 1&1.5[ ] Package 1 only[ ]
I enclose a cheque/PO/cash for ______pounds
or cash for $_____

NAME:_____
ADDRESS:_____
_____
P.CODE/ZIP CODE:_____

Dean Garraghty, 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.

2187. Article: Differences between 800 and 1200-XL..

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 15:41:54 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206041541.AA00413@brachot.jct.ac.il>
Source record: 111031

Sorry if anyone gets mad about this...

---- Undocumented differences between the 800 and the 1200 XL ----

This article will discuss several undocumented (for me, at least)
differences between the old Atari 800 and the Atari 1200-XL. I am able to
do this, since I own both, and have experimented alot.

Artifacted colors

In Graphics 8, setting even, odd, or both bits of one pixel will generate
different colors. These colors are different on the two computers. On the 800
the colors are white, green and blue, while on the 1200xl the white is
slightly different, and the colors are red, and a darker shade of blue.

Text

When looking at an 800-generated text screen, and then at a 1200xl, I noticed
a very different text display. The 800's were slightly pinkish and very
sharp and thin, while the 1200xl's were more yellow-greenish, and alot
more fat-looking and less sharp.
Most graphics screens, including mode 15 (7-plus), look sharper on the 800.

Graphics

The regular graphics colors look different, and look a bit more flourescent-
-ish on the 1200xl. This includes the blue of the GR.0, being very strainy
on the eyes on the 1200xl, compared to the 800.

Signal

The RF signal on the 800 is much stronger than the 1200xl, meaning that the
1200's video output is much more vulnerable to interference than the 800.
Even worse, sometimes this interference seems to come from the 1200 itself!

The monitor signal (I only have a greenscreen) of the 800 is ALOT more
contrasty and brighter, and much better for 80-column work, for stuff like
terminal emulators. This is why my monitor is usually hooked up to my 800.

ROM bugs of 800

Several bugs in the OS have been fixed on the 1200 XL:

Editor - Try this: press Ctrl-insert, and then Ctrl-right arrow. Repeat
this quickly a coupla times. On the 800, the cursor will sometimes
unexpectedly output a CR. This has been fixed on the 1200xl and works fine.

Clear Screen - When clearing a screen on the 800, the clearer will only stop
on a 1K boundary. This is OK, but sometimes, you put data
(maybe a charset) right after the screen data, and when you clear the screen,
the clear works - but some data may be lost. For example, GR.0 clears a full
1024 bytes, instead of 960. This means 64 bytes down the drain!
This, too, has apparently been fixed on the 1200xl.

Scrolling - The E: scroller, (PRINT) has been improved, and now scrolls the
screen down much more quickly than with the 800.

Note

All of these comments are random ramblings, said while using the 800
and the 1200-XL (both NTSC) on the same TV set (also NTSC).
Obviously, they were used alternately.

Anyone? Comments? Questions? Furious denials? Flowers? Blessings? Sandwiches?
All to...


```
--------------------------------------------------------------------------------
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Itay Chamiel ' '(( ( \ (\ \ @ = \\______\\___________________
' '('@. ( \ @==- == \\_ ---- ___ ------- ___ - \\____
bruck@brachot.jct.ac.il ( '@ ( @ \ -= === \\___//-\\_______//-\\_______\\
' ' @. ( ( @\@= \\\\__ \\-/ \\-/
--------------------------------------------------------------------------------
|||
Atari computers. Power without the price. |||
__/ | \__
--------------------------------------------------------------------------------
```


To the guy who said "Free accounts at 127.0.0.1", well.. cool!!!

2188. Looking for BALLBLAZER

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 18:16:22 UTC
From: synth@yenta.alb.nm.us
Message-ID: <1992Jun4.181622.1777@yenta.alb.nm.us>
Source record: 111039

Does anyone have a Ballblazer cartridge lying around that they'd like to
get rid of? Email me at either of the below addresses or followup this
post in email if you do. Thanks muchly!

==
:: :: :: :: :: Synth F. synth@deepthought.unm.edu U S E N E T
:: :: :: :: :: :: :: Oberheim synth@yenta.alb.nm.us in color!
==

"Bula vinaka, beachside!"

2189. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 19:46:00 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jun4.194600.26208@ucsu.Colorado.EDU>
Source record: 111034

No offense to Dean, but I absolutely *HATE* software that is written to run only on 64K XL-type computers!! I have an 800 with 512K RAMdisk. I don't lack any hardware required (from the description) for Digi-Studio. I refuse to support anything that excludes my more-than-capable machine. I like my 800 and prefer it to the XL's. I'm not about to scrap it for one.
(One thing for which I always respected Broderbund was that they made Print Shop Companion, which would only run in 64K, so it would accept the Axlon-type RAM upgrades.)

Billions of thanks to people like Bob Puff who still write stuff for *ALL* the ATARI 8-bits (400's possibly notwithstanding).

Again, this is not at all a personal diatribe against Dean, rather a venting of my frustration with the trend.

(Doesn't matter, I guess... soon as it comes out I'm gonna get the '040 Falcon anyway. Need my UNIX box at home! ;^))

--Michael

Michael Hill <>< Isaiah 9:6 | "I'm here to tell you there's another way
hill@spot.Colorado.EDU | To consume a hungry heart
Ball Aerospace Systems Group & | Jesus is waiting just a prayer away
University of Colorado@Boulder | Let him in to where you are"
$ mv net.flames /dev/null | --Michael W. Smith, "The Last Letter"
------------------------All glory to God in the highest!----------------------

2190. Re: Article: Differences between 800 and 1200-XL..

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 20:18:22 UTC
From: ae454@cleveland.Freenet.Edu
Message-ID: <1992Jun4.201822.29364@usenet.ins.cwru.edu>
Source record: 111033

Is there a way, by swapping chips, to make a 12ooXl compatible with
an 800xL or 65xe?

--
Paul Simundza | Cleve.Freenet: ae454@cwru.edu
| Compuserve: 71441.217.compuserve.com
| CSU(Internet): pauls@madnick.cba.csuohio.edu

2191. Atari User Group Meeting - Wed June 10/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 20:23:20 UTC
From: daroloso@math.waterloo.edu
Message-ID: <BpC8Mx.2o6@math.waterloo.edu>
Source record: 111037
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In June, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
the ST Library.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the May (& perhaps June) issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, June 10, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for more information.

Hope to see you there,
Dani Roloson

2192. Rich Mier

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-04 22:32:55 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9206042232.AA14787@smithkline.com>
Source record: 111036

So, Amos, this miracle man really is flesh & blood? I hope you are successful in getting him to join the Digest. Seems like Unisys should have a Net node. He sounds like a most resourceful fellow, sure would be be nice to see him put in an appearance here.

Hmmm... can he WRITE, too? Like, magazine articles? <hint, hint>

- BEN POEHLAND
The Alchemist

****

2193. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 02:32:33 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60103@cup.portal.com>
Source record: 111040

Well I've done an interpreter but not a compiler. I do understand enough about the way they construct a progam to know they will never be able to match M/L for anything but involved operations: Stuff like block moves of greater then a couple K's. Almost all compilers are written to be as generic as possible so 1st they have to have a way to pass parameters to the routine, 2nd they have to use the generic routine which could be faster if it was hard coded. For example, to move a character set the compiler has to pass the source, destination, & size to the move routine. They can't cheat like if you know the last routine you used left a '0 in the A register so you don't need to initialize the A register via LDA #0. I already know the character set is at $E000 & I'll know where I'm going to stick it with out having to pass any parameters. There's other examples, but if you like Quick I'm up for a challenge. Any routine you do, I will do Quick(er <sic>) in M/L if you'd like to see. It's not to rag the Quick authors, just illustrate that it's to make a compiler that will out perform hard coding. I imagine even the Quick authors would admit that. Woops! left out "imposible" after "it's" above.

2194. Re: Article: Differences between 800 and 1200-XL..

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 02:54:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60105@cup.portal.com>
Source record: 111041

General BS: Bob Wooley is REALLY the expert on 1200 XL's. Everything I know about them I learned from him & he even went so far as to modify the output on my 1200 to improve the color. He said something like, "Those guys at the old Atari must'a been payed by the number of transistors they used in a circuit!" (Whoops! paid) Anyway, he's got a number of files floating around that show how to modify the video to be almost as good as an XE & a number of mods for adding an 800XL OS & built in Basic if you want it. If you look at a 1200 motherboard, you'll find it's set up to use 2764 EPROMs or ROMs. You have to desolder the existing 24 pin sockets & replace them with 28 pin devices, but it isn't hard if you have one of those $5 Radio Sh## bulb things for desoldering. I think he explained how to add a 27128 vs 2-2764, but I think I did it a little different. It's been a while, but I think I burned two 27128's with the lower halves containing an 800 XL OS & the top containing Omnimon so I could switch between the two OS. The only other thing you need is an 800 XL or any XE MMU chip. They seem to run $5-$12. It's a nice mod if you make it. The 1200's keyboard is better then even an ST in my mind.

2195. Re: MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 03:04:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60106@cup.portal.com>
Source record: 111042

Well I consider myself "Very Former" as a chemist. Smith Kline huh? You the guys who did the Prazocin thingie with Alza Corp? I'm pretty sure you're the Tagamet People(s) anyway. Unsatisfactory resolution on both side me thinks. If you talk to some people who worked on these projects, I was on the Alza side, mostly as an enigma off inventing in some dark laboratory. Much doubt if anyone remembers my name. They probably know some of the people I taught the ropes to though.

2196. FREE ACCOUNTS

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 06:02:05 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Jun4.205607.3230@wvnvms.wvnet.edu>
Source record: 111043

This is def not atari related but to the guy who said "Free Accounts at 127.0.0.1" I don't think so. I tried it and lo and behold I ended up where I started, i.e. my own schools computer system. WVU has one seriously strict policy w/ accounts since we get a lot of government grants, projects, etc, and I REALLY doubt you can get on. If, somehow, you can, I will gladly eat crow and then beg you to tell me how since my account goes belly up soon ;).

Joe Phlegm
Phlegm Bros.

2197. Re: Article: Differences between 800 and 1200-XL..

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 07:55:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92157.025540JJMCWILL@MTUS5.BITNET>
Source record: 111048

I AGREE, Bob Woolley sure has the market cornered when it comes to hacks for the 1200XL. I did the internal BASIC and 800XL OS mod as well as the video modification. The video modification seemed to wiggle the screen display when I first did it, but now it's stabilized. Musta had to burn up a cap or two during the break-in period. Heh heh.
Haven't done a PBI modification to a 1200XL, but that 1200XL runs both the 800XL OS and the OmnimonXL OS just fine. The fastchip math routines sure do come in handy.....

Regarding what the original author wrote about the 800 having slightly

different colors on the screen than the 1200XL, are you running the old CTIA chip in the 800?

Jeff McWilliams

2198. Re: Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 10:16:20 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun5.101620.13424@aber.ac.uk>
Source record: 111044

I'm afraid Digi-Studio has to be for 64K computers because it is written in Turbo-Basic. Why not use Frost? Well, less RAM would be available for the program itself, and the associated data areas to store tune data and samples. A lot of time was spent cramming everything necessary into RAM without the areas trying to corrupt each other. With anything less than 64K, Digi-Studio wouldn't have been possible at all.

Dean Garraghty.

2199. Advance warning - going home soon!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 15:20:28 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun5.152028.5471@aber.ac.uk>
Source record: 111045

Just to let people know that I'll be going home for my 16weeks summer holiday next Wednesday, so the last time I will be logging on to read mail, etc. will be Tuesday 9th. While I'm at home I have no access to the net or mail. I can't afford a modem or the phone calls! Before you all tell me to get a cheap modem, I should mention that there's no such thing as a cheap modem in the UK! Any modem or other device used on the BT network must be approved by them. Very few modems have been approved, and those that have are very expensive. A crummy 300/300 would cost about 80pounds ($150) and then I'd need an 850 as well. However, if I do manage to work something out or maybe borrow a modem I will attempt to log on from home. Can't promise anything mind! However, there's nothing to stop you writing to me (except lazyness of course!) if you need to contact me for some reason. Any email sent to me is likely not to be read until OCTOBER! My home details are:

address:
DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

phone:
+(0)-302-855-026

Dean Garraghty.

2200. Re: FREE ACCOUNTS

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 16:09:59 UTC
From: greg@Quotron.COM
Message-ID: <greg.707760599@duke>
Source record: 111046

un037406@wvnvms.wvnet.edu writes:

>This is def not atari related but to the guy who said "Free Accounts at
>127.0.0.1" I don't think so. I tried it and lo and behold I ended up where I
>started, i.e. my own schools computer system. WVU has one seriously strict
>policy w/accounts since we get a lot of government grants, projects, etc, and
>I REALLY doubt you can get on. If, somehow, you can, I will gladly eat crow
>and then beg you to tell me how since my account goes belly up soon ;).

127.0.0.1 is the loopback port. If you telnet to it from ANY UNIX machine,
you'll end up back where you started. Like saying, "Free directory space!
Just 'cd ~'!"
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@duke.quotron.com so I doubt he'd agree with me.

2201. IBM keyboard pinouts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 17:02:38 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92157.120238JJMCWILL@MTUS5.BITNET>
Source record: 111049
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Can anyone help me? I need the pinouts of the 5 pin din connector on an IBM keyboard. E-mail me if possible. Thanks.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

2202. Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 17:03:57 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92157.120357JJMCWILL@MTUS5.BITNET>
Source record: 111050

For all you gurus out there that use Action! -- do Procedures and Functions support recursive calls to themselves? Nothing in the manual talks about this.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

You never know what you've got until you've lost it.

2203. Happy enhancement with ver 5.2 softare questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 18:33:45 UTC
From: darkwing@cis.umassd.edu
Message-ID: <1992Jun5.183345.6141@cis.umassd.edu>
Source record: 111047

Hi everyone,

I recently purchased a 810 disk drive with happy... it came with ver 5.2
of the HWA software....

Well, I tried it on the hardest disk I knew of to backup.... Realms of
Impossibility (seems to be double tracked... i.e. sector headers in the data
causing it to see one of two possible track/data configurations) and of course
it didn't work.....

Out of curiosity, what won't the Happy drive backup ?

Also, is there anything that will backup Realms.... ?

Also, while I'm at it, I have an original disk of One on One, but it is
messed up (fails the protection scheme). Would anyone be so kind as to
copy a good original back onto it with a happy enhanced drive so that my
original is restored.....

Thanks again,

-- Curt

darkwing@cis.umassd.edu

2204. Re: Happy enhancement with ver 5.2 softare questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-05 23:06:48 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92157.180648JJMCWILL@MTUS5.BITNET>
Source record: 111051

Curt,

Electronic Arts software was always the most heavily protected software.
I don't think it was until the Happy 7.1 upgrade that Electronic Arts
would copy. I own Realm of Impossibility and I still haven't tried to
back it up. I just recently got a hold of the 7.1 upgrade for my 1050,
and so I don't know if it will even back up Realm.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

You never know what you've got until you've lost it.

2205. Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-06 07:05:06 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Jun6.070506.22642@cs.tulane.edu>
Source record: 111052

okay gang, a while ago someone was asking about snapshot form CTH. later there was a post that said something to the effect that it would soon be posted to the archive. well, to make a long story short, I called CTH this afternoon and downloaded a snapshot15m.

snapshot only works with spartados 3.2. with this version, you can not use a ram disk if you only have 128k of memory. snapshot uses the upper 64k of memory to store a "picture" of your system as it currently is. while not multi tasking, it does let you run two different programs at once (i.e. bobterm and textpro).

as i understand it, for a s/w fee of $10, you can get a version of snapshot that will allow you to save 10 seperate images to your hard disk, for those of us that have them.

snap15m.arc should be in the archive by the time you read this, try it out,and send me your comments, I talked to Tom today and he is interested in wht you have to say.

the file is located in atari/8bit/new

Mike Todd

--

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

2206. Re: MIO vs BB

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-06 16:13:18 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92158.111318JJMCWILL@MTUS5.BITNET>
Source record: 110955

In article <707545125.F00001@tdkt.kksys.com>,
Amos.Jackson@f47.n282.z1.tdkt.kksys.com (Amos Jackson) says:
>
>I wouldn't mess with your mind ;) . But seriously, the guy's name is Rich ,
>Mier
>and he's a Sr. Tech at Unisys. He also did my 1 meg upgrade fot the 800XL and
>during that process, came up with a better way of doing it! I would kinda
>like
>to get the XE upgraded to 1 Meg, but I don't want to loose the internal BASIC,
>so I guess I'll leave it at 320K. He did that one also.
>

Better way of doing the Newell 1 meg? When you gonna write about
that? My Newell 1 meg still acts flakey on me.

Jeff McWilliams

2207. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-06 17:56:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60191@cup.portal.com>
Source record: 111053

I fooled around with it a couple of weeks ago on the NET. What you need to do is use a code block that will clear the stack for any recursive routines. I probably got it wrong, but I recall something like:

```
BYTE PASS
Proc Recursive()
IF PASS=1 then [$60 $60]
ELSE PASS=1
DO
<your stuff>
UNTIL <condition>
IF <notdone> Then Recursive()
FI
RETURN
Proc Main()
PASS=0
Recursive()
RETURN
```

Anyway, that's the general idea. Initializing the variable PASS before calling the routine & the PASS test are the only things necessary to make Action! recursive (able <g>) Whoops! just noticed I should'a added a FI after ELSE PASS=1.

2208. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-06 19:22:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92158.142245JJMCWILL@MTUS5.BITNET>
Source record: 111054

```
In article <60191@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>I fooled around with it a couple of weeks ago on the NET. What you need to do
>is use a code block that will clear the stack for any recursive routines. I
>probably got it wrong, but I recall something like:

Proc Recursive (BYTE Pass)
IF Pass=1 then [$60 $60]
ELSE Pass=1
FI
DO
<your stuff>
UNTIL <condition>
IF <notdone> Then Recursive()
FI
RETURN

PROC Main()
Pass=0
Recursive()
RETURN
>
>Anyway, that's the general idea. Initializing the variable PASS before
>calling the routine & the PASS test are the only things necessary to make
>Action! recursive (able <g>) ...

Okay, I cleaned up the code a bit.. just what does the
[$60 $60] do ? According to my book, the $60 opcode is RTS.
PLA is $68 and PHA is $48.. .so I am confused as to what you are
actually trying to do that will make the Recursive PROCedure
Recursable. This would really help me out, there is a book I am
reading covering Computer Graphics. It has a fill routine that I
would like to use for lack of access to source code for a better one,
and it's a recursive call. Written in Pascal, the source is real
easy to port over to Action!

By the way, have you run into any TRIG functions to supplement the
REAL functions offered in the Toolkit? Maybe I can port the ones
that came with the Antic Floating Point Package for MAC/65, but if somebody
already wrote them, why reinvent the wheel?

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

You never know what you've got until you've lost it.
```

2209. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-06 20:24:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iVRyLB4w164w@cyberden.uucp>
Source record: 110974

bmarcum@world.std.com (Bill Marcum) writes:

> It could be done, but why not just get a Basic XL or Basic XE cartridge?

I know very little about these two basics. I just have TurboBASIC XL and
good old Atari BASIC. What advantages of BXL/E to TBXL? (the advantages
of TBXL to AtariBASIC are pretty obvious! :))

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 6, 1992

2210. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-06 23:44:47 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60196@cup.portal.com>
Source record: 110966

ARRRGGGHHH! I should have know better then reply online! Your right, it's $68 vs $60. But then here I go again so 2X check everything I say if you want to be sure. Some of it is guess. All procedures in Action! are equate to the address of the subroutine. For example, if you want to find out where & how MoveBlock is & works in the CART you'd "PRINTCE(MOVEBLOCK)" this will give you the address of the routine in the cart & you can do a memory dump via the * operator in the monitor or save to disk until you find an RTS for later dissasembly. The manual states that parameters are passed via [a,x,y] reg(s) then mem loc $A3, $A4,... what else goes on is if the parameters passed in regs have to be used they are stored in $A0, $A1, $A2, so they can be used for indirect addressing. When you compile a program the compiler decides how many parameters are passed & does a bit of code to get the job done, then just does a JSR <mem loc MoveBlock> MoveBlock assumes the low byte of DEST is in A reg, high byte DEST in X reg, low byte SOURCE is in Y reg, high byte SOURCE is at $A3, low byte/high byte of SIZE is at $A4/$A5. A RETURN is just compiled to a $60 so a finished Action! program is just a series of JSR <address> with a RTS at the end of the subroutines. So if you don't hit a RETURN by being recursive, you have to clear the stack.

2211. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 01:44:48 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun7.014448.3134@news.ysu.edu>
Source record: 110958

The program Snapshot15m works exellect with many programs and
will work with an unmodified 130xe but more memory is better (like
Rambo XL) but the SnapShot 3.0d is THE best for HDs and 1meg MIOs
I'm using it write now with BT1.22 and when I'm finished here I'll
hit sh^4 and my Oasis 4.7 BBS will come back online in 2 sec.
Using my mio is 3 times faster than my HD.(w/6sec.loading).
The neat part about it is if the phone rings while I'm doing some-
thing else with the computer I only have to hit sh^4 to go back to
the BBS. (in 2 sec. to catch the ring) I always leave on the wait
screen.
I uploaded the snapshot3.0d file to the umich archive but it came
back as undeliverable address...I guess yfn (where I'm calling from)
does not permit me to type the last 4 char. of th e address in the
address jrd@ston
I WILL UPLOAD IT HERE IF ANYONE WANTS IT.
--

2212. GOD! (he won't help you!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 02:25:57 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <8757.1589218026@kcbbs.gen.nz>
Source record: 110956

Bill Kendrick writes:-
>I seem to be pissing people off lately!! Or is it just I'm being
>paranoid!

Maybe a LITTLE bit of both?

--- KCReader v0.95 beta

2213. E.T. game

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 02:25:59 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <8759.1589218031@kcbbs.gen.nz>
Source record: 110957

Bill Marcum writes:-
>If I remember right, you have to find a bunch of things, carry each one to
>Elliot's house, then ET says "ET phone home", and you take him into the woods
>where his spaceship is.

I have the ET game on cartridge for the 8-bit but it seems to be quite a
different game to the one I remember playing on my nephew's old Atari
games machine (don't ask me which one I can't remember, all I remember
is that the cartridge was quite a bit larger than the 8-bit cartridge,
and that I remembered falling into lots of large holes where there were
bits of telephone I could pick up (I think) and carry with me and that
my neck would get longer or shorter depending on what I did with the
joystick). Anyone know what I'm talking about? I don't......


```
---------- ------------------------------
| _ | \ \ || / / |
| * \\_ | \ \ || / / |
|* * /_ > | Kia Ora from Aotearoa |
| </ | Land of the Long White Cloud |
| * /~> | pandora@kcbbs.gen.nz |
| /_/ | / / || \ \ |
|__o_______|_______/_/____||____\_\_______|
```


--- KCReader v0.95 beta

2214. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 05:52:33 UTC
From: jeff@crash.cts.com
Message-ID: <1992Jun07.055233.17061@crash.cts.com>
Source record: 110960

I believe that Action! does no dynamic allocation of variables (except possibly for the arguments to functions), so most uses of recursion will not work. Try it and see, anyway.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Domain: jeff@crash.cts.com UUCP: nosc!crash!jeff

2215. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 16:24:10 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun7.162410.11602@exu.ericsson.se>
Source record: 110961

No, Action! does not allow recursion. If you look at the generated
code for a procedure or function you'll see it starts like this:

JMP StartOfRoutine

--- garbage here ---

StartofRoutine

The JMP is to skip the area used by local variables for the
subroutine. This area is fixed, as it is in FORTRAN. If you
call the same routine again, the local variables will be
overwritten. I belive that Action! passes parameters in
this area as well, but I don't remember exactly.

Something else to keep in mind for heavily recursive functions
like a seed fill is that the 6502 runtime stack is only 256
bytes. So after 128 levels of recursion (very easy in a seed
fill) you're in big trouble.

There was an interesting paint program printed in ANALOG
which used a similar algorithm, though I'm sure they maintained
their own stack in software. It wasn't BBK Artist--something
like the Graphics 7/10 Painter which appeared when ANALOG
was still in its teens.

Hope this helps.
--
James Hague
exuhag@exu.ericsson.se

2216. 600xl memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 19:15:12 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.707944512@vincent1.iastate.edu>
Source record: 110962

I recently got a 600xl cheap, and I'm wondering what it'll
take to upgrade it to 64K or 256K. It looks to me as if
I should be able to drop in the 64K upgrade (using two
tms4464-150 ics), but the 256K might be more involved.
So can I just put in the 4464 ics, or is something else
needed?

Todd
--
Todd Greenfield
tgreen@iastate.edu

2217. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 21:39:54 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60235@cup.portal.com>
Source record: 110963

James, the code block [$68 $68] will take care of the stack. As far as variables go I 'think' the 1st thing an Action! progam calls before it goes to a PROC or FUNC is an internal routine called Copy_Parms or something like that. Ergo is you have to have all local variables preserved/updated you should just be able to pass them back in the call to make sure they get there safely. I did an integer square root function that called itself W/O any problems. You are correct on the stack W/O the code block: crashes badly after a few iterations. Side's, there's nothing a mere compiler can do that a M/L Wiz like you couldn't undo right? <g> Still own your 8-bit?

2218. Antic and PBI (could not e-mail).

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-07 21:44:10 UTC
From: a644690c@edinboro.edu
Message-ID: <0095BC12586D9EA0.21805AB0@edinboro.edu>
Source record: 110964

--- I could not get this through e-mail so I am just posting. ---

From: a644690c@edinboro.edu
Subject: ANTIC ARTICLE.
To: RICK_MICHAEL_CORTESE@uunet.uu.net
X-Vms-Mail-To: UUCP%"RICK_MICHAEL_CORTESE@UUNET.UU.NET"

I greatly appreciate your willingness to send off that article. I ONLY need
pages 75-78 of the January 1985 issue. The articles may not be that good,
but it is more info than I have now. I think I have enough hardware/software
experience to make the article useful.

Again, Thanks........

Adam Conover (a644690c@edinboro.edu)
244 Darrow Rd. #723
Edinboro, PA 16412

2219. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 00:13:55 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92159.191355JJMCWILL@MTUS5.BITNET>
Source record: 110965

In article <1992Jun7.162410.11602@exu.ericsson.se>, exuhag@exu.ericsson.se
(James Hague) says:
>
>No, Action! does not allow recursion. If you look at the generated
>code for a procedure or function you'll see it starts like this:
>
>
> JMP StartOfRoutine
>
> --- garbage here ---
>
>StartofRoutine
>
>
>The JMP is to skip the area used by local variables for the
>subroutine. This area is fixed, as it is in FORTRAN. If you
>call the same routine again, the local variables will be
>overwritten. I belive that Action! passes parameters in
>this area as well, but I don't remember exactly.
>
>Something else to keep in mind for heavily recursive functions
>like a seed fill is that the 6502 runtime stack is only 256
>bytes. So after 128 levels of recursion (very easy in a seed
>fill) you're in big trouble.
>
Okay, I was aware of the limitation of x number of recursions on
the stack.. and it worried me.

>There was an interesting paint program printed in ANALOG
>which used a similar algorithm, though I'm sure they maintained
>their own stack in software. It wasn't BBK Artist--something
>like the Graphics 7/10 Painter which appeared when ANALOG
>was still in its teens.
>
>Hope this helps.
>--
Well, I am not only looking for a fill routine for a standard graphics
screen, but to fill an object drawn on a virtual printed page in memory,
which could be up to 1530x1980 pixels. Obviously, a 256K machine is
required, as is a custom fill routine. Realistically, only relatively
small objects would be filled, else it would probably take forever for
the fills to be completed. Anyhow, got any good fill routines then that
aren't recursvie? Guess I will have to work on one.

Jeff McWilliams

>James Hague

>exuhag@exu.ericsson.se

2220. Re: 600xl memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 00:17:57 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92159.191757JJMCWILL@MTUS5.BITNET>
Source record: 110967

Todd, there was a 64K upgrade posted here a while ago, and I have a 600XL

that has been upgraded to 64K. Innovative Concepts sells a 128K upgrade,
that is supposed to be 100% 130XE compatible. That is the highest I have
seen the 600XL go as far as memory goes.

Jeff McWilliams

2221. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 04:57:31 UTC
From: bmarcum@world.std.com
Message-ID: <BpIGFw.8sG@world.std.com>
Source record: 110968

In article <1992Jun7.014448.3134@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>I uploaded the snapshot3.0d file to the umich archive but it came
>back as undeliverable address...I guess yfn (where I'm calling from)
>does not permit me to type the last 4 char. of th e address in the
>address jrd@ston

If you tried to use the address jrd@ston , it wouldn't work because the
complete address is jrd@stony-brook.scrc.symbolics.com .

Bill Marcum bmarcum@world.std.com

2222. reply

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 09:21:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <708009790.F00001@tdkt.kksys.com>
Source record: 110972

To: !umn-cs!exuhag@exu.ericsson.se(James Hague)

Well, I hope I got this adress right.
Im the person you replied to in Net-mail awhile ago. Since then I tried
replying the same way but there are some reasons I cant do that. One is that
this is a privatly owned board and the sysop has to pay the LD charge himself.
Anyhow I reposted this reply numerous times so Im not going to say much more and
instead ill just give you the reply I preserved for you on disk now(Im going to
transfer it to the message).
here it goes:
I did'nt realize you made games
for various magazines. Ill try to
look for those magazines.

Im in the process of making a
Player/Missile editor myself. Its
comming along fine. The editor
itself works great. all I need to do
now is write a functioning main menu
and change the editor to allow
multiple images (for animation).
this will be a usefull program
because the editing is done on the
P/M'S Themself thus allowing
creation of any P/M combination and
overlap. No character set maker can
do that. I plan to keep this program
for my own use when its done. maybe
after awhile Ill release it as PD.

Id be interested in any tips you
could give me for game programming.
Someone with your experience and
backround aught to know alot about
using DLI's, VBI's, and scrolling.
I dont have a specific question
but ill think of something later.

By the way, my P/M maker program is
in 'Action!'. Thats what im using
mostly. Recently, at my club I got
'Atari macro assembler'. I hav'nt
used it yet but I only bought it
cause there was a book with it that
I really wanted. It was cheap too.

Bye.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2223. Percom disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 09:25:01 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <708009790.F00002@tdkt.kksys.com>
Source record: 110973

Is anyone willing to sell one of these disk drives? From information that
I heard about them id really want to get one.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2224. Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 10:30:05 UTC
From: t90adr9@mp.cs.niu.edu
Message-ID: <1992Jun8.103005.20546@mp.cs.niu.edu>
Source record: 110969
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Lots of back issues of Antic, STart, ANALOG, ST Log, and
Atari Explorer for sale. I'm looking for maybe $.50 per issue or
less if purchased in bulk. If you're interested give me a call during
the upcoming week (June 8 '92 - June 12 '92) at (708) 393-2317.
I've collected them from about '83 up until they folded up.
Alan

2225. WANTED: Old Atari Program Exchange (APX) catalogs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 13:10:06 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun8.131006.24040@exu.ericsson.se>
Source record: 110971

```
E-mail if you have any you'd like to get rid of. I'll pay
postage and a small additional fee.
--
James Hague
exuhag@exu.ericsson.se
```

2226. Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 13:24:46 UTC
From: tmkk@uiuc.edu
Message-ID: <BpJ3xB.L53@news.cso.uiuc.edu>
Source record: 110970

There I was, sitting in front of my Trusty and faithful 8 bit, which had served me well since 1985 (when it replaced a 600XL), ready to boot up The Return of Heracles after a long hiatus, when all of a sudden the machine simply died. Now when it powers up all I get is a black screen and a small "chirp" from the speaker, then nothing.

Anyone out there with an 800 or 800XL they're interested in selling to help out a fellow Atarian? Barring that, are there any places still around which would be able to repair it?

All advice would be most welcome. Thank you!

2227. Re: Happy enhancement with ver 5.2 softare questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 19:12:18 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1992Jun8.191218.19167@umesve.maine.edu>
Source record: 110975

I have an 810 with vers. 5.x of the Happy - What is the newest version, and
how would one go about getting the new version?
Are there hardware differences, or simply the software??

--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

"Who so pulleth out this sword from this stone and anvil,
is the true born King of all Britain."

2228. Re: Do you remember????

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 19:21:07 UTC
From: deej@thrush.umesve.maine.edu
Message-ID: <1992Jun8.192107.19272@umesve.maine.edu>
Source record: 110976

In article <35848@uflorida.cis.ufl.edu>, rwt@reef.cis.ufl.edu (Robert Trabucco) writes:
|> Just out of curiosity....
|>
|> How many of you remember when the 800 was $1000 with 16k?????
|>
|> That was 1980, and when I got mine! You got a basic cartridge, 410
|> program recorder, a skimpy manual, and thats it.

I remember paying $395 for the Atari 400 in 1982.
16k and a membrane keyboard to boot...
Just the computer, no basic cartridge, or cassette.
I think I remember buying a separate
package with the 410 and the basic cartidge. Something around $90-100.
Still have it - upgraded to 48k and built my own keyboard - and it has
never given me any problems...
--

+------------------------------+
| Dj Merrill |
| Systems and Network Manager |
| University of Maine NCGIA |
| N1JOV |
| deej@grouse.umesve.maine.edu |
| deej@maine.maine.edu |
+------------------------------+

"Who so pulleth out this sword from this stone and anvil,
is the true born King of all Britain."

2229. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 22:22:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92160.172229JJMCWILL@MTUS5.BITNET>
Source record: 110981

Rick,

Hmm, okay. I will have to type in this seed fill and see how well it
works. Thanks for the info. I looked at my MAC/65 macros for
the Trig functions and I think they will be fairly easy to port to Action!
to complement the Toolkit's Real routines.

Jeff McWilliams

2230. Re: 6502 Startup Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 22:45:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <DqN3LB4w164w@cyberden.uucp>
Source record: 110978

Rick_Michael_Cortese@cup.portal.com writes:

> to see. It's not to rag the Quick authors, just illustrate that it's
> to make a compiler that will out perform hard coding. I imagine even the
> Quick authors would admit that. Woops! left out "imposible" after "it's"
> above.

True. But do >I< look like someone smart enough to be able to figure out pure 100% ML? Anyways, I'm so damned used to BASIC and just forcing commands in between others. If anyone's ever seen one of my programs (as in the FINISHED product) it is a TOTAL UTTER MESS!!!!

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 8, 1992

2231. Re: Action question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-08 22:50:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RyN3LB5w164w@cyberden.uucp>
Source record: 110979

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> For all you gurus out there that use Action! -- do Procedures and Functions
> support recursive calls to themselves? Nothing in the manual talks about
> this.
>
I've heard this discussed before. From what I caught, no. It don't!
Sorta sucks, huh..

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
June 8, 1992

2232. NEED Alternate Reality FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 01:02:30 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1992Jun8.170230.1@vax.sonoma.edu>
Source record: 110977

Could somebody PLEASSSE send me the FAQ/post written by the author
cheats and information for Alternate Reality. I managed to get a
copy again after all these years, and want to try the stuff out.

Thanks,
Joe

2233. Re: Berzerek

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 01:13:05 UTC
From: andrewh@panix.com
Message-ID: <1992Jun9.011305.25632@panix.com>
Source record: 110980

In article <"92-06-03-09:59:59.80*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>
>Anders Skelander writes:
>
>> I think the sampled speech is impressive. Is this the first game
>> ever with sampled speech on a home system?
>> {..}
>
>I'm not sure, wasn't it E.T. which first introduced sampled speech?
>
>Marek Tomczyk
>

If you mean ANY home system, I think Sea Dragon on the <ugh ;-> Apple II beat them both. Uh, then again, are you also including synthesized voices (which is what Sea Dragon (Apple version, Atari version only had sound effects), SAM (Atari) and I think Berzerk used)? If not, then this changes things.

2234. Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 07:59:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92161.025915JJMCWILL@MTUS5.BITNET>
Source record: 110986

Well, I ported the MAC/65 floating point Trig functions SIN and COS
over to Action!...and they are horribly slow. I noticed that even in
assembly, the demo's ran slow... lots slower than even my BASIC XL can
calculate the same SIN values. I don't really know what gives,
the BASIC programmers must have done a terrific job creating a fast
TRIG engine... whereas these MAC/65 macros are horribly inefficient.

I think I will look for those CORDIC rotators articles somebody mentioned
a while ago.
Are there any other suggestions? If anybody is interested, I can post
my TRIG.ACT routines to here... not to A.A. though.

Jeff McWilliams

2235. Going home tomorrow!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 12:04:49 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun9.120449.11209@aber.ac.uk>
Source record: 110982

Just another quick reminder that I am going home tomorrow for my 16weeks summer holiday. During this time I will have no email or net access. Email sent to me will probably not be read until October. I will try and borrow a modem and attempt to log on, but I can't guarantee this.

As for Digi-Studio, well I will be contacting KO software very soon offering them distribution rights for the US. Let's hope it comes off! If it works then I'm sure some kind sole would be able to let you all know on the net! In the meantime, copies are still available from me direct. Send $25 cash or 10pounds cash to me at the address given below. Please use international registered post. Any loss of funds is not my responsibility.

I will no-boubt finish issue 6 of the news-disk during the summer, so I will try and arrange it so that somebody can get it up at the archive for you all.

Here are my home details:

address:
DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

phone:
+(0)-302-855-026

See you all at the start of October, hopefully sooner! Bye for now!

Dean Garraghty.

2236. SEEPIC at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 14:36:54 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Jun9.143654.26031@aber.ac.uk>
Source record: 110985

As promised a while back, I have uploaded SEEPIC to the archive. It is currently in "new" and is called seepic.arc. Format a SD disk and put a copy of DOS 2.5 DOS.SYS on before unARCing. Boot with Basic. I have also put a few .PIC files in the archive as well. The last one will give a CRC error because my RAM disk ran out of room so it didn't fit in the ARC file!

Seepic is easy to use. It takes a directory of the disk looking for .PIC, .PI8, and .PI9 files. .PIC is for Atari/Koala/Micropainter files, .PI8 is for mode 8 files, and .PI9 is for digitized pictures and so forth. To get the help screen just press ? after a directory has been taken. Select pictures by pressing the relevant key from the menu of files. SEEPIC decides what sort of picture it is from the extender, but you can change modes by using CTRL and 7,8,9. 7 for normal .PIC colour pictures, 8 for mode 8, and 9 for mode 9. On mode 8 you can press the inverse key to change black to white, and white to black. To print the picture just hold down START. SEEPIC outputs to Epson and XMM801 printers. No need to tell it which you are using. SEEPIC just prints whatever it has on the screen regardless of what mode it's actually in! For .PIC colour files you can select what types of shades you want to represent the various colour registers. SEEPIC is a great program! Have a fiddle with it!

Dean Garraghty.

2237. wanted atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 19:59:24 UTC
From: lenin@wam.umd.edu
Message-ID: <1992Jun9.195924.12650@wam.umd.edu>
Source record: 110987

Hello, I want to get an atari 400 or an 800 in working condition.
if you have one that you don't use anymore and peripherals with it
drop me a note.
thanks.

--

Alec Perez "Why won't you kill me Harlock...?"
Aperez@umdacc.umd.edu Queen Laffresia (SP Harlock)
Lenin@wam.umd.edu

2238. Re: Action! trig functions, action! sucking

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 20:21:35 UTC
From: dye@i88.isc.com
Message-ID: <1992Jun09.202135.5523@i88.isc.com>
Source record: 110988

In article <92161.025915JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>Well, I ported the MAC/65 floating point Trig functions SIN and COS
>over to Action!...and they are horribly slow. I noticed that even in
>assembly, the demo's ran slow... lots slower than even my BASIC XL can
>calculate the same SIN values. I don't really know what gives,
>the BASIC programmers must have done a terrific job creating a fast
>TRIG engine... whereas these MAC/65 macros are horribly inefficient.

Do these actually do math, or are they simple table lookup
routines?

Re: action! being non-recursive sucks, so what? It was a compromise.
If you want a recursive language, use C, but be prepared for a big
performance hit. Trying to run a stack driven language on a machine
with no hardware stack per se (and implementing one in software)
sucks more than action! not being recursive.

--Ken
--
Ken R. Dye an optimist is a guy |
Interactive Systems Corp., Chicago that has never had |
(800) LAI-UNIX x341 much experience |
dye@i88.isc.comm archy |

2239. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 22:58:10 UTC
From: greg@Quotron.COM
Message-ID: <greg.708130690@duke>
Source record: 110990

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

[The trouble with triggles (Ha!) deleted.]

>Are there any other suggestions?

Use look-up tables if you don't need real strict accuracy. It's as
fast as you're going to get and gives you 95% of the functionality.
I had the same problem defining a parabola once and the table worked
dandy.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@duke.quotron.com so I doubt he'd agree with me.

2240. News-Disk files

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-09 23:22:20 UTC
From: bmarcum@world.std.com
Message-ID: <BpLq98.DHJ@world.std.com>
Source record: 110989

I downloaded the News-Disk files from the archive, but there seems to be something wrong with issue4.arc. It unarcs okay, but the filenames don't match the contents of the files. The sampled sound file seems to be missing; other than that, all the files are there, but under different names. I wrote e-mail to Dean Garraghty, but then I saw his post that he was going to be off the net until October.

The other News-disk files were fine, and I recommend getting them.

Bill Marcum bmarcum@world.std.com

2241. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 00:32:17 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <1937.1619218658@kcbbs.gen.nz>
Source record: 110984

Joseph Sabatino writes:-
>
>The program Snapshot15m works exellect with many programs and
(rest of message deleted)

The only problem I have had with freezing when snapping between
different Snapshots is from Bobterm if I don't exit out of it first! I
think it is something to do with the r-handler it loads but I wouldn't
be sure about that! I use a 256k rambo 800xl with a Blackbox that has
it's own r-handler. Joseph you never did reply to my email asking you
about your Oasis 4.7 BBS and whether or not you were OasisNetting with
any other Oasis BBS's?


```
__________ _______________________________
| _ | \ \ || / / |
| * \\_ | \ \ || / / |
|* * /_ > | Kia Ora from Aotearoa |
| </ | Land of the Long White Cloud |
| * /~> | pandora@kcbbs.gen.nz |
| /_/ | / / || \ \ |
|__o_______|_______/_/____||____\_\_______|
```


--- KCReader v0.95 beta

2242. Do you remember????

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 00:32:19 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <1939.1619218663@kcbbs.gen.nz>
Source record: 110983

Robert Trabucco writes:-
>Just out of curiosity....
>
>How many of you remember when the 800 was $1000 with 16k?????
>
I remember when my 400 cost me $NZ1200 (around $US650) about 11 years
ago!

--- KCReader v0.95 beta

2243. Re: GOD! (HD optimizing program)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 03:16:31 UTC
From: arthur@pnet01.cts.com
Message-ID: <1992Jun10.031631.496@crash.cts.com>
Source record: 110991

ab588@yfn.ysu.edu (joseph sabatino) writes:
>Does anyone out there know of a HD optimizing program for the
>8bit?....

How about a floppy drive optimizing program?

Arthur L. Rubin (home) (714)671-1051
PO Box 9245 (work) (714)961-3771
Brea, CA 92622 MCI Mail: ARUBIN 216-5888
Compuserve: 70707,453
INET (work): a_rubin@dsg4.dse.beckman.com (I don't know UUCP path)
INET: arthur@pnet01.cts.com or arubin@pro-sol.cts.com
UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01![arthur pro-sol!arubin]
ARPA: crash!pnet01![arthur pro-sol!arubin]@nosc.mil
>>> All opinions expressed here are my own and do not represent my employer<<<

2244. Re: Action! trig functions, action! sucking

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 03:46:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92161.224613JJMCWILL@MTUS5.BITNET>
Source record: 110994

nnget
In article <1992Jun09.202135.5523@i88.isc.com>, dye@i88.isc.com (Ken R. Dye)
says:
>
>
> Do these actually do math, or are they simple table lookup
>routines?
>
No, they actually do math, it makes calls to the Floating Point
package in the Atari O.S. to do multiplacation, div. adds, etc.
to approximate the COS/SIN functions within a degree of error not
noticeable given the number of significant digits the floating point
package supports. But the lookup table is actually probably the way
I am going to implement the SIN/COS functions... since I am
basically using the Trig functions in an object rotation
subroutine... where the angle of rotation is limited to
45 degree increments.. a look-up table of this size is easy to handle.

I looked up those two CORDIC Rotator articles today. They really blew
me away. For someone having math up to Differential Equations,
the theory kinda lost me. THe older article had some program code
written in BASIC. Since BASIC doesn't support variable types, I wasn't
sure what was Integer and which were F.P. variables.
The article in Dr. Dobbs Journal had a sample in C. But it used
32 bits to represent the floating point number, and some other syntax
that really didn't make much sense to me. Converting the number
as it is represented by the 32bit word into something useable by Action
seems a little difficult. Perhaps I should quit pretending to be
a computer programming guru.. some of this stuff seems a bit out of
my league, or else I am just too lazy to really sit down and
dig into the stuff....

>Re: action! being non-recursive sucks, so what? It was a compromise.
>If you want a recursive language, use C, but be prepared for a big
>performance hit. Trying to run a stack driven language on a machine
>with no hardware stack per se (and implementing one in software)
>sucks more than action! not being recursive.

Yeah, I agree, Action! sure has the speed without having to program
in straight assembly language. The tradeoff just means not being
able to use some ready-to-run code samples and having to reinvent
some algorithms, like the aforementioned area fill algorithm.

2245. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 04:56:40 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Jun10.045640.592@cs.tulane.edu>
Source record: 110992

In article <1937.1619218658@kcbbs.gen.nz> Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes:
>Joseph Sabatino writes:-

>The only problem I have had with freezing when snapping between
>different Snapshots is from Bobterm if I don't exit out of it first! I
>think it is something to do with the r-handler it loads but I wouldn't

It must have something to do with the r-handler built into the BlackBox, even as we speak, I'm swithching between Bobterm, Kermit (Yeah I know, but it was already saved as immage 3) and TextPro 4.56. (I'm using the 10 image version of snapshot SNHD30) The only trouble I have had is that Bobterm will resend the macro attached the image hot key (sh-ctrl-1). Other than that, I've had no troubles with the program. I might also say that I'm using an MIO.... That may have something to do with it, I'd been told that the BlackBox and MIO handle the R-handler differently.

If your interested, I'll send the hard drive version of snapshot to the Atari Archive

Sherry

--

_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

2246. Forth, help.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 04:57:22 UTC
From: tac10@isuvax.iastate.edu
Message-ID: <1992Jun10.045722.13467@news.iastate.edu>
Source record: 110993

I got fortha.arc and forthb.arc (antics figforth?) and have
(from atari.archive.umcich.edu)
become enamoured of this language. These particular implementations
are not working well for me; crashing after VLIST, and failing
to load many screens on the smaller kernel. Also, I mainly use
spartados with us doubler on my lone 1050. This pd forth is
designed around single density dos2 of some sort. There are no
files, screens being stored on contiguous blocks of sectors.?
The gist:
What other forth implementations can I get? Can I get something
to work with sparta and us doubler?
How about a forth kernel source code that I could modify
and implement myself (assembly).

Set.

ps. Any help or information would be greatly apreciated; it amazes
me that so much interest remains for atari 8bits.
pps. Ive had and used my 800 scince the early 80s, with no problems.
I still use it nightly as a terminal and for any computing
problems that might arise. Who need ask for more?
(ob. testimonial)

2247. Re: Do you remember????

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 08:02:01 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1992Jun10.000201.1@vax.sonoma.edu>
Source record: 110995

I remember when 16K cost $200

Shoot, I remember when 4K for a CPM machine was $400 or so.

Joe

2248. Re: Action! trig functions, action! sucking

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 08:22:41 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <12637@mindlink.bc.ca>
Source record: 110996

> Jeff McWilliams writes:
>
> But the lookup table is actually probably the way I am going to implement the
> SIN/COS functions... since I am basically using the Trig functions in an
> object rotation subroutine... where the angle of rotation is limited to 45
> degree increments.. a look-up table of this size is easy to handle.

Umm... did you say 45 degrees? Throw the trig out! There are only five possible values you can be dealing with: -1, -sqr(2)/2, 0, sqr(2)/2, and 1. If this isn't a case for table lookup, I don't know what is. In fact, don't even bother with floating point. I really doubt you'll need it. Isn't your project dealing with a virtual screen in RAM, somewhat less than 2k by 2k? Like, FX-80 fullpage high density print, perhaps? Scaled 16-bit numbers should do nicely.

2249. CASES

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 08:26:05 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Jun10.015609.3261@wvnvms.wvnet.edu>
Source record: 110997

Has anyone ever dropped an 8-bit motherboard, drive, p/r / 850 board into an IBM clone case before. The reason I ask is that I may possibly be getting a second 8-bit and would like to run a bbs from it. Unfortunately, I live in a One Room Apt. so space is VERY limited. + i think it would make things a hell of a lot neater.

Thanx in advance
Joe Phlegm
Phlegm Bros.

2250. Re: Forth, help.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 13:34:21 UTC
From: nick@sw.stratus.com
Message-ID: <3765@transfer.stratus.com>
Source record: 110998

When I still had the time to hack on the 800, I used to use Forth exclusively. I used ValForth, which had a very good development package. I don't know what the state of the company or the product is, but if you can find it, I can recommend it.

I always used it with drives in single density mode, so I never saw any problems and can't offer any advice.

If you want sources, the Forths you have are both based on the original Fig-Forth put out by the Forth Interest Group. I believe that if you join, they should be able to send you a copy of their Forth with sources. They also have an enormous Forth library. I don't have their address with me, but if you post a query to comp.lang.forth, I'm sure you will get a reply.

I hope you find Forth as enjoyable as I did. There is a learning curve involved with the language that discourages a lot of people the first time they pick it up. (I did that. The first time I looked at it I didn't like it. I got so frustrated at the other available tools for the 800 that I eventually picked it up again, and never put it down.) Once you get through the curve, you'll have a hard time going back to compiled languages.

/nt

I don't speak for Stratus Computer Inc.

2251. Request for help

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 13:55:16 UTC
From: nick@sw.stratus.com
Message-ID: <3768@transfer.stratus.com>
Source record: 110999

A couple of years ago, before I had internet access, I had a friend of mine post an article stating that I had written an interactive Forth debugger, and would be willing to distribute it to anyone who wanted it, but I could not upload it because I had no modem for my 800. To my slight surprise, I got 2 responses to my offer, and I sent each a disk, with the program and some documentation.

I was hoping that one of the gentlemen would upload the program to the archive at umich, but I don't see any evidence that it happened. (If it is there, and I've overlooked it, could someone point it out to me?)

In any case, I'd like to have the program uploaded so I can archive it and maybe port it to some other systems. Unfortunately, I still lack a modem, and have no plans to buy one because I hardly ever use my system for anything other than game playing anymore. Would anyone with a modem be willing to upload it to their system and email it to me if I send them a floppy with the file? I'd really appreciate it.

Please reply to me if you can do it. Thanks.

/nt

2252. Re: Forth, help.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 13:57:49 UTC
From: nick@sw.stratus.com
Message-ID: <3770@transfer.stratus.com>
Source record: 111000

BTW: I noticed that forth_83 is now on umich in the languages directory.
You may want to move to this one, since all the literature deals with F83
now.

/nt

2253. Re: CASES

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 16:02:05 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60352@cup.portal.com>
Source record: 111001

Michael St. Piere <SP?>, the guy who did transkey anyway, demoed his at a SLCC meeting. He managed to stuff a Black Box/HD etcetera into the same case & did a VERY neat job. The XT power supply was enough to run everything.

2254. Re: (HD optimizing program)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 19:45:51 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jun10.194551.25256@ucsu.Colorado.EDU>
Source record: 111002

In article <1992Jun10.031631.496@crash.cts.com> arthur@pnet01.cts.com
(Arthur L. Rubin) writes:
>ab588@yfn.ysu.edu (joseph sabatino) writes:
>>Does anyone out there know of a HD optimizing program for the
>>8bit?....
>
>How about a floppy drive optimizing program?
>--
>Arthur L. Rubin (home) (714)671-1051

MYDOS 4.x has one built in, and it just requires a few keystrokes (and a
RAMdisk with at least as many sectors free as are used on the disk you want
to optimize):

C
1 8
I
1/N
C
8 1

And you're done!

;^) ;^)

--Michael

Michael Hill <>< Isaiah 9:6 | "I'm here to tell you there's another way
hill@spot.Colorado.EDU | To consume a hungry heart
Ball Aerospace Systems Group & | Jesus is waiting just a prayer away
University of Colorado@Boulder | Let him in to where you are"
$ mv net.flames /dev/null | --Michael W. Smith, "The Last Letter"
----------All glory to God in the highest!----------

2255. Re: CASES

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 21:42:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92162.164215JJMCWILL@MTUS5.BITNET>
Source record: 110908

I did some serious thinking about doing the same thing a while ago.
The biggest hurdle will be how to bring out the cartridge port
to somewhere in front so that you can pop carts in and out.
Or maybe you are like me, and don't switch carts much. I usually always
run a stack of RTIME8, Sparta-X, and BASIC XL. Bob Woolley talked
about bringing out the cart port so that you had an edge connector
in one of the floppy drive bays. But you have to be very careful with
making a ribbon cable that runs from the computer to the edge connector.
I recall several reports of the cartridge port being very finnicky
about long cables. Now we're back to the cable length problem that
Ben Poehland talked about.

By the way Rick, I didn't know you were an SLCC member. SO am I, just
a long distance one. Maybe SOMEDAY I'll get to a meeting. :)

Jeff McWilliams

2256. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-10 21:49:25 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun10.214925.26257@news.ysu.edu>
Source record: 111003

Sherry...I just sent Snsht30d.uue (ARCed) to the archive a couple
of days ago....I didn't get it back this time so it must have
worked this time. I am using the MIO also and I have no trouble
at all with snapping in and out of any program (ecpt AWP3.0 just
goes bonkers). The only drawback in using Bobterm and Snapshot
is you can't use the sh^# keys for macros but you can use the
other macro keys unnm
other macro keys under [J] on the main menu.
Snapshot15m will work with Bobterm if you get the "Rehacked"
program from CTH.
--

2257. Re: Forth, help.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 00:24:51 UTC
From: bmarcum@world.std.com
Message-ID: <BpnntF.F4@world.std.com>
Source record: 110905

I've played around with Fig Forth in the past. I seem to recall there were some compatibility problems with XLs, but they could be fixed. And, I listed the disk I/O routines and found you could use double density if you added a certain constant to the block number (it was either $2000, $4000 or $8000; of course you don't use the dollar sign in Forth). The boot routine might have to be rewritten to boot from a DD disk.

Bill Marcum bmarcum@world.std.com

2258. Re: Forth, help.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 00:33:54 UTC
From: bmarcum@world.std.com
Message-ID: <Bpno8J.y5@world.std.com>
Source record: 110906

In article <3770@transfer.stratus.com> nick@sw.stratus.com (Nicolas Tamburri) writes:
>BTW: I noticed that forth_83 is now on umich in the languages directory.
>You may want to move to this one, since all the literature deals with F83
>now.

Is that a subdirectory of the 8bit/ directory? The index I got from the
mail server "send 8bit/Index" didn't show a languages directory, but it is
a couple of months old.

Bill Marcum bmarcum@world.std.

******** 69 unread articles in alt.binaries.pictures.erotica--read now? [ynq]---

2259. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 02:40:00 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Jun11.024000.15927@cs.tulane.edu>
Source record: 110907

In article <1992Jun10.214925.26257@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>Sherry...I just sent Snsht30d.uue (ARCed) to the archive a couple
>of days ago....I didn't get it back this time so it must have
>worked this time. I am using the MIO also and I have no trouble

With Bobterm, I mainly use one macro... so I moved it out of harms way.
The program now works great! I'll check the archive out and if it's not
there I'll send it up.

Sherry

--

_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

2260. Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 04:02:17 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <14537.162921739@kcbbs.gen.nz>
Source record: 111004

tmkk@uiuc.edu(Khan) writes:-
>simply died. Now when it powers up all I get is a black screen and a
>small "chirp" from the speaker, then nothing.

The first thing to check is your power pack!

```
---------- ------------------------------------------
| _ | |
| \\_ | Please do NOT QUOTE more than 2 LINES in a |
| /_ > | message to me. My Usenet email is NOT FREE.|
| </ | I have to pay for EVERY word outgoing AND |
| /~> | INCOMING! I am slowly going BROKE! |
| /_/ | Kia Ora from Auckland, New Zealand. |
| o | pandora@kcbbs.gen.nz |
|__________|__________________________________________|
```

--- KCReader v0.95 beta

2261. Re: Forth, help.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 09:44:45 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Jun11104445@zappa.FtCollins.NCR.com>
Source record: 110917

>>>>> On 10 Jun 92 13:34:21 GMT, nick@sw.stratus.com (Nicolas Tamburri) said:

nick> When I still had the time to hack on the 800, I used to use Forth
nick> exclusively. I used ValForth, which had a very good development
nick> package. I don't know what the state of the company or the
nick> product is, but if you can find it, I can recommend it.

ValForth ruled. They had lots of really nice modules you could add on to
it. I got the player-missle graphics which was really well done.
The company is no longer in business, but if you like forth and still
use an 8-bit, I strongly recommend looking high and low for a used copy!

nick> I always used it with drives in single density mode, so I never saw any
nick> problems and can't offer any advice.

Alas, the 'screens' concept in Forth is too low level. I've seen Forth's
on more modern systems which have a file system interface, much nicer.
All the Forths I've seen on the 8-bit were screen oriented. One of the
ValForth modules did give you an interface to Atari's DOS so you could
do files, though.

nick> I hope you find Forth as enjoyable as I did. There is a learning
nick> curve involved with the language that discourages a lot of people
nick> the first time they pick it up. (I did that. The first time I
nick> looked at it I didn't like it. I got so frustrated at the other
nick> available tools for the 800 that I eventually picked it up again,
nick> and never put it down.) Once you get through the curve, you'll
nick> have a hard time going back to compiled languages.

Forth is definitely a neat language and very fast. I think most people
get kind of freaked out over the RPN and shy away. Sigh. This makes me
want to go home, dig the old 8-bit out of the closet and fire up
ValForth!

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/***/
Hello... IRON CURTAIN? Send over a SAUSAGE PIZZA!
World War III? No thanks!

2262. Re: Do you remember????

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 11:15:10 UTC
From: andrewh@panix.com
Message-ID: <1992Jun11.111510.25314@panix.com>
Source record: 110912

In article <35848@uflorida.cis.ufl.edu> rwt@reef.cis.ufl.edu (Robert Trabucco) writes:
>Just out of curiosity....
>
>How many of you remember when the 800 was $1000 with 16k?????

When I first got the 800, they gave us 16K, but took out the program recorder
and the educational cartridge (originally the basic setup was 8K with the
latter).

>
>That was 1980, and when I got mine! You got a basic cartridge, 410
>program recorder, a skimpy manual, and thats it. Since then I have
>gotten 800xls, 130xes, and even a 600xl. Not a single one of them
>gave me less trouble the the 800. Of the bunch it is the only one
>that still has all it's original equipment, and the rest since needed
>repair. I guess it goes to prove you DO get what yo pay for!
>
>Long Live the 800!
>

I now use my 800XL, but the 800 is still functioning. All the XL needed
was a little cleaning.

2263. IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 11:16:21 UTC
From: atario@cats.ucsc.edu
Message-ID: <36953@darkstar.ucsc.edu>
Source record: 110909

Has anyone heard of this? I remember it being said that the resulting disk is in DD Sparta format (not sure whether skewed . . .). If so, what's the name and where can I find it? (Need it quick; school year ending quickly.)

--

__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

2264. Re: Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 12:56:01 UTC
From: tmkk@uiuc.edu
Message-ID: <BpoMLE.AF1@news.cso.uiuc.edu>
Source record: 110910

In article <14537.162921739@kcbbs.gen.nz> Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes:
>tmkk@uiuc.edu(Khan) writes:-
>>simply died. Now when it powers up all I get is a black screen and a
>>small "chirp" from the speaker, then nothing.
>
>The first thing to check is your power pack!

The computer was getting power - the power LED came on, and the screen changed to the black you see when you first power up but before the blue GR. 0 screen comes up. Fortunately, I found a place nearby that still repairs Atari 8bits. The bad news is it's likely to cost me $80! :-/

The lengths I go to play Ali Baba... ;-)

2265. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 12:56:09 UTC
From: tmkk@uiuc.edu
Message-ID: <BpoMLL.AFv@news.cso.uiuc.edu>
Source record: 110911

In article <36953@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>Has anyone heard of this? I remember it being said that the resulting disk
>is in DD Sparta format (not sure whether skewed . . .). If so, what's the
>name and where can I find it? (Need it quick; school year ending
>quickly.)
>--
> __ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
> (_ | Delphi: ATARIO | "This is only an exhibition. This is not a

Yes, I have heard of this. In fact, there are TWO versions, one of which
is called, oddly enough, ATARIO. I forget the name of the other. Both
allow an IBM PC's 360K floppy drive to read and write Atari 8-bit format
disks (in DD format, as I recall). In my experience, the reliability is
not the best, but that may be attributable to either my Indus GT or my
XT's floppies being out of alignment after all these years (or both).

If people are interested in this file, suggest an anonymous ftp site
somewhere. I'll go home tonight and see if I can find the program. If I
can, I'll upload it to that ftp site. Preferably a site that allows
people to send in email requests, since there are alway people who don't
have ftp and I don't have the time to email out copies to a bunch of
people. Or, if it's small enough, maybe I'll just post it here.

2266. Re: Forth, help.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 13:23:25 UTC
From: nick@sw.stratus.com
Message-ID: <3812@transfer.stratus.com>
Source record: 110913

In article <Bpno8J.y5@world.std.com>, bmarcum@world.std.com (Bill Marcum) writes:
> Is that a subdirectory of the 8bit/ directory? The index I got from the
> mail server "send 8bit/Index" didn't show a languages directory, but it is
> a couple of months old.
>
> Bill Marcum bmarcum@world.std.

You're right. I was looking under the atari/languages directory, not the
8-bit directory. Sorry.

/nt

2267. Re: Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 19:34:20 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun11.193420.27729@usenet.ins.cwru.edu>
Source record: 110914

In a previous article, tmkk@uiuc.edu (Khan) says:
>
>The computer was getting power - the power LED came on, and the screen
>changed to the black you see when you first power up but before the blue
>GR. 0 screen comes up. Fortunately, I found a place nearby that still
>repairs Atari 8bits. The bad news is it's likely to cost me $80! :-/

Hmm, this sounds like a similar problem a friend of mine had on his 800xl.
We Opened it up and swapped many a chip, the problems came down to a Single
64k DRAM being burnt out. We replaced the chip and everything is fine and
dandy. [Costed less than $2 to fix]

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2268. Original hard&software sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 20:53:27 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.31@sofus.dhhalden.no>
Source record: 110915

I'm posting this for a friend without access to the net.

He's collecting old 8-bit items and are looking for the following:

ComputerEyes digitizer (PAL version!!!)
StarFleet I (must be original w/box)
Atari Lightpen

Anyone who has these items or anyone with info about where to get them,
please mail me at jonal@sofus.dhhalden.no.

Thanks!

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1776 HALDEN, NORWAY | I get a humble TT030?

2269. Re: Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 21:25:43 UTC
From: cfbdb@ux1.cts.eiu.edu
Message-ID: <1992Jun11.212543.31455@ux1.cts.eiu.edu>
Source record: 110916

Did you check with that company in Westfield, IL?

2270. Needed and for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-11 22:37:03 UTC
From: seanm@terapin.com
Message-ID: <seanm.0e1c@terapin.com>
Source record: 110922

I am interested in purchasing cartrige games for the Atari 800 line of computer. All games titles considered. Reasonable prices only. No docs necessary.

Ihave some items for sale:

Atari 1050 with US Doubler power, IO, box $75.00
Atari 850 interface no power or IO $30.00
Atari 850 interface w/power & IO $40.00

100 or so Atari disks. Some original games with docs, some not...Most seem to work. Backups of 5 years of Atari BBS operations.
$$Make offer

Atari related books:

DeRe for the Atari
Mapping the Atari
Technical referance manual
Atari BASIC
400-800 Firld Service Manual
SpartaDos COnstruction Set (Manual and Disks)
Books $25.00

Monkey Wrench II right hand cart for the 800 computer
with docs $10.00

Shipping not included....Email to seanm@terapin.com

The mail link is not always working, so try a couple of times if ya bounce.

---Sean---

2271. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 00:46:27 UTC
From: bmarcum@world.std.com
Message-ID: <BppJHG.5J4@world.std.com>
Source record: 110919

Atario and util are in the archive at umich.edu. FTP to atari.archive.umich.edu or send mail to atari@atari.archive.umich.edu . The file names are 8bit/atario.arc and 8bit/util.arc (There are a lot of other files with names beginning with "util". Don't know if those are source code or different versions of the program). Not having an IBM compatible, I've never used either of these programs. As I understand it, they use double-density Mydos format, not Sparta format. I have heard of a program for IBMs to read Sparta format disks, but I'm not sure what it's called.

Bill Marcum bmarcum@world.std.com

2272. Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 02:08:33 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Jun12.020833.13614@news.ysu.edu>
Source record: 110918

Just a note on the Black Box form CSS..
I recently purchased one, along with the Floppy Board and a Xebec controller card.
We all know what great products these are, but I have to add one thing..
CSS stands behind their stuff! I had some problems getting started with my new setup, problems that required CSS to UPS me several replacements..they did it at their own cost and no questions asked!
They could have said "Hey you blew your chips out..tough dookey"
BUT THEY DIDN'T..They took care of me, and I am letting you all know about it..
If you had any doubts about making a purchase from these guys, give it a rest..They're cool..
Joe
--

2273. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 02:26:15 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <11JUN92212615@tiamat.hacks.arizona.edu>
Source record: 110920

In article <BppJHG.5J4@world.std.com>, bmarcum@world.std.com (Bill Marcum) writes...
>format, not Sparta format. I have heard of a program for IBMs to read Sparta
>format disks, but I'm not sure what it's called.

Hmmmm..... I see my program has brought me little fame. SpartaRead reads
SpartaDOS format disks on a PC. I placed it in all the popular places,
but have gotten little response on whether or not people even use it.
Since I'm out of the 8bit business for a while, I'd be willing to give
the source code to someone who's interested in adding WRITing functionality
for it.

(If you're looking for the file, check for SR.ZIP or SR.ARC or something...)

##

"If you can't lick'em, put 'em on with a big piece of tape."
/ \
Oscar Fowler \ /\
omf@tiamat.hacks.arizona.edu | \/ \
\ | |
Jeu lives! negativland \|____|

2274. snhd30.arc

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 06:41:39 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Jun12.064139.13287@cs.tulane.edu>
Source record: 110921

Okay, I checked the Atari archive and did not see the hard drive version of SnapShot. It's now available in atari/8bit/new.

Something else of interest, I can't remember if it was discussed here or on another net but, someone was asking about a program to backup a hard drive (or MIO). There is a file on CIS called Alfback that will backup you entire hard drive. As soon as I test it out, I'll be sending it too to the archive.

Let me know if there is any interest, if not I'll just hang on to it and save space at UMich.....

Talk to y'all later

Mike...

BTW if anyone has a Diamond cart that they would like to sell, please drop me a note, I'd like to add it to the Atari collection at the WBUG archive here in Louisiana.

Thanks....
--

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

2275. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 08:05:00 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Jun12.013057.3270@wvnvms.wvnet.edu>
Source record: 110923

In article <BppJHG.5J4@world.std.com>, bmarcum@world.std.com (Bill Marcum) writes:
> Atario and util are in the archive at umich.edu. FTP to atari.archive.umich.edu
> or send mail to atari@atari.archive.umich.edu . The file names are
> 8bit/atario.arc and 8bit/util.arc (There are a lot of other files with names
> beginning with "util". Don't know if those are source code or different
> versions of the program). Not having an IBM compatible, I've never used
> either of these programs. As I understand it, they use double-density Mydos
> format, not Sparta format. I have heard of a program for IBMs to read Sparta
> format disks, but I'm not sure what it's called.
>
> Bill Marcum bmarcum@world.std.com

Just one more thing to add... you must use true 360K drives; no 720 or 1.44HD.
And you have to have a U.S. Doubler, Happy, or a clone of one of these if you
own a 1050 since the prog works in DD.
Hope I'm not treading on old terf.
Theo Phlegm
Phlegm Bros.

9 days past the BIG FLUSH and we still have an account.

2276. Re: CASES

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 08:05:02 UTC
From: un037406@wvnvms.wvnet.edu
Message-ID: <1992Jun12.014503.3272@wvnvms.wvnet.edu>
Source record: 110924

In article <92162.164215JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> I did some serious thinking about doing the same thing a while ago.
> The biggest hurdle will be how to bring out the cartridge port
> to somewhere in front so that you can pop carts in and out.
> Or maybe you are like me, and don't switch carts much. I usually always
> run a stack of RTIME8, Sparta-X, and BASIC XL. Bob Woolley talked
> about bringing out the cart port so that you had an edge connector
> in one of the floppy drive bays. But you have to be very careful with
> making a ribbon cable that runs from the computer to the edge connector.
> I recall several reports of the cartridge port being very finnicky
> about long cables. Now we're back to the cable length problem that
> Ben Poehland talked about.
>
The cart shouldn't be a problem. I'd be running a BBS off of the one I case, so I shouldnt have to mess with the cart port. Some of the problems I see would be rigging the powersupplies up. I'd like to run the whole thing off of one power supply, but since the drive must be powered up before the computer I'm stuck with two. Which leads me to a question. Does a hard drive have to be powered up before the computer, or can things routed thru the par. bus be powered up at the same time?

>
> Jeff McWilliams

2277. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 12:39:57 UTC
From: tmkk@uiuc.edu
Message-ID: <BpqGIM.FH8@news.cso.uiuc.edu>
Source record: 110928

In article <BppJHG.5J4@world.std.com> bmarcum@world.std.com (Bill Marcum) writes:
>Atario and util are in the archive at umich.edu. FTP to atari.archive.umich.edu
>or send mail to atari@atari.archive.umich.edu . The file names are
>8bit/atario.arc and 8bit/util.arc

Actually, the first filename is atario21.arc.

>beginning with "util". Don't know if those are source code or different
>versions of the program).

util.arc contains the full source, as does atario21.arc.

2278. Re: CASES

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 16:42:17 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92164.114217JJMCWILL@MTUS5.BITNET>
Source record: 110932

In answer to the power up question, the Hard Drive needs to spin up to speed before either the Black Box or MIO are powered on, and the computer can't be turned on before the Black Box or MIO. You could wire in a delay line for the computer... the TKFREEZE circuit that supplements a Transkey Atari has an adjustable power-up delay.

Jeff McWilliams

2279. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 16:46:07 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92164.114607JJMCWILL@MTUS5.BITNET>
Source record: 110936

Marek,

Okay, my Calc book says this is a Maclaurin Series. What's in a name though.

x^3 x^5 x^7
you say that SIN(x)=x- --- + --- - --- would yield a reasonable accuracy?
3! 5! 7!

I guess I will have to look into this....

Jeff McWilliams

2280. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 18:19:07 UTC
From: darkwing@cis.umassd.edu
Message-ID: <1992Jun12.181907.2022@cis.umassd.edu>
Source record: 110931

Just thought I'd let everyone know that UTIL will read and write files to Atari 3.5" DSDD disks (720K) in MYDOS format as well.... (I do this since I do not have a 360K drive on my PC, and I do have a 3.5" on my ATR8000 on my Atari....)

I'm not sure if the current program has the following two bugs (or flaws):

1. Switches have to be in uppercase to work... no error is generated if lower case is given, and the program doesnt work right if lower case is given... leading you to believe that the program doesnt work...

2. Does a disk reset call on the PC before every write... this causes the drive heads to go to track 0 then to the desired track and do the write... which happens for all 9*2*80 sectors (if all are used).... not quick, and not nice for the PC drive.... If this is not corrected in the version on atari.archive.umich.edu, I will correct it, recomple, and post, and upload.... (ssometime....:-)

Later,

-- Curt

darkwing@cis.umassd.edu

2281. Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 18:37:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-12-11:37:47.89*UJ1G"@DKAUNI2.BITNET>
Source record: 110925

Jeff McWilliams writes:

> Well, I ported the MAC/65 floating point Trig functions SIN and COS
> over to Action!...and they are horribly slow. I noticed that even in
> assembly, the demo's ran slow... lots slower than even my BASIC XL can
> calculate the same SIN values. I don't really know what gives,
> the BASIC programmers must have done a terrific job creating a fast
> TRIG engine... whereas these MAC/65 macros are horribly inefficient.
>
> I think I will look for those CORDIC rotators articles somebody mentioned
> a while ago.
> Are there any other suggestions? If anybody is interested, I can post
> my TRIG.ACT routines to here... not to A.A. though.

You could create some fast trig functions by using the TAYLOR-series.
I'm terribly bad in maths but I think the SIN function would be like

sin(x):=x-x*x*x/3!+x*x*x*x*x/5!-x*x*x*x*x*x*x/7!+- ..etc.

please correct me if the above equation is wrong. It should be easy
to implement this in Action!. It isn't necessary to continue the
approximation. The above calculation will provide an accuracy up
to 7-9 decimals or better.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2282. News-Disk files

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 18:41:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-12-11:41:57.01*UJ1G"@DKAUNI2.BITNET>
Source record: 110926

Bill Marcum writes:
> I downloaded the News-Disk files from the archive, but there seems to be
> something wrong with issue4.arc. It unarcs okay, but the filenames don't
> match the contents of the files. The sampled sound file seems to be missing;
> other than that, all the files are there, but under different names. I wrote
> e-mail to Dean Garraghty, but then I saw his post that he was going to be
> off the net until October.
>
> The other News-disk files were fine, and I recommend getting them.

Some weeks ago I downloaded issue4.arc and it was fine. The sampled
sound file was included and I've had no problems with nonmatching
filenames. Try to download it again, probably your copy got corrupted
while downloading.
I also recommend getting all News-disk files. They are interesting.

Marek Tomczyk

2283. IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 18:58:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-12-11:58:58.95*UJ1G"@DKAUNI2.BITNET>
Source record: 110927

Bill Marcum writes:
> Atario and util are in the archive at umich.edu. FTP to atari.archive.umich.e
du
> or send mail to atari@atari.archive.umich.edu . The file names are
> 8bit/atario.arc and 8bit/util.arc (There are a lot of other files with names
> beginning with "util". Don't know if those are source code or different
> versions of the program). Not having an IBM compatible, I've never used
> either of these programs. As I understand it, they use double-density Mydos
> format, not Sparta format. I have heard of a program for IBMs to read Sparta
> format disks, but I'm not sure what it's called.

Yes, all of the programs use double-density format. ATARIO can only
read 8-bit disks while UTIL can write, read and format.
But if you want the new version of UTIL.EXE than better get the file
DSKUTIL.ARC. This file contains a debugged version of UTIL.EXE
with some well documented docs. I don't have Sparta-DOS but I think
somebody has uploaded a file named SR.ARC to the archive.
(SR stands for Sparta Read). The filename for DSKUTIL.ARC is
8bit/dskutil.arc at atari.archive.umich.edu (141.211.164.8).

Marek Tomczyk uj1g@ibm3090.rz.uni-karlsruhe.de

2284. power on restart

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 20:52:48 UTC
From: coffin@sol.ced.utah.edu
Message-ID: <1992Jun12.205248.17226@fcom.cc.utah.edu>
Source record: 110933

Newsgroups: comp.sys.atari.8bit
Subject: power up restart
Summary:
Expires:
References:
Sender:
Followup-To:
Distribution:
Organization: Center for Engineering Design
Keywords:

Alright you 8-bit hardware experts out there, I've got one for you.

Im using my 800XL as a controller for my home sprinkler system. I added a battery backed real time clock so that the atari can turn on the sprinklers at 4:00AM. It works very well. The program is written in Turbo Basic. The problem is that if there is a power glitch then the thing dies and my lawn dries out while I'm away for 2 weeks. (Thats my fear anyway). As you all know if you turn on an atari and its disk drive simultaniously, the atari wont boot because it times out before the disk drive is ready. What can I do? I thought I could make a watch dog circuit which asserts the reset pin on the 6502 if the basic program that's running doesn't coutinuously toggle one of the joy stick pins. What do you experts think? If you assert the reset pin on the processor will this cause a cold boot of the whole system? Or will it just do what the reset button on the keyboard does (runs ROM basic and sits there in stupid mode)

Thanks,
Steve Coffin
coffin@ced.utah.edu

Newsgroups: comp.sys.atari.8bit
Subject: power up restart
Summary:
Expires:
References:
Sender:
Followup-To:
Distribution:
Organization: Center for Engineering Design
Keywords:

Alright you 8-bit hardware experts out there, I've got one for you.

Im using my 800XL as a controller for my home sprinkler system. I added a battery backed real time clock so that the atari can turn on the sprinklers at 4:00AM. It works very well. The program is written in Turbo Basic. The problem is that if there is a power glitch then the thing dies and my lawn dries out while I'm away for 2 weeks. (Thats my fear anyway). As you all know if you turn on an atari and its disk drive simultaniously, the atari wont boot because it times out before the disk drive is ready. What can I do? I thought I could make a watch dog circuit which asserts the reset pin on the 6502 if the basic program that's running doesn't coutinuously toggle one of the joy stick pins. What do you experts think? If you assert the reset pin on the processor will this cause a cold boot of the whole system? Or will it just do what the reset button on the keyboard does (runs ROM basic and sits there in stupid mode)

Thanks,
Steve Coffin
coffin@ced.utah.edu

2285. 1050 went dead--want replacement or fix...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 21:04:21 UTC
From: bjrineha@iastate.edu
Message-ID: <1992Jun12.210421.5116@news.iastate.edu>
Source record: 110934

[No readable article body recovered]

2286. Help! My 800XL is DEAD! (Re-send)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 21:26:29 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9206122126.AA00926@smithkline.com>
Source record: 110935

From: PHVAX::POEHLAND 12-JUN-1992 10:47:30.86
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: Help! My 800XL is DEAD!

I concur with the response of the British Underghround Network person (whose header ran so long it was truncated from my copy).
The description of the dead 800XL sounds very much like what happened to me several years ago when I was burning-in a new RAMBO installation, one of the 256K memoeries did a self-destruct & the 800XL came up w/blank screen even tho the red LED was on.
It was very easy to find the offending chip. I opened up the case & removed the keyboard & shields (the computer will boot w/out the keyboard plugged in), turned it on & left it on for 10 min. Screen was black during this time.
After the warmup I started runing my fingers over chips. I came to a chip that burnt my finger (OUCH!!). Yup, it was a DRAM, it was so hot it was beginning to melt the socket. Replacement was simple, cost all of $2.50 (the going price for 256K DRAMs then), & since then no problem.
I think DRAMs can go any time, there seems no rhyme or reason to DRAM failure.

- BEN POEHLAND
The Alchemist

****

2287. Re: snhd30.arc

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 22:38:25 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun12.223825.27789@news.ysu.edu>
Source record: 110937

Sherry.....I have ALFBACK/ALFREST. I use to use it when backing
up my MIO. It took 1/2 hour to do it...lesseee..that works out to
15 hours to backup 30 megs!!
I'm jealous of those PC users who have hard drive optimizing
programs that get rid of all the file fragments and copy everything
back inorder in a very short time. I got a hard drive to save me
time and it really has but if I got to use alfback
I have to take a day off work to do it and another day to load it
back up.
Dunno what happened to the Snhd30d I sent...snhd30 and snhd30d are
2 different programs....the "d" program is better.
--

2288. Re: Cable lengths

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 22:59:18 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun12.225918.28969@news.ysu.edu>
Source record: 110938

Speaking about the difference between a 130xe and the 800xl...
the ports in the back are different...you can plug the cable from
an MIO or BB straight in to the 800xl but you have to have an
adaptor plugged into the back of your xe cuz its the cartrige
port too.....I got mine from Best Computers for $16. It has 2
cart ports on top of it.
--

2289. Re: power on restart

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-12 23:21:11 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun12.232111.178@news.ysu.edu>
Source record: 110939

Ok I don't know if this will help you with your sprinklers but
get yourself a SpartaDos X cart....when the system goes down
(brown out) and then on again the computer doesn't have to boot
a diskbased dos. The first thing the cart does when is boots is
look for a config.sys file on the drive (thats already on) then
it looks for an autoexec.bat file. You can run anything you
want from the autoexec.bat file...and the xcart works with
Turbobasic too (not sparta3.2d disk based dos). To get the
correct time use the R-time-8 cart if you can find one...they
are no longer produced....or you said you had a clock with
battery backup???
--

2290. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 01:22:23 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <4943.1649224387@kcbbs.gen.nz>
Source record: 110929

>If your interested, I'll send the hard drive version of snapshot to the
>Atari Archive
>
Thanks Sherry but it is the HD version that I am using. I'm not too
worried about it though as it really doesn't take more than a few
seconds to load Bobterm in when you have a HDD does it? Probably less
than it does to snap over!

--- KCReader v0.95 beta

2291. Cable lengths

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 01:22:27 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <4947.1649224392@kcbbs.gen.nz>
Source record: 110930

>about long cables. Now we're back to the cable length problem that
>Ben Poehland talked about.
>
Talking about cable lengths etc. reminds me of a problem I had when I
first tried out my Blackbox. I was running a BBS at the time and wanted
a hard drive for it. I purchased a BB second hand and to cut a long
story short managed to get a hdd working just fine with it. I really
wanted to use it with my 130XE but I never could get the BB to work on
either of the two that I have. It worked with no problems at all on my 256k
Rambo 800XL but each time I removed the short parallel port cable (that
came with the BB) and plugged the BB into my XE I just kept on getting
all these extraneous characters on the BB menu and I couldn't get rid of
them! Anyone else using a BB ever had this problem at all?


```
__________ _____________________________________________
| _ | |
| \\_ | Please do NOT QUOTE more than 2 LINES in a |
| /_ > | message to me. My Usenet email is NOT FREE.|
| </ | I have to pay for EVERY word outgoing AND |
| /~> | INCOMING! I am slowly going BROKE! |
| /_/ | Kia Ora from Auckland, New Zealand. |
| o | pandora@kcbbs.gen.nz |
|__________|_____________________________________________|
```


--- KCReader v0.95 beta

2292. Re: snhd30.arc

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 02:07:00 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Jun13.020700.11915@cs.tulane.edu>
Source record: 110940

In article <1992Jun12.223825.27789@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino)
writes:
>
>Sherry.....I have ALFBACK/ALFREST. I use to use it when backing
>up my MIO. It took 1/2 hour to do it...lesseee..that works out to
>15 hours to backup 30 megs!!

<Sigh> After giving ALFBACK a test run on my 20meg drive I know what you
mean... But hay, it was worth a shot... it is a P/D program...

>Dunno what happened to the Snhd30d I sent...snhd30 and snhd30d are
>2 different programs....the "d" program is better.

The version I sent to the archive is the current version on CTH bbs...
as I understand it, an upgrade version is sent to you for a reg fee of
$10. Mine is on the way even as we speak (type ?)

Sherry/Mike
--
____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

2293. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 02:23:02 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun13.022302.15003@usenet.ins.cwru.edu>
Source record: 110941

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>Okay, my Calc book says this is a Maclaurin Series. What's in a name though.
>
> x^3 x^5 x^7
>you say that SIN(x)=x- --- + --- - --- would yield a reasonable accuracy?
> 3! 5! 7!

Hello Jeff, I see you've found many an interesting things to keep you busy.
Anyways, You both are correct. It is a Maclaurin Series, however it has
a special name when c=0, and is called a Taylor Series.
The series, assuming it has a power series expansion is exactly what was
posted, but formally it is defined as:

sin(x) = Sigma [(-1^N) * X^(2n+1) / (2n+1)!] ; n=0 to infinity

This seems to work wonders, however It is only valid in certain cases.
I remember on my Calc_II Honors' final, we had to estimate SIN(y) where
y was somethig like 81 degrees, using Taylor's Formula and Lagrange's form
of the remainder term, accurate to 8 decimal places. Needless to say,
the task was simple, BUT the correct answer and the answer the calculator
gave were TWO totally Different Numbers.

My suggestion, is to go with the lookup tables for the fastest and most
accurate as well as easiest implimentation. But if you want, I can post up
the source code to Basic's SIN[X] and COS[X] functions, from The Atari Basic
Source Book.

Craig Lisowski [The BRiTiSH UnderGround Network person]

Nevermind the fact it says Tony Lang.

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2294. Upgrading a 400 to 48K

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 03:36:29 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <BprM0u.5Er@news.cso.uiuc.edu>
Source record: 110943

I'm working on acquiring a used 400 to replace an 800XL that died a tragic death recently. The model in question is bone stock, which means it probably has the standard 16K of RAM (I don't know for certain, I haven't seen it yet). What I'm wondering is, what would be involved in upgrading this guy to 48K of RAM? I seem to dimly recall a scheme which used the original memory board but replaced the chips with 64K DRAMs (and perhaps cut some traces/added some jumper wires), but I could be wrong about that. So, how tough will it be to upgrade this guy? What's it likely to cost me?

Please email replies, since it's likely to be old hat to most of the readers of this group.

Thanks very much.

--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2295. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 03:50:17 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92164.225017JJMCWILL@MTUS5.BITNET>
Source record: 110942

Craig,

Okay, thanks for the additional information. I do plan on only implementing a lookup table for this program, seeing how I only plan on supporting rotations in 45 degree increments. But who knows when there might be a future need for some fast, accurate TRIG functions without resorting to look-ups, which is why I am still interested in this.
Taking a look at the source code for the BASIC Trig functions would be great. Post away!

Jeff McWilliams

2296. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 04:48:58 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun13.044858.21907@usenet.ins.cwru.edu>
Source record: 110944

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:
>supporting rotations in 45 degree increments. But who knows when there might
>be a future need for some fast, accurate TRIG functions without resorting
>to look-ups, which is why I am still interested in this.

True, I thought you might want to look into this for further support.
Okay, after probing through my calc book and doing numerous calculations
to get an accuracy of 5 Decimal Places, you only need to extend the series
to n=3 or to x^7.

Here is the SIN(x) function in rough outline form [NO not the basic one]
Convert X from Degrees into Radians, this is the key, and then plug
into the formula and there you go... To Convert to radians, multiply by
Pi and divide by 180. [x = x * Pi/180]

```
x^3 x^5 x^7
Sin(x) = x - --- + --- - ---
3! 5! 7!
```

Here is the series for COS(x)

```
x^2 x^4 x^6
Cos(x) = 1 - --- + --- - ---
2! 4! 6!
```

[I think with the COS you'll also get 5 Decimal place accuracy,havn'T done
any calculations to check yet]

The Basic source code is a general entry for both SIN and COS, merely jumps
into the code 15 bytes for COS and start for SIN. They use several bizzare
tricks to do both within the same, and they also evaluate the series. It
might take me some time to post it up and make sure it contains everything
you need to understand.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2297. STUFF FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 09:54:54 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92165.045454JJMCWILL@MTUS5.BITNET>
Source record: 110951

Well, it's time for me to clean out my closet, and sell some things..

600XL, 64K, +4 function keys, monitor jack, REV C BASIC? Not sure.
(luma and chroma work, composite output is a bit flakey)

Rambo XL 256K upgrade for 800XL or 1200XL, with RAM chips.
1030 Modem, with Manual
1020 Plotter, with manual, pens, 1 roll paper
Daisy Dot III official version with manual
Dave Richardson's Daisy Dot III user's guide
Magniprint II+
Megafiler (database program)
Page Designer
Label Master & MultiColumn lister
Official manual for SmartDOS
240 Page DOSXL operator's guide
Atari Protection Techniques
Advanced Atari Protection Techniques
Scanalyzer

Phantasie
The Pawn (still in original box)
Battle of Midway
Realm of Impossibility (original, no manual)
One on One (original, no manual)
Mail Order Monsters (original, no manual)

Writer's Tool - cartridge and disk W.P. with Spell Checker
Kyan Pascal
Rev. C BASIC Cartridge

Microprint printer interface
SIO switcher, from Innovative Concepts
6 System box, for XL/XE, can switch between 6 different Operating Systems
1 set of paddles (for those old games... :))
Turbo816 board
Turbo816 SRAM 256K
TurboCLOK+32K SRAM
Turboassembler
65816 Debugger

No reasonable offer refused. Buyer pays shipping...

I am not trying to make a fortune off this stuff, but I can use
the extra money otherwise I would not be selling it.

Send offers and inquiries to:
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU

2298. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 11:16:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92165.061617JJMCWILL@MTUS5.BITNET>
Source record: 110952

Craig,

Okay, the COS function corroborates with what my Calc book says
as a Maclaurin series (Taylor, whatever). I saw some jumps
in Mapping the Atari that mentioned the COS and SIN functions that
the BASIC cart uses. Be interesting to see if that BASIC Cart. code
can be deciphered....

Jeff McWilliams

2299. Re: power on restart

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 16:30:36 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60536@cup.portal.com>
Source record: 110946

I think I remember a simple delay circuit(???), that'd fill the bill. You just use a resistor/transistor/relay. Can't remember "good" values, but it's just:

```
+5V Power---:----------:
\ : relay contacts
resistor / \
\ +5V E
/ : :
---B:/
: :\
---- E to computer
Capacitor____ to relay coil
: : :
ground -----------------
```

The 1st E on top should'a been C for collector. What happens is the 5V power supply has to charge the LARGE value capacitor through the HIGH value resistor to a high enough voltage to turn on the transistor. You have to choose the resistor such that the transitor will have enough base drive to turn on the relay. Let's say you have a 300 ohm coil on the relay => at 5V it'll draw about 130 mamps. Most small current transistors have a forward transfer of 10 to 200 times their base current so ignoring the forward voltage drops & assuming about a 40X amplification, the maximum value for the resistor to deliver 3.25 mamps is 1.5K ohms. If you're using a different tap off the power supplies adjust accordingly. The capacitor should be a fairly large electrolytic. Just guessing, but 50 to 100 micro Farad. Whoops! make that a 30 ohm coil above for the relay! Looks about right other then that.

2300. Re: The Top #3 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 16:40:04 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun13.164004.6115@usenet.ins.cwru.edu>
Source record: 110947

In a previous article, UJ1G@DKAUNI2.BITNET () says:

>Two days ago I've uploaded the file 'top3demo.dcm' to the archive.

One mere question, Is there any demo's after the Video_Worm one?
No matter what I try, I cant get past that one, so I'M assumeing its
the last one.

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2301. Re: Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 16:47:50 UTC
From: seanm@terapin.com
Message-ID: <seanm.0ejw@terapin.com>
Source record: 110949

Have you checked out the power supply? If it is an XL, they need to have exactly 5v on their pins... If not, they will do everything from what you discribe to having wild screen dances.... If it is just the PS, there are alo of possibilities. All ya need is a volt meter to check it. The original PS tells ya the pin outs I think on the top of the case for the DIN plug.

---Sean---

2302. The Top #3 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 17:22:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-13-10:22:36.95*UJ1G"@DKAUNI2.BITNET>
Source record: 110945

Two days ago I've uploaded the file 'top3demo.dcm' to the archive.
This is a really great demo I wanted to part with you. Some of you
should still remember the 'Das_Omen' demo we used to talk about a while
ago. 'The Top #3' demo is the response to 'Das_Omen'. Remember the
dancing girl in 'Das_Omen'? Then you should see the animation on this
one. It supports the 128K of a 130XE so not upgraded users won't see
everything. Anyway the demo says it uses 444KB of packed graphics data
stored in 128K being depacked real time. It is great!
Another demo on this disk shows more than 100 balls flying around on
the screen forming interesting figures.
This disk contains some more interesting demos. When you are fed up
with watching one demo then press the 'SHIFT'-key to go on with the
following.

I hope you'll enjoy it like I did.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2303. ATARI STfm system 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 18:23:27 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun13.182327.24843@ucsu.Colorado.EDU>
Source record: 110950

I have the following complete system forsale. THE SYSTEM IS CURRENTLY
compatible with ST software, PC software, and is ready for MAC emulation,
and ATARI transformer. READS AND WRITES 720K PC/AT disks, and ST formats
also.

*ATARI 520STfm with 1 meg RAM, 720K internal 3.5" Drive
With internal clock and calender, keyboard
anti-static pad, 9 pin extender for easy access, and
TopCase Cooling FAN (LOW NOISE) for the POWER SUPPLY
SPECS:
MC68000-8Mhz 32 BIT internal/16 BIT arch.
MIDI IN/OUT
RS-232 port, Parallel port, HARD DISK PORT,
Floppy Disk port, TV port.
ROM cartridge port
VIDEO RGB/MONO PORT
VIDEO card built in for low, medium, and high rez.
Emulates MAC with GCR 30% faster than the MAC
(GCR not included)

*BEST MOUSE (2-button oval shape) w/pad

*External 360K drive

*RGB color monitor ATARI 1124 w/ swival monitor stand

*External HardDrive Case with Power Supply (Ready for HD)

*about 400 3.5" 720K floppies with case holders.
Many titles that still have original boxes.

Such Titles as:

PC-Ditto software.
SPACE ACE
WAR IN THE MIDDLE EARTH
FIRST WORD
SHADOWGATE
BAAL
WAR CONSTRUCTION SET
OGRE
OBLITERATOR
THE PAWN
and more...

*BOOKS such as GEM programmers reference from ABACUS
MANUALS, MAGAZINES, AND ORIGINAL BOXES are included.

BUYER GETS EVERYTHING ... $600.00

EMAIL me if interested:
chuj@horton.colorado.edu
chuj@spot.colorado.edu

2304. 8-bit source listing update

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 20:42:17 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Jun.13.16.42.16.1992.5960@remus.rutgers.edu>
Source record: 110857

Once again, here's my listing of
mail order sources still supporting
the Atari 8-bits. There have been a
couple of deletions since the last
update, and a few additions and
address changes (noted with a *).

List updated 6/13/92

Software Infinity
642 East Waring Avenue
State College, PA 16801
Notes:Good PD selection. Also now
marketing commercial European
imports.

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA 95050
(408) 968-9960
Notes:Huge selection of software
and hardware items. Also some new
commercial games, unavailable
elsewhere.

Page 6
P.O. Box 54
Stafford ST16 1DR
Good European commercial & PD
selection of software. Also are
the publishers of New Atari User
magazine...see below.

Micro Discount
265 Chester Road
Streetly, West Midlands B74 3EA
England
8-bit commercial close-outs.

Telegames
Box 901
Lancaster, TX 75146
8-bit, 2600, 5200, 7800, ColecoVision

Gralin International
11 Shillito Road

Parkstone, Poole, Dorset BH12 2BN
England
Fairly good selection of commercial
8-bit software/hardware.

Steve Hoffee/K.O. Software
333 Peninsula Drive
Lake Almanor, CA 96137
Markets a selection of imported
commercial & PD software.

Tampa Computer Orphans (*)
3519 Del Lago Circle #182
Tampa, FL 33614

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
Good PD/shareware selection with
extensive documentation.

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
Independent programmer has produced
2 excellent commercial quality
games for the 8-bit.

Bresnik Software
555 Ware Street
Mansfield, MA 02048
Another independent, producing good
educational software.

UltraBasic
10 East 10th Street
Bloomsburg, PA 17815
8-bit speciality software.

NERDS Software
18 Wendy Drive
Farmingville, NY 11738
Printshop related.

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, Oregon 97005
(503)297-8425

BellCom
PO Box 1043
Peterborough, Ontario, Canada K9J7A5

The largest PD/shareware selection.

Compsult
PO Box 5160
San Luis Obispo, CA 93403-5160
Closeout items galore.

No Frills Software
800 East 23rd Street
Kearney, NE 68847
Closeouts & Printshop graphics.

Miles Better Software
219/221 Cannock Road, Chadsmoor
Cannock, Staffordshire WS11 2DD
England
Excellent mail-order source for
the Atari. They have many games
which were never released in the US

Electronic Clinic
4916 Del Ray Ave.
Bethesda, MD 20814
Refurbished equipment.

Mars Merchandising
1041-B East Charles Road
Lombard, IL 60148-2059
Close-out software.

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
Assorted theme disks.

Bacmun Software
1671 East 16th Street, Suite 629
Brooklyn, NY 11229
PD theme disks.

Amethyst Software (*)
211 South Kansas
Danville, IL 61832
8-bit PD, and closeouts.

American Technavision
15338 Inverness Street
San Leandro, CA 94579
(415)352-3787
Large selection of commercial
software at excellent prices; also
hardware replacement parts.

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950
Known as *the* Atari hardware
store. If they don't have the
part you need, nobody does.

BRE Software
352 West Bedford Ave, Suite 104
Fresno, CA 93711
PD/Shareware.

C&T ComputerActive
PO Box 893
Clinton, OK 73601

Discount Video & Computers (*)
1717 South U.S. 1
Fort Pierce, FL 34950

Starbase Atari Computers
2369 Austin Highway
San Antonio, TX 78218
(512) 590-7122

Palette Imaging
1 Closter Commons STE 789
Closter, NJ 07624-0400
(201) 767-3913
Offers new 1991 professional
quality ChromaCad modeling
package.

MWPDS
890 North Huntington St.
Medina OH 44256

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY 41548

Vulcan Software
PO Box 692
Manassas VA 22111-0692

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA 98023
Discount 8-bit PD and other software

CSS
PO Box 17660
Rochester NY 14617

(716)586-5545
8-bit hardware upgrades, 8-bit
repair service.

San Jose Computers (*)
1278 Alma Court
San Jose, CA 95112
(408)995-5080
New and reconditioned hardware,
as well as lots of software.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
Discontinued 8-bit software.

East Hartford Computer
202 Robert Street
East Hartford, CT 06108
Discontinued software for all
computers.

Aerion Software
PO Box 1222
Riverdale Station, NY, NY 10471-1222
Markets a new 8-bit commercial
game.

Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, Maryland 21146
(301)544-6943
Offers a selection of software
and reconditioned hardware.

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA 22151

TEAC (The Educators Atari Club)
PO Box 1024
Laytonville, CA 95454

Dean Garraghty (*)
62 Thomson Ave.
Balby, Doncaster DN4 0NU
England
DigiStudio digitized music player,
and PD library.

AEL 8-Bit PD Library
C/O Bill Marcum

PO Box 34183
Louisville, KY 40232

When writing to request catalogs,
it's always a good idea to include
a Stamped, Self-Addressed Envelope.

Next, is a list of magazines still
supporting the 8-bit Atari.

Current Notes
122 North Johnson Road
Sterling, VA 22170
A truly excellent Atari-oriented
magazine, supporting both 8-bit
and ST.

AtariUser
113 West College Street
Covina, CA 91723
Year old Atari publication covering
the full line of Atari products.

Atari Interface Magazine
3487 Braeburn Circle
Ann Arbor, MI 48108
8-bit and ST support, with good
listing of national user groups,
and monthly disk available.

Page 6 / New Atari User
P.O. Box 54
Stafford, ST16 1DR
England
Glossy British magazine supporting
mainly the 8-bits, along with a
few ST articles. Excellent.

Atari Explorer
29-05 Broadway
Astoria, NY 11106
Mostly ST, occasional 8-bit article

PSAN
P.O. Box 110576
Tacoma, WA 98411-0576
Good Atari newsletter.

8:16
248 Wimborne Road
Oakdale, Poole, Dorset BH15 3EF

England
8-bit/ST newsletter from England.

Note : If you have any updates to
this list, please contact:
Ray Wilmott
10 South Rhoda Street
Monroe, NJ 08884
(GEnie : R.WILMOTT)
(InterNet : wilmott@remus.rutgers.edu)

2305. How to connect Atari to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 22:21:27 UTC
From: FZ38@CSPGAS11.BITNET
Message-ID: <9206131835.AA12437@nettlerash.berkeley.edu>
Source record: 110948

Hi,
does anybody know how to connect Atari 130XE to IBM PC 486DX ?

Thanx
Julius

##
E-mail - internet: hrivnac@cernvm.cern.ch <<<--- use this !!!
bitnet : hrivnac@cernvm
fz38@cspgas11 <<<--- use this !!!
S-mail: HEP Dep., Physical Inst. CSAV, Na Slovance 2,
182 00 Prague 8, Czechoslovakia
voice - day: 42-2-815-2159
evening: 42-2-859-1564
##

2306. What are these 8-bit products... Ramrod, Fastchip,MULE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 22:49:10 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <535m024316S001@JUTS.ccc.amdahl.com>
Source record: 110954

If someone could explain/review Ramrod and Fastchip for the 800 I would
be thankful.
Also I over-herd someone talking about playing- MULE? What is this?
Thank you.

2307. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 22:53:29 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <54PJ02JX16F401@JUTS.ccc.amdahl.com>
Source record: 110953

Here is some info I saved from awhile back...

>From: JACS_NJ!Willi_Kusche@mast.citadel.moundst.mn.org
As a result of input from Robert Anisko, Kevin White and others, I was able
to get my hands on three versions of programs that can read Atari 800
diskettes on the drives in XT/AT class MS/DOS systems.
From Bob Puff's BBS, at (716) 247-8355, I got ATARIIBM.ZIP. That has source
in "C" and assembly.
From the PartTime BBS, at (216) 582-1196, I got AT2IBM.ARC. That has source
in Turbo Pascal and is a result of minor modifications to the source
available in ATARIO.ARC. These modifications were made by Kevin White.
From the JACS BBS, at (609) 346-1224, I got ATARIO.ARC. This is apparently
the grand-daddy of this kind of program. Source is Turbo Pascal.
Once again, thanks to all the people that assisted me in tracking down these
files.
....
All three archive files mentioned in my prior message about reading Atari 8
bit diskettes on an MS/DOS system equipped with a 5 1/4 inch drive are now
available on the JACS_NJ BBS, at (609) 346-1224.

Hope this helps someone.

2308. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-13 23:03:48 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <55pK02n=16EQ01@JUTS.ccc.amdahl.com>
Source record: 110855

I have the Happy Enhancement for my 1050. The retailer told me
that if I formated a 5.25" in single sided 360k format from my IBM I could
read and write to it from my 1050 (and IBM too I assume). Why would
I need atario or any of these other programs? Especially if they require
Happy Enhancement which this retailer told me could allready do this?
Can't Happy Enhancement alone do the job?

2309. Re: IBM prog to write 8-bit disks??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-14 02:37:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92165.213745JJMCWILL@MTUS5.BITNET>
Source record: 110856

In article <55pK02n=16EQ01@JUTS.ccc.amdahl.com>, jwf10@ccc.amdahl.com (John Ferrell Jr) says:
>
>I have the Happy Enhancement for my 1050. The retailer told me
>that if I formated a 5.25" in single sided 360k format from my IBM I could
>read and write to it from my 1050 (and IBM too I assume). Why would
>I need atario or any of these other programs? Especially if they require
>Happy Enhancement which this retailer told me could allready do this?
>Can't Happy Enhancement alone do the job?

The Happy 1050 drive can read IBM disks that are single sided 180K format. 360K is usually double sided, so I guess by saying single sided 360K format he really meant 180K.
This is done using a different program that comes on the Happy 7.10 disk that allows file transfer to/from IBM disks.

You are absolutely correct, if you own the Happy and that program, you do not need a program like Atario. But if you do not own a Happy drive, then these programs allow your IBM computer to read/write to your Atari formatted disks.

Jeff McWilliams

2310. Re: 8bit newsletters (was: Any information on the Atari 2600 Connection ?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-14 06:24:10 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Jun14.062410.27025@cbnewsc.cb.att.com>
Source record: 110858

From article <31MAY92124303@tiamat.hacks.arizona.edu>, by (Oscar Fowler):
>
> I can't believe 2600 owners can have a newsletter while 8bitters go
> without!!!

Not quite true. Ron Kovacs still puts out the Atari 8bit Zmagazine on
an irregular basis. Haven't gotten one for a while. Time to check
his BBS I guess.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

2311. Action! Question... [FP]

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-14 22:59:01 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun14.225901.26233@usenet.ins.cwru.edu>
Source record: 110859

In particular to Jeff,

Does Action wipe out the Floating Point Routines in Rom/ram area
of $D800 - $E000 ? If not then the Sin/Cos function will work perfectly,
if not, then it'll have to be implemented somehow. The Atari Basic Routine
of Sin/Cos is quite simple now that I took a good look at it, but it makes
use of Floating Point Routines such as FLDxR, FDIV, FMOVE, FSUB, FST0R, FMUL,
and PLYEVL. (x = 0 and 1).

Soon, the source will be posted up here, with (IMO) better documentation and
comments to see what exactly is going on.

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2312. Atari Age Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 00:05:49 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <15JUN92000549@tiamat.hacks.arizona.edu>
Source record: 110868
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Hi folks, I have every issue of Atari Age published (as far as I know).
Atari Age was "The Official Publication of the Atari Club". It listed
all the games coming out for the 2600, and latter the 5200 and 7800.
Interesting reviews and facinating Atari news that never materialized.
(Did you know Atari was working on a telecommunications system called
AtariTel? How about the 'mind-control' device that would let you
play games by thinking your actions? Atari was also working on a
system called Jaguar which would be the newest and best in video games.
Sound familiar?)

Anyway, I'd like to know if anyone is interested in buying these from
me. Issues go from Volume 1, Number 1 (MAY/JUNE 1982) through to
Volume 2, Number 5 (MARCH/APRIL 1984).

Please contact me at any of the following addresses if you are
seriously interested:

(In order of preference)
Internet: omf@smaug.hacks.arizona.edu *or* omf@tiamat.hacks.arizona.edu
Phone: 602-326-8286
GEnie: O.FOWLER1
CompuServe: 72347,1655 (aka 72347.1655@CompuServe.COM)
Mail: 2929 E. 6th St. #220
Tucson, AZ 85716

Thank you,
Oscar Fowler

##

"If you can't lick'em, put 'em on with a big piece of tape."
/ \
Oscar Fowler \ /\
omf@tiamat.hacks.arizona.edu | \/ \
\ | |
Jeu lives! negativland \|____|

2313. Hacker Tools

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 00:22:31 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <Bpv2DL.G8n@news.cso.uiuc.edu>
Source record: 110860

I'm interested in finding out about hacker tools for the 8 bits (assemblers, disassemblers, compilers, debuggers, monitors, etc.) What are the tools people are using these days?

Also, has anyone tried to come up with a cross development system so we can use our fast '386-based IBM clones to QUICKLY assemble/compile programs which will then run on our 8 bits, either after transfer over a serial link, via floppy swap, or by direct connection using somehting like the SIO2PC interface? It seems like the CC65 source code available on umich would make a good starting point for such a system...

--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2314. Another 8-bit Dealer!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 00:52:47 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920615005246_71450.1050_EHB61-2@CompuServe.COM>
Source record: 110861

I received this in my DELPHI mailbox:

(Another source for us 8-bitters out there!):

#2 12-JUN-1992 20:36:01.41
NEWMAIL

From: BOS::CKORMOS
To: LESTEP
CC:
Subj: Atari 8-bits

Please enter us on the Internet as a sel
ler of Atari 8-bit stuff. We have availa
ble for the Atari 8-bit:
Original software, new and used
Public domain software
New commercial quality software
Used hardware

Nearly 1000 games alone and 800 other di
sks available. You can buy,sell,or trade
..
Tampa Computer Orphans
3519 Del Lago Circle #182
Tampa, Florida 33614

Thanks.

-Lawrence Estep
Atari Exchange Of Louisville

2315. Re: Action! Question... [FP]

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 03:21:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92166.222104JJMCWILL@MTUS5.BITNET>
Source record: 110865

TONY, (err whatever it was, your header says Tony)

No, Action uses the OS ROM FP routines, so they are there and useable
by any other code that requires them.

Jeff McWilliams

2316. Re: Hacker Tools

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 03:22:28 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92166.222228JJMCWILL@MTUS5.BITNET>
Source record: 110864

Scott,

Dataque WAS working on a C compiler, and the original version was actually a cross compiler that ran on the IBM. You'll have to look up the adress and phone number elsewhere... I don't have it handy.
Debuggers I have personally used included OmnimonXL, which is built into an alternate OS ROM chip, and Extended DDT which was available from Antic, as well as Debug+ which was from Analog computing. The most system bullet proof was Omnimon XL since it resides in ROM. The black box apparantly comes with an excellent machine language monitor/debugger, which is more bullet proof than Omnimon XL is.

Jeff McWilliams

2317. The Top #3

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 04:43:02 UTC
From: a644690c@edinboro.edu
Message-ID: <0095C1CD05367840.2180789C@edinboro.edu>
Source record: 110862

I just read that the Top Demo part III has been uploaded to the Archives. NTSC users NOTE: Most demos on this disk REQUIRE PAL Video to function properly. I came across this demo a little over a year ago and I was only able to get through three or four demo screens (and even they were flaky). I soon discovered that there were many more demos screens on this disk, so I spent a couple hours and did some sector hacking. I rearranged the loading sequence and left out the screens that locked up my machine. You will never get to the really cool screens if you don't skip a few 'crashers'. (Oh, Yes there is more after 'Video Worm'. I think it is just the closing credits though).

The hack really just involves one sector. For those with sector editing experience, I will post a few Hex Dumps of the proper sector for different loading arrangements. (I have not found any way to see all the screens on a single loading sequence because some of the cool ones won't let you continue).

Let me know if anyone wants more info.

Peace, | '...Sometimes the songs that we
-Adam Conover | here are just songs of our own...'
a644690c@edinboro.edu | -Grateful Dead

2318. Updated For Sale Items

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 04:55:39 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <14JUN92235539@tiamat.hacks.arizona.edu>
Source record: 110866

I'd like to thank everyone who ordered items from my last listing.
The extra income will help a great deal in my next school semester.

The following is a listing of the parts I still have left. Make me
an offer. I really want to sell these before I move next month.
I will consider paying for shipping on larger orders.

Please contact me at any of the following addresses if you are
seriously interested:

(In order of preference)
Internet: omf@smaug.hacks.arizona.edu *or* omf@tiamat.hacks.arizona.edu
Phone: 602-326-8286
GEnie: O.FOWLER1
CompuServe: 72347,1655 (aka 72347.1655@CompuServe.COM)
Mail: 2929 E. 6th St. #220
Tucson, AZ 85716

Thank you,
Oscar Fowler

--- HARDWARE ---

Atari 820 Printer $18
Notes:
This is an old 40-column dot matrix printer. Useful
for program listings.

Atari 1020 Plotter $9
Includes:
SIO Cable
Power supply
Cassette software

Atari 1010 Cassette Recorder $8
Includes:
Power supply

Atari XM301 Modem $2
Includes:
Manual and software
Notes:
This little guy does not have a case! I removed it
several years back to put it inside my 800XL, which worked
fine until I got a 2400 baud modem. You'll have to
figure-out the pin-outs on the SIO cable, but I'm pretty
sure it works. You may want to get the next item on the list

if you pick this up.

SIO Cable with only one connector. $1
Notes:
For hardware projects.

Atari Paddle Controllers $5

Mindscape Power Player Joystick $5
Notes:
Personal favorite.

Epyx 500XJ Joystick $5

(2) New Joystick Cables $5 (For both)
Notes:
For fixing old joysticks or for other projects.

Samsung Composite Green Monitor $25
Includes:
Home-made monitor cable with multiple outputs (for hooking
up to your stereo...)
Notes:
Great for 80-column displays like Kermit65. No speaker.
(Simple enough to hack one in there...)

Antic Sampling Processor $10
Notes:
From Antic February 1990. In a case.

Cheap-Talk Voice Synthesizer $25
Includes:
CTS256-AL2 companion chip to voice synthesizer for furhter
enhancement.
Notes:
From Analog magazine. No case.

Pokey Chip $2
Notes:
For Gumby upgrade.

Disk Notcher $1
Notes:
Very nice. For those of you with single-sided drives ...

--- SOFTWARE ---

CARTRIDGES:
Atari LOGO $8
Atari BASIC rev. B $1
Atari Telelink I $1
Atari Music Composer $6
Atari Eastern Front (1941) $6
Atari Airball $8

Atari Thunderfox $8
Epyx Pitstop $5
EMI Submarine Commander $3
Activision Zone Ranger $2
CBS K-Razy Kritters $3 (Won't work on XL/XE)
CBS K-Razy Shoot-Out $2
CBS K-Razy Antiks $3

DISKS:
Nightraiders $2
HardBall $10
Caverns of Mars $5
Planetfall $12
Atari Proofreader $2 (For use with AtariWriter+)
The Best of Antic $1
Antic Montly Diskettes (Vol 8. #2 - Vol 9. #2) $1 each

CASSETTES: (!!)
Aztec Challenge (by COSMI) $1

--- LITERATURE ---

Atari DOS 3 Manual $1
Mapping the Atari $8
Compute!'s First Book of Atari $8
Adaptec 4000 Series User's Manual $9
Atari BASIC: A Self-Teaching Guide $4
Free Software for Your Atari $2
Compute!'s Commodore 64 Graphics $1 (For a friend?)

MAGAZINES ARE $1.00 PER ISSUE OR $.75
PER ISSUE IF MORE THAN 10 ARE BOUGHT

--- ANTIC ---

Vol. 2: 5-9, 11
Vol. 3: 1,1,3,4,4,5,5,7,8,9,10,11,12
Vol. 4: 1,1,2,2,3,3,4,4,5,8,10,10,10,11,11,11
Vol. 5: 1,5,7,8,9,10,11,12
Vol. 6: 2,3,4,5,6,7,7,8,9,10,11,12
Vol. 7: 2,4,6,7,8,10
Vol. 9: 1,2

ANTIC DISKS: From Vol 8 #2, to Vol 9 #2
also: THE BEST OF ANTIC

-------- ANALOG --------------

Issues:

15, 21, 23, 25 (84) Sorry, most issues before 33
26, 27, 28, 29, (85) do not have covers ...
29, 30, 31, 32,
33, 34, 36, 37

38, 38, 39, 39, (86)
40, 42, 43, 44,
44, 45, 47, 47,
48, 49
50, 50, 51, 52, (87)
53, 54, 55, 55,
56, 57, 58
60, 61, 62, 63, (88)
64
75 - 79 (89)

-------- MISC ----------

CURRENT NOTES: JUN 91 -> CURRENT

ATARI EXPLORER: SEP/OCT 89, NOV/DEC 89

##

"If you can't lick'em, put 'em on with a big piece of tape."
/ \
Oscar Fowler \ /\
omf@tiamat.hacks.arizona.edu | \/ \
\ | |
Jeu lives! negativland \|____|

2319. Paperweight

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 13:30:57 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206151330.AA06536@brachot.jct.ac.il>
Source record: 110869

Hi all,
I have a nice little program called Paperweight by Curt Cox.
I copied it from an April 1986 Analog, and it's a really funny april fool
demo. What does it (claim to) do? It's supPOSED to destroy your computer!
The accompanying docs rave about some SDV (Self Destruct Vector) which
doesn't exist, talk about the "hellishly complex" calling procedure,
and what it does.
The actual program, well.... You have to see it to believe it!
It's really cool, and you can have a lot of fun with it.
I'll upload it to umich (please feedback on whether it works) and should be
called paperwgt.obj . I'll send the "docs" (ha! docs..) after someone tells me
it works.

Have a NICE day!!

bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
__ InterNet!! __ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

2320. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 16:06:00 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun15.160600.22268@exu.ericsson.se>
Source record: 110870

Jeff McWilliams writes:
>
>Okay, the COS function corroborates with what my Calc book says
>as a Maclaurin series (Taylor, whatever). I saw some jumps
>in Mapping the Atari that mentioned the COS and SIN functions that
>the BASIC cart uses. Be interesting to see if that BASIC Cart. code
>can be deciphered....

If you are going to poke around inside a cart, you might want
to check out BASIC/XL. Supposedly, the original floating point
routines in the OS and Atari BASIC are just awful and BASIC/XL
uses entirely new routines for a significant speed increase (I don't
think it uses the OS floating point stuff at all).
--
James Hague
exuhag@exu.ericsson.se

2321. Re: The Top #3 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 17:07:34 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun15.170734.1798@usenet.ins.cwru.edu>
Source record: 110871

In a previous article, UJ1G@DKAUNI2.BITNET () says:
>SHIFT and wait until the worm reaches the left side of the

Alright, Well I tried that, the worm went off to the end of the screen,
and then it just kept on going.
And yes, I saw the Dancing Girl, I also think it is better than the
Das_Omen demo as well. Too bad I donT have a PAL TV/Monitor so I could
see all of the demos.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2322. Re: Cable lengths

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 18:46:56 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <67616.1669221522@kcbbs.gen.nz>
Source record: 110863

Joseph Sabatino writes:
>the ports in the back are different...you can plug the cable from
>an MIO or BB straight in to the 800xl but you have to have an
>adaptor plugged into the back of your xe cuz its the cartrige

You don't need an adaptor cable to use the BB on an XE! The BB has it's own cartridge port so you just plug it into the cartridge port of the XE (the BB's cartridge port is covered up by the cable when it is used on an XL).


```
---------- ------------------------------------------
| _ | |
| \\_ | Please do NOT QUOTE more than 2 LINES in a |
| /_ > | message to me. My Usenet email is NOT FREE.|
| </ | I have to pay for EVERY word outgoing AND |
| /~> | INCOMING! I am slowly going BROKE! |
| /_/ | Kia Ora from Auckland, New Zealand. |
| o | pandora@kcbbs.gen.nz |
|__________|__________________________________________|
```


--- KCReader v0.95 beta

2323. The Top #3 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 19:11:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-15-12:11:11.84*UJ1G"@DKAUNI2.BITNET>
Source record: 110867

Yes, I think there is a demo after the Worm_Demo. Simply press
SHIFT and wait until the worm reaches the left side of the
screen. The last demo on the disk will explicitely announce
the end of the disk.
BTW: Did you see the dancing girl?

Marek Tomczyk

2324. Basic SIN/COS Functions...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 20:43:02 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun15.204302.14939@usenet.ins.cwru.edu>
Source record: 110872

SIN(x) - COS(x) : Atari Basic Routines.

```
0100 ; Equates
0110 FR0 = $D4
0120 FLD1R = $DD98
0130 FDIV = $DB28
0140 FMOVE = $DDB6
0150 FSUB = $DA60
0160 FLD0R = $DD89
0170 FST0R = $DDA7
0180 FMUL = $DADB
0190 PLYEVL = $DD40

1000 SinErr SEC ; ERROR - SET CARRY
1001 RTS
2000 SIN LDA #4 ; Flag for SIN(X) Entry
2010 BIT FR0
2020 BPL Both ; Positive value?
2030 LDA #2 ; Flag for SIN(-x)
2040 BNE Both
2050 COS LDA #1 ; Cos(x) := Sin(x+Pi/2)
2060 BOTH STA SGNFLAG ; SGNFLAG := $F0
2070 LDA FR0
2080 AND #$7F ; Convert to Positive X
2090 STA FR0
2100 LDA #PIdiv2 & $FF ; Pointer.Low to PI/2 or 90 degrees
2110 CLC
2120 ADC DEGFLG ; DEGFLG := $FB (DEG or RAD)
2130 TAX ; [RAD:=0 , DEG:=6]
2140 LDY #PIdiv2 / $100 ; Pointer.High to Pi div by 2
2150 JSR FLD1R ; Load into FR1 [pi/2 := 90 degrees]
2160 JSR FDIV ; X/90 | X/[Pi/2] (Gets Quadrant Num)
2170 BCC Sinf7
2180 SinOvf RTS ; Return on Overflow
2190 Sinf7
2200 LDA FR0
2210 AND #$7F ; Check Exponent of X/90
2220 SEC
2230 SBC #$40 ; FP Excess $40 notation
2240 BMI Sinf3 ; Quadrant 0, use as is
2250 Sinf6 CMP #FPREC-2 ; Find Quad# & Remainder [FPREC := 6]
2260 BPL SinErr ; Out Of Range [ x > 360 ]?
2270 TAX ; X points to LSB or FR0
2280 LDA FR0+1,X ; LSB
2290 STA XFMFLG ; XFMFLG := $F1
```

```
2300 AND #$10 ; Check 10's Digit [Even/Odd]
2310 BEQ Sinf5
2320 LDA #2 ; Quad is Odd, add 2 to Quad#
2330 Sinf5 CLC ; from BEQ, Quad is Even
2340 ADC XFMFLG
2350 AND #3 ; Quad# = 0, 1, 2, 3
2360 ADC SGNFLG ; Adjust between Sin & Cos
2370 STA SGNFLG
2380 STX XFMFLG ; Save DecimalPoint location
2390 JSR FMOVE ; Move Fraction into FR1
2400 LDX XFMFLG
2410 LDA #0
2420 Sinf1 STA FR1+2,X ; Clear Fraction, only Whole_Num left
2430 INX
2440 CPX #FPREC-3
2450 BCC Sinf1 ; Keep looping...
2460 JSR FSUB ; Leave only the Remainder [x value]
2470 Sinf3 LSR SGNFLG ; Is Quad# Odd?
2480 BCC Sinf4 ; Nope
2490 JSR FMOVE ; yes, Then use x := 1 - x
2500 LDX #FPOne & $FF ; Low.Pointer FP_One
2510 LDY #FPOne / $100 ; High.pointer
2520 JSR FLD0R ; Load Into FR0
2530 JSR FSUB ; Perform Operation
2540 Sinf4 ; Do Series Eproximation
2550 LDX #FPSCR & $FF ; save arg [FPSCR := $E6]
2560 LDY #FPSCR / $100 ; [FPSCR := $05]
2570 JSR FST0R ; Store Arg into FPSCR
2580 JSR FMOVE ; Move X into FR1
2590 JSR FMUL ; X*X = X^2 into FR0
2600 BCS SinErr ; Error of somesort
2610 LDA #NSCF ; Number of Coefficients [NSCF=6]
2620 LDX #SCOEF & $FF ; Low.Ptr to Coefficient Table
2630 LDY #SCOEF / $100 ; High.ptr
2640 JSR PLYEVL ; Series is now P[X^2] (Cos Series)
2650 LDX #FPSCR & $FF
2660 LDY #FPSCR / $100
2670 JSR FLD1R ; Load X into FR1
2680 JSR FMUL ; Sin[x] := X * P[X^2]
2690 LSR SGNFLG ; Was Quad 2 / 3 [Negative]
2700 BCC SinDone ; No, then finished
2710 CLC ; Yes, then flip Sign of series
2720 LDA FR0
2730 BEQ SinDone ; [Unless sign is zero]
2740 EOR #$80 ; Flipping of sign
2750 STA FR0
2760 SinDone RTS ; Return and Done
3000 SCOEF ; CoEfficient table
3010 .BYTE $BD,$03,$55,$14,$99,$39 ; [(PI/2)^11]/11! [11 Term of Series]
3020 .BYTE $3E,$01,$60,$44,$27,$52 ; [(PI/2)^9]/9! [9 Term Of Series]
```

```
3030 .BYTE $BE,$46,$81,$75,$43,$55 ; [(PI/2)^7]/7! [7 Term of Series]
3040 .BYTE $3F,$07,$96,$92,$62,$39 ; [(PI/2)^5]/5! [5 Term of Series]
3050 .BYTE $BF,$64,$59,$64,$08,$67 ; [(PI/2)^3]/3! [3 Term of Series]
3060 PIdiv2
3070 .BYTE $40,$01,$57,$07,$96,$32 ; PI/2 [1st Term of Series]
3080 NSCF EQU (*-SCOEF)/FPREC ; NSCF := 6
3085 .BYTE $40,$90,$00,$00,$00,$00 ; 90 Degrees [PI/2 or 90 (Deg/Rad)]
3090 FPOne
3100 .BYTE $40,1,0,0,0,0 ; 1.0
```

Notes, The Routine uses Evaluation of Taylor Series to 11th Term for Sin
but since X := X/90 and not The True Radian Value, you must re-evaluate
the coefficient for the term, must figure in the (pi/2)^N for each term
instead of merely 1/N!, the Coeffient thus becomes [(Pi/2)^N]/N!.
Any question on the routine, feel free to ask. It is quite simple.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2325. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 22:48:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92167.174815JJMCWILL@MTUS5.BITNET>
Source record: 110874

James Hague,

Well... Okay, but where do we start looking for the code? I might just stick with using that Maclaurin series if it works fast enough.

Jeff

2326. flight simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-15 23:00:31 UTC
From: mick@uflorida.cis.ufl.edu
Message-ID: <36034@uflorida.cis.ufl.edu>
Source record: 110873

HELLO ANYONE!

I have flight simulator II on my atari 1200xl and a new xl/xe disk
drive. i used to own an indus disk drive where the simulator worked okay.
but now the simulator doesn't work at all on the new drive. the indus is
trashed so i can't use it. does anyone know a fix or had this problem?
please post any suggestions!
thanks,
mick

2327. Re: Quieting 1050s...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 01:25:52 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jun15.202552.11514@miavx1.acs.muohio.edu>
Source record: 110876

In article <seanm.0asy@terapin.com>, seanm@terapin.com (Sean McCaskey) writes:
> In article <T7DBLB1w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
> writes:
>>How does one quiet the "bzz bzz" noise the 1050's make when their heads
>>move?
>
> The noise is the head sliding along the rails and I have had very good luck
> with very light plastic compatible oil. You put a VERY small amount on each
> rail that the head moves on. Best source for this oil seems to be Model
> Railroad supply places. When I say a "small amount" I am talking about puting
> a drop on a match stick and rubbing it against the rails. I have had NO
> problems with this, but a heavy application of oil COULD collect dust or
> migrate to the head itself, so go light!

And for you music people, I've used trumpet valve oil with no ill
effects. (Just take it easy and don't use a lot!)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

2328. Airball for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 01:39:56 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92167.203956JJMCWILL@MTUS5.BITNET>
Source record: 110875

I have the Airball Cartridge for sale, with the manual.
I believe this is a 64K cartridge, won't run in non XL/XE machines
and requires 64K.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

2329. For sale: Indus GT SD/DD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 02:33:23 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.708662003@vincent1.iastate.edu>
Source record: 110877

```
I've got an Indus GT drive that I'd like to sell, since
I haven't used it much since I got it.
comes with I/O cable and power supply (not original).
$60 + shipping, or best offer. reply by email to
tgreen@iastate.edu

Todd
--
Todd Greenfield
tgreen@iastate.edu
```

2330. Spell gremlins!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 02:40:10 UTC
From: ASMJC@ASUACAD.BITNET
Message-ID: <92167.194010ASMJC@ASUACAD.BITNET>
Source record: 110881

I am new to using the Atari 800 (I got it cheap, what can I say?). I have a disk for the terminal emulation program "Backtalk". When I load up the documentation disk for this program I find the text is filled with gross misspellings. I didn't know what to make of this until I recently loaded up the documentation and no misspellings were evident... I found that I had left a Telelink cartridge in the 800 as I booted in the Backtalk, and this seemed to have corrected the spelling errors! This seems very odd. The actual Backtalk program also boots up with misspellings. I am not sure if the program works, or whether it is compatible with the 800?

-Michael

2331. Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 03:37:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-15-20:37:07.40*UJ1G"@DKAUNI2.BITNET>
Source record: 110879

Jeff,

I didn't know the name "Maclaurin Series", but thanks to Craig we now
know what we talk about.
Anyways, over the weekend I've experimented with the series using my
Calc books and my HP calculator. Our well known series for SIN

x^3 x^5 x^7 x^9
SIN(x)=x- --- + --- - --- + --- would yield a reasonable accuracy
3! 5! 7! 9!

only very close to x=0. The approximation will be worse if you go
further away from this value. The 'upper and lower level' would be
plus minus pi/2 (equivalent to +-90 degree). This series requires
radians to be put in as 'x'. Use the formula posted by Craig to
recalculate it into degrees.
Since the values beyond pi/2 are getting very inaccurate you have
two choices:
x^15
1. go on with the extension up to ---- to get an
15!
accuracy to 8 decimal places in the whole range from
0 to 2*pi (that's what my "Bronstein" Calc book says)

2. Calculate the Taylor Series extension around the desired
value. I've done it for the value "pi" (180 degrees) so
the following series would yield accurate values around this
point.

(x-pi)^3 (x-pi)^5 (x-pi)^7 (x-pi)^9
SIN(x)=-(x-pi)+ -------- - -------- + -------- - --------
3! 5! 7! 9!

I think this kind of approximation would be very fast in Assembler.

Yes, I know. A look up table is always the fastest way for any kind
of tricky calculations but these Taylor Series are very fascinating.
You can expand almost every complicated function into a Taylor Series
being as simple as this one above.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century

/

2332. SIO port protocol

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 04:00:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-06-15-21:00:57.94*UJ1G"@DKAUNI2.BITNET>
Source record: 110880

The SIO port is a part of my favorite computer (130XE) :-) I really know nothing about. Does somebody know how it works?
What happens when the computer wants to get data from the drive D1: ? What is the protocol for this operation? Which pin of the connector goes to lo or hi? What are the communication patterns when the devices talk to each other on the serial bus? How does it look like when the printer 'tells' the computer:"I'm here" ?

I know that the low level communication happens through a hardware address called something similar to SERIN or SEROUT. But how does it work on this and on the even lower hardware level?

Marek Tomczyk

2333. Re: Airball for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 05:29:46 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun16.052946.11380@usenet.ins.cwru.edu>
Source record: 110878

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:
>I have the Airball Cartridge for sale, with the manual.

How much?
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2334. My 800XL ISN'T Really Dead

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 13:41:49 UTC
From: tmkk@uiuc.edu
Message-ID: <Bpxy1p.uI@news.cso.uiuc.edu>
Source record: 110882

For those of you who have been following my problems with my 800XL, hanging on the edges of your seats waiting for news, here's an update:

The 800XL isn't dead after all, at least not completely.

As was suggested many times, I checked the power supply with a multimeter. All the proper pins had the proper +5VDC, so my initial assumption that the PS was good turned out to be correct.

Next, I tried another poster's suggestion, and took the motherboard out of its case and shield, hooked it up, and began checking for abnormally hot chips.

While I was poking around, I hooked it up to the monitor and discovered the computer was working again! Apparently there is some sort of loose connection on the motherboard. For some reason, the computer doesn't quite fit properly into its case; to plug in the composite monitor cable, you have to push down the motherboard by sticking your finger through the cartridge slot. This causes the DIN jack on the back to align properly with the hole and allows the plug to be inserted. Apparently this also flexes the motherboard, causing an intermittent connection *somewhere*.

As an experiment, I tried using the RF output, leaving the composite connector unplugged. It continues to work, but occasionally the computer will "freak out" and whatever program I'm running will instantly shatter into a cacophony of buzzes, beeps, and flashing colors. Power cycling usually does the trick, but it's irritating to be 3/4 of the way through a level in Shamus and have the machine lose it. Obviously, a complete game of Heracles is out of the question! ;-)

So, it sort-of works, but it's effectively unusable since there's no way to predict when or if it will have a seizure. Since I can get a replacement machine for 1/4 the cost of having this one repaired, I'm working on acquiring a backup system or two.

2335. Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 13:42:01 UTC
From: tmkk@uiuc.edu
Message-ID: <Bpxy23.vC@news.cso.uiuc.edu>
Source record: 110883

Anybody remember this game, the sequel to Action Quest and Ghost Encounters? Anybody still HAVE it?

2336. Atari Computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 14:28:47 UTC
From: lenin@wam.umd.edu
Message-ID: <1992Jun16.142847.10300@wam.umd.edu>
Source record: 110884

Hello,
I am looking for an atari 800 and peripherals,
also I am interested in a 400 + peripherals.
if you have one to sell
please drop me a note!
p.s. programs, cartriges etc are also wanted.

--

Alec Perez "Why won't you kill me Harlock...?"
Aperez@umdacc.umd.edu Queen Laffresia (SP Harlock)
Lenin@wam.umd.edu

2337. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 14:49:39 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun16.144939.18804@exu.ericsson.se>
Source record: 110885

Jeff McWilliamswrites:
>
>Well... Okay, but where do we start looking for the code? I might just
>stick with using that Maclaurin series if it works fast enough.

Don't know, but it probably wouldn't be too hard to trace through
and find it (assuming that the OSS bank switching doesn't get in
the way). My info about the FP speed increase came from Bill
Wilkinsons's COMPUTE! column from oh so long ago. He claimed that
the FP routines in the OS were pretty bad, and unfortunately
BASIC relied on them heavily. They were entirely rewritten for
BASIC/XL. The FP<-->integer routine (used CONSTANTLY in Atari
BASIC) was supposedly sped up by a ridiculous amount (ten
times?).
--
James Hague
exuhag@exu.ericsson.se

2338. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 16:58:03 UTC
From: fontana@iguana.cis.ohio-state.edu
Message-ID: <1992Jun16.165803.21041@cis.ohio-state.edu>
Source record: 110886

In article <Bpxy23.vC@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:

>Anybody remember this game, the sequel to Action Quest and Ghost
>Encounters? Anybody still HAVE it?

Yes! Last fall I finally built the SIO2PC interface and started digging
up all those old games that I hadn't played for years. Now they're
all on my PC's hard drive, arranged in quick easy menus, and I can
load them up instantly whenever the urge strikes. :)

Journey to the Planets was fun; it always cracked me up how that
cloud would just spontaneously appear while you were blasting off.
Compared to modern games (like Sierra's adventures, with music and 256-color
graphics and animation), the silence in JTTP is a little haunting.

Mark

2339. RAM/ROM (was Re: Attempted anonymous post)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 17:27:35 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <1992Jun16.172735.26446@constellation.ecn.uoknor.edu>
Source record: 110887
Cross-posted to: alt.hackers,comp.sys.atari.8bit

In article <CSUAT.92Jun16171349@lily.warwick.ac.uk> csuat@csv.warwick.ac.uk (Pete "Ganders" Favelle) writes:
>Commodore, in their infinite wisdom, decided that it
>should be possible to switch out your Basic ROM and run off a RAM copy instead

> About the silliest thing I ever did with this was to write a Basic program
>that re-wrote the RAM, switched the ROM over, and then continued in the _new_
>`Basic'

Being an old Atari 800XL user, I must of course point out that the Atari 800XL had the same capability. (Ah, the rivalry between the old Ataris and Commodores...) Furthermore, one could switch out the Operating System itself, making all sorts of neat things possible. ObHack: writing a program to copy the O.S. into RAM, change the NMI vector addresses that were now in RAM, and run the new O.S. With my "hook" into the O.S. I did such things as clearing the hardware collision registers for the onscreen sprites, thereby making several "impossible" games trivially easy to complete.

Using the same trick, I also wrote a program to dump all memory to disk when a "hotkey" was pressed, preceded by a small header that would load in the memory image and begin execution at precisely when the dump was taken. It worked for small generic programs, but for other programs, it failed because of the unfortunate phenomenon of "write-only" hardware registers; once a value was written to a register, there was no way to determine what that value was, and hence, no way for me to save it to disk. :-(

Norman

2340. Re: Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 18:52:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Da7gmB4w164w@cyberden.uucp>
Source record: 110891

tmkk@uiuc.edu (Khan) writes:

> The computer was getting power - the power LED came on, and the screen
> changed to the black you see when you first power up but before the blue
> GR. 0 screen comes up. Fortunately, I found a place nearby that still
> repairs Atari 8bits. The bad news is it's likely to cost me $80! :-/

Hmm.. my 1200xl does this almost EVERY time I power up. All I do is hit
[RESET].. It usually finishes powering up after the first hit. If not,
I just hit it ([RESET], that is! no my 1200xl!!) again until it does.
Pain in the butt, but what else can I do!?

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 16, 1992

2341. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 19:07:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Jy7gmB7w164w@cyberden.uucp>
Source record: 110893

All this talk about SnapShot has given me the question about upgraded
8-bit systems. For example, could SnapShot handle copying a 256k
upgraded system? Or a 320k? or a 4meg for that matter!? Then again,
how many >64k programs would somebody be using at one time!?! :)
Also, can Snapshot work w/o a h-d or mio?? Maybe I'll get a 256k
upgrade and just have it copy the memory into the RAM disk. Ugh.
Another question!!... what about TurboBASIC and other "under the OS"
programs? Do they work ok? (BTW: I sector-edited TBXL and made it look
a little nicer... "READY" is now "Ready" etc.etc. It was fun.
Unfortunately, I forgot to save the latest version of my sector-editor.
It was pretty cool, too! <sob>) Anyways, I sent for Snapshot and
I'll probably (hopefully) learn all this stuf from whatever .doc files
thar be in the arc.
thanx Bill

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

June 16, 1992

2342. MyDOS...how old!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 19:11:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <o67gmB8w164w@cyberden.uucp>
Source record: 110892

I was looking in an old Antic this morning (the power was cut so they could rid the neighborhood of trees) and I noticed MyDOS mentioned in an ad. for the ATR8000! This was a 1984 issue of Antic! I was pretty amazed. How long has MyDOS been around!? What could it do back then? (other than multiple densities)... I suppose if they (Woodmark, right?) upgraded it a version every year, it would be about right (1984=v.1, 1988=v.4.x ?? maybe 1984=v.0? .. who cares about that!) What one learns on a black-outted day.

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

_____
June 16, 1992

2343. Re: power on restart

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 19:17:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4F8gmB9w164w@cyberden.uucp>
Source record: 110894

I'm really confused about that question, Steve (the one about the sprinkler system, etc). But this MIGHT be what you're looking for...? You want the system to reboot, right? If so, you can do this simple call:

```
? USR(58487)
```

or... this is also nice:

```
POKE 580,1:? USR(58484)
```

The first one reboots the system by calling the coldstart routine. The second one sets the coldstart flag to one, so whenever the [RESET] button is pressed, the system will reboot. And guess what that second call does!? It acts like the [RESET] button is being pressed!! I hope that's what you needed. If not, I hope it helped SOMEBODY! :)


```
____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
```


```
_________________________________
June 16, 1992
```

2344. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 20:39:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92168.153945JJMCWILL@MTUS5.BITNET>
Source record: 110890

Marek,

Hmm Okay, I thought up to 11! did the trick for me the other night when
I programmed my TI68 with the equation. Sorry, I am not a lover of
RPN. heh heh. Yes, this Series approximation stuff is very fascinating.

Jeff

2345. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 20:47:11 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92168.154711JJMCWILL@MTUS5.BITNET>
Source record: 110889

James,

Hmmm, really? Do you have that article Handy? Heh heh. :)
Yeah, it sure would be nice to see those rewritten routines, the Action
FP library is unfortunately nothing but a bunch of calls into the OS
Floating Point package.

Jeff McWilliams

2346. Re: RAM/ROM (was Re: Attempted anonymous post)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 21:03:49 UTC
From: fadden@uts.amdahl.com
Message-ID: <45kd03pp17ho00@amdahl.uts.amdahl.com>
Source record: 110888
Cross-posted to: alt.hackers,comp.sys.atari.8bit

In article <1992Jun16.172735.26446@constellation.ecn.uoknor.edu>
nlin@alliant.backbone.uoknor.edu (Norman Lin) writes:
>In article <CSUAT.92Jun16171349@lily.warwick.ac.uk> csuat@csv.warwick.ac.uk (Pete
"Ganders" Favelle) writes:
>>Commodore, in their infinite wisdom, decided that it
>>should be possible to switch out your Basic ROM and run off a RAM copy instead
>
>> About the silliest thing I ever did with this was to write a Basic program
>>that re-wrote the RAM, switched the ROM over, and then continued in the _new_
>>`Basic'
>
>Being an old Atari 800XL user, I must of course point out that the
>Atari 800XL had the same capability. (Ah, the rivalry between the
>old Ataris and Commodores...)

And, of course, the obligatory Apple II followup: the 16K RAM card that you
could get for your 48K Apple II went in the area of memory where the monitor
ROM and BASIC lived (in fact, that's how you got Applesoft if you had Integer
BASIC in ROM). The fun thing to do was change the reset vectors around, then
drop some pins low so nobody could change the state of the card... Instant
NMI board wired to your Reset key.

>Norman

--
fadden@uts.amdahl.com (Andy McFadden)
[Above opinions are mine, Amdahl has nothing to do with them, etc, etc.]

2347. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-16 22:45:22 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun16.224522.2299@exu.ericsson.se>
Source record: 110895

Jeff McWilliams writes:
>
>Hmmm, really? Do you have that article Handy? Heh heh. :)
>Yeah, it sure would be nice to see those rewritten routines, the Action
>FP library is unfortunately nothing but a bunch of calls into the OS
>Floating Point package.

I wish I did, but unfortunately my collection of COMPUTEs was
tossed out last time I moved (SOMETHING had to go). I'm not
sure the article was that informative anyway--Bill may have just
have made a few passing remarks--somehow I ended up with these
facts in my head. Does anyone have any old advertising brochures
from OSS? Somewhere I saw some timing comparisons of the FP
routines in Atari BASIC and BASIC/XL, it may have been the
COMPUTE column. Yes, I'm confused...

Oh, and remember that the Newell Fastchip performed its
magic by replacing the FP routines in the OS with something
faster. I'm sure it would be easy to disassemble those
routines, since they need to be at the same addresses as
the standard ones. Mr. Newell used to be a member of the
users group I was in years ago, but I haven't seen him
since then. (For the record, so was Norm Draper of Draper
Pascal fame.)

--
James Hague
exuhag@exu.ericsson.se

2348. Re: Action! trig functions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 02:21:47 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92168.212147JJMCWILL@MTUS5.BITNET>
Source record: 110896

James,

Hmm, yes, I have the fastchip FP routines as part of my Omniview 256 and
Omnimon XL Operating Systems. I am wondering if perhaps the routines
physically moved though. The two OS chips use an 800 O.S. whereas
I am using (obviously) the 800XL OS and I don't know anything about
which routines were moved, etc.
Wess Newell is still around, he still runs Newell industries.
His latest 8 bit product was the 1088K upgrade for 800XL/1200XL/130XE.
I think he just did some sort of TOS card for the ST machines, similar
to the TEC card. Well, that all unrelated ST stuff.

Jeff McWilliams

2349. Re: flight simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 03:33:29 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Jun17.033329.4507@magnus.acs.ohio-state.edu>
Source record: 110897

> I have flight simulator II on my atari 1200xl and a new xl/xe disk
>drive. i used to own an indus disk drive where the simulator worked okay.
>but now the simulator doesn't work at all on the new drive. the indus is
>trashed so i can't use it. does anyone know a fix or had this problem?

As I remember it, the disk version of Flight Simulator II used a novel protection scheme which relied on the speed (RPM) of the disk. By modifying the code it is possible to make the game work on disk drives which operate at different speeds. A friend of mine did this about 6 years ago, but I have since lost touch with him. Alternately you could use a program such as Chipmunk which removes the copy protection from disks. If the protection is removed, it should work on any drive. Perhaps someone on the net has Chipmunk and would offer to do this for you, if Chipmunk can even perform such a task. I don't recall which drives the program worked with, but I believe my friend who had to modify the program was using a Rana 1000.
Finally, it might be possible to acquire the cartridge version of FSII, which was released a couple years ago. This would eliminate the need to worry about the disk drive at all, except for scenery disks, which I doubt used any copy protection.

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

2350. Re: Snapshot15m

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 03:39:01 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun17.033901.24950@news.ysu.edu>
Source record: 110898

OK PHbill...snsht30d uses 65536 byte files and you can copy 10
of these to a HD or 1 meg MIO or 4 of them in 256K RD...would mean
a 320xe to get that although you don't have to run all 10..maybe
just 3...the advantage of the program is each file stays frozen
in the position you left it when you're using a HD or MIO you
don't turn off; then you don't have to load anything, just hit
sh^2, sh^3 etc. to get your porgram. My MIO changes between them
in 2 sec.
You can't use Turbobasic with any of the snapshot programs cuz
they only run on sparta3.2d (as far as I know) and TB uses the
same memory location as SP32d.
Snpshot15m can be used with a stock xe cuz it only saves one
snapshot by hiting sh^- or the HELP key.
--

2351. fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 06:04:31 UTC
From: U54136@uicvm.uic.edu
Message-ID: <92169.010431U54136@uicvm.uic.edu>
Source record: 110899

I am not up to speed on the workings of the Atari 800XL, so I would appreciate someone heppin me wit dis problem I'm workin on.

The Problem:

I would like to use my puter to measure rpm's of a rotating shaft.

I have all the necessary sensors etc. rigged and I want to use the Atari's joyport to read a series of pulses corresponding to the cycling of the shaft rpm in question.

Question:

How do I make my Atari do this? I know it is capable (with some coaxing anyway).

The shaft rpm will be a max of 32000 rpm. Will the Atari be able to keep up?

I appreciate any help.

Thanks Guys/Gals,
Tim Southern

2352. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 09:24:49 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Jun17102449@zappa.FtCollins.NCR.com>
Source record: 110805

```
>>>>> On 16 Jun 92 13:42:01 GMT, tmkk@uiuc.edu (Khan) said:

Khan> Anybody remember this game, the sequel to Action Quest and Ghost
Khan> Encounters? Anybody still HAVE it?

Yes. I've got it on cartride. You want it? :^)
--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/*************************************************************************/
It's OKAY --- I'm an INTELLECTUAL, too.
```

2353. How can Snapshot work??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 11:29:41 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206171129.AA11982@brachot.jct.ac.il>
Source record: 110900

Hi,
A poster said that many hardware registers are not readable, making them
unsaveable to disk. How can Snapshot work, in those cases where hardware
registers are important??
Also, is Snapshot bulletproof? I'm SURE that many games will be incompatible
with it, and simply make the Shift-^no. not work!!
Any VBI or similar interrupt could disable whatever system Snapshot uses!

Have a NICE day!!

bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
__ InterNet!! __ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

2354. Re: My 800XL ISN'T Really Dead

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 13:55:39 UTC
From: cba@hpuerca.atl.hp.com
Message-ID: <7230002@hpuerca.atl.hp.com>
Source record: 110812

You might have a "cold" solder joint around the video modulator section. Try a low-temp soldering iron. Look for solder joints that look round, first. These are the most likely suspects, in my experience. But don't rule out normal looking connections, either.

2355. Re: Help! My 800XL is DEAD!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 18:06:49 UTC
From: rwt@reef.cis.ufl.edu
Message-ID: <36063@uflorida.cis.ufl.edu>
Source record: 110901

Just because the power light comes on doesn't mean that the problem
is not the power supply. Do try another before anything else!

2356. 7800 Game Systems

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 18:34:59 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Jun17.183459.19511@cbnewsc.cb.att.com>
Source record: 110902

From article <1992Jun3.021416.3219@wvnvms.wvnet.edu>, by Joe Phlegm:

> Does anyone know where I can pick up a cheap new or used 7800? A store in our
> local mall is selling buttloads of 7800 and 2600 carts for a buck. Thats
> right, just a single dollar. I'm not too hip to game machines, but at This
> price I'm game for anything (no pun intended).

Just recently I saw the 7800's for about $25 mail order. Don't remember
exactly where. Maybe Best? Try looking in any Atari related or video
game related magazine you can find. I'm sure you can find them cheap.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

2357. Re: Speech in E.T.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 18:41:36 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Jun17.184136.19660@cbnewsc.cb.att.com>
Source record: 110903

From article <etxansk.707567943@garbod20>, by Anders Skelander:
>
> (Why do people loose the instructions to all the old game
> cartridges?)
>
In my case, I bought a lot of cheap cartridges that came without instructions. Most were pretty obvious like "Pongo", but one "Eastern Front..." was useless. Fortunately, I know someone who had the disk version and so I xerox'd a copy.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

2358. Re: flight simulator II

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-17 19:35:59 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jun17.193559.13442@ucsu.Colorado.EDU>
Source record: 110904

In article <1992Jun17.033329.4507@magnus.acs.ohio-state.edu>
fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:

[Flight Simulator II stuff deleted to save electronic paper]

> Finally, it might be possible to acquire the cartridge version of FSII,
>which was released a couple years ago. This would eliminate the need to
>worry about the disk drive at all, except for scenery disks, which I doubt
>used any copy protection. ^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^^^^^

Not so - they are as heavily protected as the program disk!

--Michael

Michael Hill <>< Isaiah 9:6 | "I'm here to tell you there's another way
hill@spot.Colorado.EDU | To consume a hungry heart
Ball Aerospace Systems Group & | Jesus is waiting just a prayer away
University of Colorado@Boulder | Let him in to where you are"
$ mv net.flames /dev/null | --Michael W. Smith, "The Last Letter"
-----------------------All glory to God in the highest!----------------------

2359. 810 drive noises

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 01:48:50 UTC
From: ASMJC@ASUACAD.BITNET
Message-ID: <92169.184850ASMJC@ASUACAD.BITNET>
Source record: 110806

I have found that some of my disks will no longer boot up with my 810 drive. I get a boot error and a periodic nasty grinding noise from the 810 when I try. This only happens to some disks, others load up ok. Is this a problem with the 810, the disk, or the program on the disk?
-Michael

2360. communication software

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 01:51:58 UTC
From: ASMJC@ASUACAD.BITNET
Message-ID: <92169.185158ASMJC@ASUACAD.BITNET>
Source record: 110807

I have an Atari 800 and an sx212 modem (plus 850 interface and 810 disk drive). What communications software will work with this combination? I have SXexpress! but this doesn't, perhaps it's not downward compatible. I've also got the Telelink 1 cartridge and Backtalk, but I'm not sure they are compatible with the sx212. I have heard that Bobterm may work with my system? Any suggestions?
Thanks,
-Michael

2361. Re: 810 drive noises

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 05:07:25 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jun18.050725.12442@msuinfo.cl.msu.edu>
Source record: 110808

ASMJC@ASUACAD.BITNET writes:

>I have found that some of my disks will no longer boot up with my 810 drive.
>I get a boot error and a periodic nasty grinding noise from the 810 when I
>try. This only happens to some disks, others load up ok. Is this a problem
>with the 810, the disk, or the program on the disk?

Could be any of the above. Try your disk in another drive. If it works
then you may want to find someone that can test your drive for alignment.

-MOlin

==========
The definition of a mess... ||| Windows!
4 Megs of shit in a 640k box. ||| From the nice people
Have you crashed Windows today? / | \ who brought you EDLIN

2362. power on restart

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 10:47:29 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206181046.AA14795@brachot.jct.ac.il>
Source record: 110809

To the guy who had that sprinkler program:
Get a Rana 1000 !! Mine gets booted immediately with the computer.
This means that when power comes back, the computer will manage to boot your
disk. The disk drive manages to initialize in the short init the Atari has.
This is true for both the 800 and the 1200xl, which I have.
(the 1200xl initializes slower than the 800)
I also have a Indus GT, which initializes slowly, so the computer will NOT
boot with it if power comes on to all parts at once.

--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
__ InterNet!! __ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

2363. raindemo.arc

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 10:58:16 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206181057.AA14918@brachot.jct.ac.il>
Source record: 110810

```
Hey guys,
There's something called raindemo.arc, in atari/8bit/demos at the archive.
Does anybody know what it is?? How to get it to work??? Helllp!!

Shalom from Jerusalem!!! -Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2364. BBK ART

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 11:02:05 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206181101.AA14968@brachot.jct.ac.il>
Source record: 110811

```
Also... How do I get bbk art to work?
It's supposed to be the file "bbkartst.com" in atari/8bit.(is it??)
After loading it, it only returns an error (I think 181) to MyDOS..

Shalom from Jerusalem!!! -Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2365. Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 11:15:36 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92170.061536JJMCWILL@MTUS5.BITNET>
Source record: 110816

Anybody out there have a good Memory databook?
EasyTech has a 512Kx8 Pseudo Static RAM in their new catalog for $36.00
a piece. While I am certainly in no current financial position to purchase
any to try them out, I would like to know more about them, and any
data anybody has on Pseudo SRAMs that they could share I would be
grateful to have a look at. It seems to me that with one, or maybe
two of these babies, an EASY, battery-backed 512K or 1 meg RAM upgrade could
be built.... not to mention other practical uses..

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

You never know what you've got until you've lost it.

2366. Need # and address for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 11:55:59 UTC
From: mwithers@pb.serum.kodak.com
Message-ID: <1992Jun18.115559.7275@clpd.kodak.com>
Source record: 110814

I have a request, I need the # and address for Atari, Inc.

What I have are some old Atari Dos 3.3 diskettes that I
need to be translated to IBM Dos format. I am hoping
that they can tell me things about:

sector size
fat table location
fat table format
directory formats
etc.

I wrote my disketts both on Atari 1050 1.5 Density drive and
a Indus GT DD drive, so I need info on how I can read
the diskettes.

I have tried the Atario and Util programs, neither work...

Thanks

Mark Witherspoon
Reply to: mwithers@serum.kodak.com

--
##
Sent by: Mark Witherspoon # The opinions expressed here are of my #
Reply to: mwithers@serum.kodak.com # own, not of my employer... #
##

2367. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 13:25:26 UTC
From: tmkk@uiuc.edu
Message-ID: <Bq1MME.EEy@news.cso.uiuc.edu>
Source record: 110813

In article <KENTD.92Jun17102449@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent Dalton) writes:
>>>>>> On 16 Jun 92 13:42:01 GMT, tmkk@uiuc.edu (Khan) said:
>
>Khan> Anybody remember this game, the sequel to Action Quest and Ghost
>Khan> Encounters? Anybody still HAVE it?
>
>Yes. I've got it on cartride. You want it? :^)

How much you asking? ;-)

2368. 8-Bit Support Area (Free-Net)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-18 22:57:09 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1992Jun18.225709.21548@usenet.ins.cwru.edu>
Source record: 110815

The Cleveland Free-Net Atari SIG is presently being redesigned.

One question has arised with the 8-Bit Support area. The question
is what to call it.

Do you prefer:

A) 8-Bit Atari Support Area
B) Atari 8-Bit Support Area
C) Atari 8-Bit Computer Support Area
D) 8-Bit Support Area
E) 8-Bit Computer Support Area

Please respond e-mail.

Thank you for your help!

Len Stys (aa399)

2369. Re: BBK ART

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 04:00:03 UTC
From: bmarcum@world.std.com
Message-ID: <Bq2r45.9H0@world.std.com>
Source record: 110817

In article <9206181101.AA14968@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:
>Also... How do I get bbk art to work?
>It's supposed to be the file "bbkartst.com" in atari/8bit.(is it??)
>After loading it, it only returns an error (I think 181) to MyDOS..
>
Did you uudecode it? I use it with Mydos, and it should load with no problems.
Error 181 means "not a binary file" in Mydos.

Bill Marcum bmarcum@world.std.com

2370. Re: communication software

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 04:15:00 UTC
From: bmarcum@world.std.com
Message-ID: <Bq2rt2.B4A@world.std.com>
Source record: 110818

In article <92169.185158ASMJC@ASUACAD.BITNET> <ASMJC@ASUACAD.BITNET> writes:
>I have an Atari 800 and an sx212 modem (plus 850 interface and 810 disk
>drive). What communications software will work with this combination?
>I have SXexpress! but this doesn't, perhaps it's not downward compatible.
>I've also got the Telelink 1 cartridge and Backtalk, but I'm not sure they
>are compatible with the sx212. I have heard that Bobterm may work with
>my system? Any suggestions?

Is your SX212 connected through the 850, or through the 13-pin serial bus?
SX Express was made for the latter; you should use 850 Express if the modem
is connected to the 850. When you say SX Express doesn't work, do you at
least get a menu, or does the disk fail to load at all? (Wondering if maybe
Atari put SX Express on an enhanced density disk, which the 810 drive can't
read.) I doubt Telelink will work. Backtalk might, if it has a handler file
for the SX212 or the R-Verter. Bobterm definitely will work.

Bill Marcum bmarcum@world.std.com
(Apologies to whoever doesn't like quoted messages)

2371. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 05:24:04 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun19.052404.10919@usenet.ins.cwru.edu>
Source record: 110819

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:
>EasyTech has a 512Kx8 Pseudo Static RAM in their new catalog for $36.00

Sounds too good to be true, with this, I can get on with my simple 1 Meg
UpGrade, or start messing around with designing one hell of a pbi_coprocessor.
Weird thing is, I was just looking at the schematics I made for my .1 - 1 GIG
Easy-To-Do SRAM upgrade a little over an hour ago. This would be simple to
install, and have many routes to pick from.
Can either install another PIA and use that and a slightly modified RamDisk
driver, or merely wire up PIA_PortB on a 800 XL to this. Only bonus on useing
another PIA is that one can have 16 Address Control Lines each swapping in
16K chunks, thats an amazeing 1 GIG of Memory! On top of the Extended RAM
possible on the computer.

-Yes, I'm planning on going to 1 GIG when I have the money. :)
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2372. REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 06:26:01 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <708943555.F00001@tdkt.kksys.com>
Source record: 110820

To: umn-cs!exuhag@exu.ericsson.se(James Hague)
Thanks, I can get old Anolog issues at my meeting. I dont have any.
I have alot of those analog games myself(like the ones you menchoned) but
I dont know how they can make them so small. This is just a theory but could
they have compressed the code and have the program de-compress it after
loading? I think at least one game I have does that(not an anolog one).
Im nearly done with my P/M editor now and its great. It supports
animation, allows GPRIOR settings, and writes data to Action format. I dont
want to release it to the public yet(not until I put it to use in making
images for my own game(s)) but if you want a copy for yourself, I might get
you one.
As for game programming, im discovering a big problem with moving p/m
images in mainline processing(not in a interupt) using VCOUNT for timing. It
appearently isnt re-drawing/ moving images on the same TV frame. I tried
everything to fix it too. It may have to do with the DMA antic performs or
there just isnt anuf time.

well thanks again. bye

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2373. Percom's drive controller

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 06:38:02 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <708943555.F00002@tdkt.kksys.com>
Source record: 110821

Some one menchoned something about the disk controller not being so great. this message is to that person.

Interesting that you brought that up cause the disk controller is the main reason I want to get one of these drives. There said to have the ability to work with standard IBM drives. If this really is the case, then I wouldnt mind taking the chance that the disk controller could last a good two years. is it that they overheat? If so, I suppose that maybe something like a heat sink attached to the board could solve the problem.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2374. Re: REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 13:46:46 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun19.134646.3893@exu.ericsson.se>
Source record: 110822

[Sorry to anyone annoyed about the "private" postings to me.
Apparently, Tim can't mail me directly--his mailer doesn't
get along with the ".se" probably. I'm posting my response
since it really isn't private and it will up the traffic
in this group :-]

Tim Gearin writes:
>
> I have alot of those analog games myself(like the ones you menchoned) but
>I dont know how they can make them so small. This is just a theory but could
>they have compressed the code and have the program de-compress it after
>loading?

Nope, no compression at all. It's just that 6502 assembly is
amazingly compact. If you look at the assembly listings for
ANALOG's games, almost without exception they are coded for
size instead of speed, i.e no loop unrolling or huge table
lookups, etc. Speed was just never a problem, even for things
like Tom Hudson's Livewire! so why not cut down on typing time
and make things easier to understand?

> Im nearly done with my P/M editor now and its great. It supports
>animation, allows GPRIOR settings, and writes data to Action format. I dont
>want to release it to the public yet(not until I put it to use in making
>images for my own game(s)) but if you want a copy for yourself, I might get
>you one.

Sounds great. Unfortunately, my 8-bit game programming days are
"over" (until the frustration of MS-DOS gets to be overwhelming).
Be sure and keep the net up to date on your editor and any games
you write--I bet lots of people would be interested.

> As for game programming, im discovering a big problem with moving p/m
>images in mainline processing(not in a interupt) using VCOUNT for timing. It
>appearently isnt re-drawing/ moving images on the same TV frame. I tried
>everything to fix it too. It may have to do with the DMA antic performs or
>there just isnt anuf time.

Hmmm...I never tried to use VCOUNT. I always redrew everything
during the vertical blank, just to keep the images clean, so
I've never had yor problem. Anyone?

Good luck.
--
James Hague
exuhag@exu.ericsson.se

2375. WHO HERE SAYS!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 18:18:06 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun19.181806.19350@ucsu.Colorado.EDU>
Source record: 110823

Hello,
I recently read several PC postings and such and came across people
mentioning old titles, of course the titles were MULE, ALI BABA and etc..
This made me come down to a conclusion, is ATARI 8 Bit machines the
best ever built for its time? Personally I think so, and I went through
most of them except the XE series and the 1200, 1400, 1450D. That
those 1450D ever make it to the market? I remember saving up money for
that BEAST, but never saw it.

ATARI 8BIT FOREVER
Jeff

2376. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 18:18:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92171.131815JJMCWILL@MTUS5.BITNET>
Source record: 110828

Date: Fri, 19 Jun 92 13:12:59 EST
From: Jeff McWilliams <JJMCWILL@MTUS5.cts.mtu.edu>
Subject: Re: Pseudo Static RAMs
To: ai792@cleveland.Freenet.Edu
==========
Tony Lang,

One Gig eh? Hmmm.. like to see you load up that ramdisk until its
chock full. you'd need a HUGE hard drive just to load the thing up.
Heh heh. I've been thinking of uses for the Dual PIA/QUAD PIA upgrade
myself, but I am not sure using one of its ports for BANK control
is the best thing to do with it. Well, it would be great with
Sparta 3.2d and any other DOS, except SpartaX. I really like that DOS,
but so far no-one has broken the mysterious DRIVER.SYS code so that
drivers for things like your 1 gigabyte RAMDISK can be written.
Dang it all.

What I think a Pseudo SRAM is, is DRAM with builtin refresh circuitry
that is wired so that it just looks like SRAM on the pinouts.
Jeff Potter mentioned the PSRAMs may be real power hogs.
Still looking for data...

Jeff McWilliams

2377. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 20:52:04 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun19.205204.27869@infoserver.th-darmstadt.de>
Source record: 110824

In article <92169.010431U54136@uicvm.uic.edu> <U54136@uicvm.uic.edu> writes:
>I am not up to speed on the workings of the Atari 800XL, so I would appreciate
>someone heppin me wit dis problem I'm workin on.
>
>The Problem:
>
> I would like to use my puter to measure rpm's of a rotating shaft.
>
> I have all the necessary sensors etc. rigged and I want to use the Atari's
> joyport to read a series of pulses corresponding to the cycling of
> the shaft rpm in question.
>
>Question:
>
> How do I make my Atari do this? I know it is capable (with some coaxing
> anyway).
>
> The shaft rpm will be a max of 32000 rpm. Will the Atari be able to keep up?
Lets check

Shaft: 1/32000 = 0.0000312s which means 31.2 microsecs
Atari: 1/1Mhz = 0.0000010s which means 1 microsec (*)

So if I didn't type anything wrong on my caclulator you should have around
32 cycles (~11 instructions) per rotation.
If you need more time how about using a digital counter to divide the
frequency by 8 for example. You wouldn't lose much precision.

To read the joystick port:

PORTA = $D300 ; gives joystick 0 and 1

lda porta ; reads port
and #$01 ; gets you just the UP direction of joystick 0

Nat!

(*) Assuming ANTIC is on, which takes off some CPU time from the
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Toetet Joseph Blatter

2378. Re: Hacker Tools

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 20:56:48 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun19.205648.41010@infoserver.th-darmstadt.de>
Source record: 110825

In article <Bpv2DL.G8n@news.cso.uiuc.edu> khan@mrcnext.cso.uiuc.edu (Scott Coleman) writes:
>I'm interested in finding out about hacker tools for the 8 bits (assemblers, >disassemblers, compilers, debuggers, monitors, etc.) What are the tools >people are using these days?
>
>Also, has anyone tried to come up with a cross development system so we can >use our fast '386-based IBM clones to QUICKLY assemble/compile programs which >will then run on our 8 bits, either after transfer over a serial link, via >floppy swap, or by direct connection using somehting like the SIO2PC >interface? It seems like the CC65 source code available on umich would make >a good starting point for such a system...
Yo! I have tried (and succeeded (non-bashful mode (har))) to come up with a cross development system. It's called nasm65 and it's available on atari.archive.umich.edu in the atari/languages directory. The binaries are for the ST, but the sources, last time I checked compiled and worked fine on a PC.

For transfer between the ST and the 8-bit there's also NASTY, (that's a little hardware project though) in atari/8bit.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Toetet Joseph Blatter

2379. Re: Atari 2600/5200/7800 mailing list - intersted?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 22:10:31 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun19.221031.175@exu.ericsson.se>
Source record: 110826
Cross-posted to: rec.games.video,rec.collecting,comp.sys.atari.8bit

Ted B. Drude writes:
>
>I know there's a few Atari collectors out there. Would anyone be
>interested in starting a semi-erratic mailing list for 2600/5200/7800
>collectors? We could circulate wanted/forsale game lists and other collector
>information. If you're interested, send me your email address and I'll
>report back on the response.

I'm for the formation of the rec.games.video.classic group
which someone suggested a while back. This could include
discussion of the systems mentioned above, plus the ColecoVision,
Intellivision, Channel F, Odyssey, Astrocade, etc.; and games on
older home computers like the Apple II, Atari 8-bits, C-64,
etc. Possibly, old coin-ops could be included in the charter
as well. Basically, everything from the pre-Nintendo
era is fair game.

[Note follow-ups.]
--
James Hague
exuhag@exu.ericsson.se

2380. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-19 23:58:29 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <60810@cup.portal.com>
Source record: 110827

>Anybody remember this game, the sequel to Action Quest and Ghost
>Encounters? Anybody still HAVE it?

I believe I inherited a (-ahem-) "non-original" copy of this game on one
of many disks I've accumulated that were "thrown in with" systems I bought.
I know it's around here somewhere.

This whole series was grotesquely slow-moving, as I recall -- they had a
hell of a nerve, putting the word "Action" in the title of the first one;
should've been "Snooze Quest" -- but cute and appealing.

Among other things, I'd love to see/read some instructions for the damn things.
And for a couple hundred other games in a similar state...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2381. Wanted: Donkey Kong Junior

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-20 02:08:01 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jun20.020801.14257@news.uit.no>
Source record: 110829

Does anybody feel like parting with their DK Jr?
I don't know what format it is on, but I'd like to have it on disk if
possible.

Looking for to your mail.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

2382. Running SIO2PC under Windows 3.1

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-20 14:07:46 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jun20.090746.11557@miavx1.acs.muohio.edu>
Source record: 110830

Well, I downloaded the SIO2PC stuff from a.a, and am seriously
thinking about trying it out, but I was wondering, how well does it work
under Windows 3.1? Has anyone here tried it?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

2383. Re: Running SIO2PC under Windows 3.1

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-20 20:43:49 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.709073029@vincent1.iastate.edu>
Source record: 110832

In <1992Jun20.090746.11557@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> Well, I downloaded the SIO2PC stuff from a.a, and am seriously
>thinking about trying it out, but I was wondering, how well does it work
>under Windows 3.1? Has anyone here tried it?

I've tried it under Windows 3.0, and it does work. Windows in standard mode works a little better, but 386 enhanced mode works too. You have to be a little careful about the .pif settings that you use, otherwise the timing gets screwed up too much. The performance is worse in 386 mode - you can notice when windows is giving processor time to another program. I tried it with Mydos, which seems to be more forgiving of timing problems than atari dos. If you want the .pif settings that I used, I can email them to you. (I don't have Win 3.1, but would expect better or at least the same performance as Win 3.0).

Todd
--
Todd Greenfield
tgreen@iastate.edu

2384. Colecovision/Atari system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-20 20:45:32 UTC
From: hgm@unity.ncsu.edu
Message-ID: <1992Jun20.204532.28996@ncsu.edu>
Source record: 110831
Cross-posted to: rec.games.video,comp.sys.atari.8bit,triangle.forsale

I've decided that a Lynx, Genesis and two Amigas is enough. It's time to retire the Colecovision/Atari 2600 stuff.

Code:
(X) means no box or instructions
(I) means instructions

Everything else has a box and instructions. In the case of the atari games, the boxes are in like new condition. Note also that the atari games, for the most part, are newer titles with surprisingly good graphics (Solaris is pretty amazing).

Hardware:

Colecovision with original controllers (X)
2 Super Action controllers (very decent joysticks)
Expansion Module #1 (Atari 2600 adaptor) (X)

Software:

Colecovision

Donkey Kong Junior (X)
Cosmic Avenger (X)
Super Action Baseball (I)
Centipede (X)

Atari 2600

Bezerk (X)
Ms. Pacman (X)
Super Football
Dark Chambers
BMX - Air Master
Gravitar
Jungle Hunt
Secret Quest
Defender II
Moon Patrol
Jr. Pacman
Radar Lock
Solaris
Midnight Magic
Double Dunk
Phoenix

I've seen a price of $6.00 (shipping included) quoted for the atari games.
If you take the 14 atari games here that come with boxes & instructions, and
multiply that by $6.00, you come up with $84.00.

I'm asking $80.00 (shipping included) for everything, but I will consider
offers. I realise that this is not exactly state-of-the-art stuff, but that
doesn't mean that the games aren't fun to play!

--hal

--hal

--
hgm@ccvr1.cc.ncsu.edu "The trick is -- find a name for it.
Then you can sell it. End of the Revolution."

2385. Percom's drive controller

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 03:52:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <709104410.F00001@tdkt.kksys.com>
Source record: 110834

To: umn-cs!trystro!mikc@Think.COM

I am aware of the need to use Mydos with the percom. Ill have to ask the
guy if its single density or not.

So you think capacitors would go bad before the CPU? Hope your right.
I guess if I get this thing Ill have to start using Mydos. You would laughf
if I told you what I Dos I mainly use.
Thanks for the info. Ill tell you when I get it.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2386. Re: What are these 8-bit products... Ramrod, Fastchip,MULE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 04:28:58 UTC
From: andrewh@panix.com
Message-ID: <1992Jun21.042858.14674@panix.com>
Source record: 110833

In article <535m024316S001@JUTS.ccc.amdahl.com> jwf10@JUTS.ccc.amdahl.com (John Ferrell Jr) writes:
>Also I over-herd someone talking about playing- MULE? What is this?
>Thank you.

It's a game put out a long time ago by Electronic Arts during its early golden years. It involved you and 3 other players in an attempt to colonize a single planet. The player whose combined plots are most successful is the winner. But at the same time, you can't be TOO cutthroat, because if you undermine you're opponents too much the whole colony attempt fails, and EVERYBODY loses. If you're successful, the most productive player is named "First Founder". A neat game.

2387. Re: The Top #3

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 06:48:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <c4HPmB3w164w@cyberden.uucp>
Source record: 110835

You were talking about the Top III Demo..

Have any of the PAL programmers considered making NTSC versions of their works?? I always love a good demo. to show off! How hard would it be to just rehack the source code? Are there even NTSC TV's in countries using PAL & all the different power-outlet voltages/plugs/etc???

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 20, 1992

2388. Re: Paperweight

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 07:02:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PqiPmB6w164w@cyberden.uucp>
Source record: 110838

HEY! I have this! Too bad the "ending" didn't really catch me by surprise as I have my computer hooked up via the monitor port and not a switch-box! haha.. but it still made me crack up!! :)

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 20, 1992

2389. Re: Spell gremlins!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 07:07:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4yiPmB7w164w@cyberden.uucp>
Source record: 110839

<ASMJC@ASUACAD.BITNET> writes:

> I am new to using the Atari 800 (I got it cheap, what can I say?). I have a
> disk for the terminal emulation program "Backtalk". When I load up the
> documentation disk for this program I find the text is filled with gross
> misspellings. I didn't know what to make of this until I recently loaded up
> the documentation and no misspellings were evident... I found that I had left
> a Telelink cartridge in the 800 as I booted in the Backtalk, and this seemed
> to have corrected the spelling errors! This seems very odd. The actual
> Backtalk program also boots up with misspellings. I am not sure if the progr
> works, or whether it is compatible with the 800?
>
> -Michael

What exactly are the misspellings? Are they garbage? Or just woords
spelled rong? If its g$'arbWWWage, then it might be the system.
Otherwise, this IS pretty interesting! :)

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

June 20, 1992

2390. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 07:18:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <kHJPmB9w164w@cyberden.uucp>
Source record: 110836

<U54136@uicvm.uic.edu> writes:

> How do I make my Atari do this? I know it is capable (with some coaxing
> anyway).
>
> The shaft rpm will be a max of 32000 rpm. Will the Atari be able to keep u

Well.. I SUPPOSE if you were to hook up 2 paddles to it SOMEHOW you
could get some LSB/MSB working to give you accuracy from 0 to 52440..?
(229*229 - the paddle's accuracy.. btw: WHY!? why not 256???) Anyways,
I'm not totally sure, but from playing with the Parrot, I've learned that
the thing could do waves... and also the way the trakball works (by
digitally counting analog sizes (in that case the distance (or speed) the
ball is rolling (was this how the old Indy 500 controllers worked??)) I think it
should be possible.
Somebody out there will know better than me! :) just bein' hepfuw
bill

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

June 20, 1992

2391. Re: REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 07:33:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <37JPmB12w164w@cyberden.uucp>
Source record: 110837

Tim.Gearin@f47.n282.z1.tdkt.kksys.com (Tim Gearin) writes:

> As for game programming, im discovering a big problem with moving p/m
> images in mainline processing(not in a interupt) using VCOUNT for timing. It
> appearently isnt re-drawing/ moving images on the same TV frame. I tried
> everything to fix it too. It may have to do with the DMA antic performs or
> there just isnt anuf time.

It could be the latter. I work with sprites ever-so-often in BASIC. I
don't have too much trouble unless I'm moving REALLY big sprites. In
THIS case, you MIGHT want to spare the 1k to have another PM Base and
moving the Player in THAT base, and then switch the base pointer (54279)
to the new one RIGHT as you change the x-position. The closer you do
these two things, the better! I've tried using flipping whenever I can
(mainly using graphics, as I almost never use sprites anymore.. maybe
your editor might come in handy! :)) Anyways... good luck. Good to
see some new game-makers out there! :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 20, 1992

2392. Tom Hunt answers SnatShot Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-21 18:13:29 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun21.181329.23374@news.ysu.edu>
Source record: 110840

***answer to> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel)
Subject: How can Snapshot work??

>How can Snapshot work, in those cases where hardware
>registers are important??
>Also, is Snapshot bulletproof? I'm SURE that many games will be incompatible
>with it, and simply make the Shift-^no. not work!!

Message from Tom Hunt

Message: 96(#1735)
Title: From Jerusalam,via USENET
Author: Tom Hunt
To: All
Posted: Thu 18-Jun-92 at 5:41:00am
Replies: 0

Well, Snapshot wasn't designed with
games in mind. It is a productivity
enhancement, not a game enhancement.
(Tho Snapshot 1.1, used with the
SOFTBOOT utility, and handle lots of
boot games).
When it comes to applications, not
many of them use the hardware
registers as intensely as games do.
Even at that, often the hardware
registers are updated every frame, so
they will be reset every 60th of a
second anyway.

About vector stealing- Some
programmers will steal a vector, with
no attempt made to save the address
originally found there, and JMP to it
in their own routines. That's where
the REHACK.COM utility comes in
handy. For such applications,
REHACK.COM will become a watchdog,
and allow these applications to share
the interrupt vector with Snapshot.
Instead of stealing the vector, they
should use the same technique used
with the DOSINI vector, which allows
several routines to hook into it.
This same technique can be used with

the interrupt vectors as well.

As far as a conflict
with the Snapshot hotkeys goes, the
worst conflict that I'm aware of is
with Bobterm and Snapshot 3.0c and d.
They use shift-control-#'s. There is
a utility that will change these
versions of Snapshot's hotkeys to any
keypresses you'd like. Or, you could
switch to another version of
Snapshot, which uses different hot
keys. Or, you could just avoid using
the shift-control-# macros in
Bobterm, and stick to the control-#
ones?
--

2393. Disk drive needed.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-22 05:09:44 UTC
From: bjrineha@iastate.edu
Message-ID: <1992Jun22.050944.13504@news.iastate.edu>
Source record: 110841

OK everybody, I need an inexpensive Atari 1050 or compatible disk drive.
Who has anything to offer?

Brian Rinehart
bjrineha@iastate.edu

2394. 80 Col. Handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-22 08:56:24 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92174.035624JJMCWILL@MTUS5.BITNET>
Source record: 110844

```
========================================================================== 50
Received: from MTUS5 by MTUS5.cts.mtu.edu (Mailer R2.08) with BSMTP id 3214;
Mon, 22 Jun 92 01:57:39 EST
Received: from ccu.UManitoba.CA by MTUS5.cts.mtu.edu (IBM VM SMTP V2R1)
with TCP; Mon, 22 Jun 92 01:57:34 EST
Received: from bison.UUCP by ccu.UManitoba.CA with UUCP
(4.1/25-eef) id AA00182; Mon, 22 Jun 92 00:57:35 CDT
Received: by bison.mb.ca (1.64/waf)
via UUCP; Mon, 22 Jun 92 00:03:29 CDT
for JJMCWILL@MTUS5.cts.mtu.edu
Received: by sys6626.bison.mb.ca (1.64/waf)
via UUCP; Sun, 21 Jun 92 23:36:37 CDT
for JJMCWILL@MTUS5.cts.mtu.edu
To: JJMCWILL@MTUS5.cts.mtu.edu
Subject: trouble posting to C.S.A.8
From: dave@sys6626.bison.mb.ca (Dave hall)
Comments: ok'dok
Message-Id: <NZeRmB1w164w@sys6626.bison.mb.ca>
Date: Sun, 21 Jun 92 23:36:34 CST
Organization: system 6626 BBS, Winnipeg MB

Jeff, I'm having trouble posting to C.S.A.8, I was wondering if you could
post this for me?
;;;;;;;;;
As suggested by Jeff McWilliams through E-Mail, I should ask the readers of
C.S.A.8 this question, so here it is:

I'm planning some shareware projects over the summer, and one of them
includes a (very fast) 80 column display editor (i.e. full blown editing
capabilities). However, before I attempt such a project, am I really
wasting my time putting effort into it? So, I would like to hear feedback
(preferably through E-Mail) from you 8-bitters (out there) that want & would
actually *pay* for such software. If I get enough responds, I will go ahead
and write this handler. (My initial testing of a demo version I had put
together, proves it to be very fast, so you need not ask.)

Also, I should mention that I will probably be including a couple other
programs into this package (i.e. Term program, Font editing, a Text
previewer, etc.)

In your replies, I would (at least) like to know the following:

1. What type of 8-bit & DOS you're using?
2. What (reasonable) price should Dave ask for?
3. What uses do you see for this 80 column display handler? (Optional)
4. Would you pay a few dollars more if Dave included programs that would
```

take advantage of this 80 column handler? (Optional)

From a soon to be 8-bit Shareware Author...

-Dave

2395. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-22 13:54:28 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Jun22.135428.8439@ge-dab.GE.COM>
Source record: 110842

To whomever decided 32000 rpm is 31.25 microseconds per revolution,
remember rpm means revolutions per minute, not second. That means

32000 rev/minute = 533.333 rev/second = 1.875 milliseconds/rev

which is much easier to count on your Atari!

--
Jeff Potter
...potter@sunny0.dab.ge.com
...74030.2020@compuserve.com

2396. Re: Need # and address for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-22 14:36:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60912@cup.portal.com>
Source record: 110843
Body handling: HTML body converted to readable text

The best thing to do is assume Atari will not help . There's a number of utilities to convert DOS 3 to DOS 2 format. The utilities are on the DOS 2.5 distribution disk & are OK'd to be distributed free . If your system is not set up anymore, see if you can find a local user to do the conversion.

2397. Xf551 problem, and question...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-22 17:35:46 UTC
From: ae454@cleveland.Freenet.Edu
Message-ID: <1992Jun22.173546.8438@usenet.ins.cwru.edu>
Source record: 110845

I have a Xf551, in which I put a new mechanism...(the original does not work) and I can get the new mechanism to Read and write perfectly, but it will not Format a Disk! it either gives error 139 or 140. I have another mechanism, which does the same thing, it will NOT format. Has anyone had the same problem before? Is this the mechanism, or the controller on the xf551? Is there anything I have to set on the mechanism in order for it to format correctly?

Also, what may help me is, what does Formatting do, other than writing Null characters on the disk and setting up the directory and sectors?

--
Paul Simundza | Cleve.Freenet: ae454@cwru.edu
| Compuserve: 71441.217.compuserve.com
| CSU(Internet): pauls@madnick.cba.csuohio.edu

2398. Re: Percom's drive controller

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-22 22:55:24 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jun22.225524.24780@vpnet.chi.il.us>
Source record: 110848

Someone here mentioned that Percom floppy controllers have a short lifetime. I have been using 2 Percom SSDD floppy drives on my 8-bit for about 9 or 10 years, and the controller in the first drive (non-first-drives are slave drives with these Percoms) is still going strong. I have had an overheating problem in the past; this showed up when a s/w package I bought had a bad floppy (that is, from a bad 'batch' - the copy protection was hosed) and I tried booting it over and over, many times, to get it to run. After about 30 or 40 minutes of this, my (first == boot) drive started spewing garbage data. (I could tell from the sound, you know?) So, I turned everything off and let it cool down awhile, and later the drive was O.K. when I tried a known good bootable disk with it. After this, I went out and got a little tabletop fan, and set it up behind the floppy drives. I've never had an overheating problem since. These Percom drives are almost "bulletproof" in my experience.

Nick DiMasi

2399. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-22 23:33:50 UTC
From: MEB117@psuvm.psu.edu
Message-ID: <92174.193350MEB117@psuvm.psu.edu>
Source record: 110846

I tried to mail this, but it bounced twice.

This is for Mark Fontana (fontana@iguana.cis.ohio-state.edu)
I have been trying to get in touch with you for several days now.
Please send me a note with some E-mail addresses that I can try to
get in touch with you.

Thank you, and sorry for the waste of bandwidth.

Matthew E. Bernold MEB117@PSUVM.PSU.EDU
<<APOCALYPSE>> meb@haydn.psu.edu
meb@orville.psu.edu

2400. Re: Xf551 problem, and question...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-23 01:51:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92174.205140JJMCWILL@MTUS5.BITNET>
Source record: 110847

Hmm, interesting problem with your XF551. You are not trying to format the back side of your diskettes, thus generating this error are you? The XF551 looks for that timing hole in the disk, and won't format the disk if it is missing.

My stock XF551 has been acting a little finicky itself lately, wouldn't format a disk that my Happy 1050 drive formatted just fine. Of course, we used to joke that a Happy 1050 could pull data off of a paper plate if you asked it nicely... :)

Bob Puff mentions in his add for his XF551 enhancement upgrades, that his upgrades fix some bugs in the controller ROM in the stock XF551.
Perhaps he knows something about this, I recall Bob Woolley said the original ROM had a bug that didn't wait for the disk to spin up to speed properly before issueing a READ/WRITE command. Perhaps there are other bugs lurking in there.

Jeff McWilliams

2401. "New" 8 bit user questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-23 16:58:52 UTC
From: dylan@cs.washington.edu
Message-ID: <1992Jun23.165852.24418@beaver.cs.washington.edu>
Source record: 110849

I just dug out my old 800, thanks to a friend that gave me his old
Indus GT drive (my Percom died about 8 years ago.) I've had a blast
playing with it, and now consider myself a "new" user again. So,
I've got a few questions:

1) Are there any places that regularly have "clearance" type software?
I ask because I bailed out of the 8-bit market pretty early on,
so I missed out on some classics, like all the Lucasfilm games, etc.
Even when I was actively using it, I wasn't totally up to date, so
I never got MULE, which I hear I should have. I probably only have
a fraction of the "classics".

2) If I wanted to play around with "high performance" programming,
would I still be well-served by the ValForth package I bought in
1981? If so, is there a more recent version? If not, what are
the alternatives?

3) Are there any PD sites for these guys? I guess I'd need to start
by getting a terminal program...but I face the bootstrap problem--
how can I get software onto the beast without having any communications
software to start with?

thanks--

/L dylan mcnamee dylan@cs.washington.edu
/ L
(o) L "Don't look at me...I didn't do it!" K. T. Clown.
C (o) /
/__ /
__/

2402. Dumb 800 Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-23 20:12:14 UTC
From: tmkk@uiuc.edu
Message-ID: <BqBEsG.BM4@news.cso.uiuc.edu>
Source record: 110850

Is there a version of the Atari 800 which has a "sealed" RAM/ROM section (the 4-slot area behind the two slots where the "left" and "right" ROM carts plug in)? On the original 800 there were two black plastic things which you pushed aside and the lid would pop open, but I'm now looking at an 800 which has no black plastic things and which doesn't appear to be openable in this fashion. Please email responses, since I'm sure nobody else needs to know the answer to this really dumb question. ;-)

Thanks!

2403. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-23 20:53:45 UTC
From: coffin@mars.ced.utah.edu
Message-ID: <1992Jun23.205345.27966@fcom.cc.utah.edu>
Source record: 110851

To the fellow trying to do fast digital I/O through the joystick port:

I tried a while ago to make a "high speed" communication link from my PC to the atari through the joystick port. (This was before I found SIO2PC). I could never get it to go very fast which was puzzling because both computers were quite capable speeds greater than I was able to achieve. What I found out was that the joystick I/O port pins are low pass filtered. If you remove the cover and look at the board you will see what looks like a bunch of resistors in series with the I/O pins. They are in fact inductors which limit the transisition times of signals. (Somebody want to back me up on this, I'm only 90% sure)

Sorry I don't remember how fast I was able to send data but I'm sure it was no where near 32Khz. The 533Hz (1/32000 RPM) is probably closer to what is possible. I really don't think it is a whole lott faster than that.

You could certainly cut out those inductors. I almost did but then I found SIO2PC and dropped the whole thing.

Steve Coffin

2404. Planetary Defense

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-23 21:09:33 UTC
From: coffin@mars.ced.utah.edu
Message-ID: <1992Jun23.210933.28299@fcom.cc.utah.edu>
Source record: 110852

OK dudes, all this talk about old 8-bit games has gotten me feeling nostalgiac. Now, Don't laugh but I would be forever in debt to the person who could mail to me (or tell me where I can get) Planetary Defense. My all time favorite atari game. It was originally published in Analog Magazine. Years ago my house was broken into and my atari was stolen. I was parted for many years (spend the insurance money on a PC). However, I reciently got an old 800XL and am trying recapture my childhood (Is this sad and mushy enough yet to elicit a response?) Any help would be greatly appreciated.

Steve Coffin
coffin@ced.utah.edu

2405. Hard drive Help

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-23 22:24:52 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Jun23.222452.8679@news.ysu.edu>
Source record: 110853

Just got myself a brand new black box and Hard drive..
Now I have to find some programs that will work on it!
I sure would appreciate it if some of you HD users would let me
know what is loade and running on you systems..I use Sparta 3.2d
on an 800 xl(Rambo)..and have a Prowriter printer..
Your help will save me a lot of trial and error headaches, and get
my wife off of my back about how much time I'm spending with a
system that is supposed to be so FAST!
If you have any a directory of your HD printed to disk..maybe you
could dump a copy to me e-mail..that would help a lot..
Thanks

Joe
--

2406. Re: Percom's drive controller

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-23 22:54:51 UTC
From: deaven@physics
Message-ID: <128a3rINNa7e@agate.berkeley.edu>
Source record: 110854

I'll add my two cents worth: I've had a Percom main drive and slave drive unit for 10 years. Although the apron on the back of the main drive gets hot enough to fry an egg, the thing has never had an operational problem. I used to use a fan (actually, a homemade duct that hung out the window with a fan on the end--it was quiet) to cool the sucker but after a few moves I just let the thing burn.

I'd like to know why the heck the power supply dissapates so much energy; I think continuous operation might be a hassle because the _air temperature_ inside the case gets so high, diskettes are subjected to ambient temperatures past the rated limit. I wouldn't want to run a BBS from a Percom, for example.

I got my drives from an insider who got them before they were released to retail, and I always assumed that they got hot because the power supply was a prototype model or something. Now I want to know: Can I use another more efficient power supply with my drives? I have no documentation, no schematic. Anybody know?

--
David Deaven (deaven@physics.berkeley.edu)
Physics Department
University of California at Berkeley
Berkeley, CA 94720

2407. Demos Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 01:35:59 UTC
From: thester@isis.cs.du.edu
Message-ID: <1992Jun24.013559.11003@mnemosyne.cs.du.edu>
Source record: 110755

Can anyone tell me about these two demos that I just acquired from the archive at umich?
Das_omen.arc
Expo91de.arc
Currently, my 800xl is down with a couple of problems, and I am using my trusty old 400 with 48k. Neither of the programs will work. Do they require the xl/xe series to work?

On another subject, I also have Draper Pascal. When I first booted it, it gave me a message about my memlo setting. It was $1F04 and said the maximum allowed is $1D7C. I am using MYDOS and lowered the number of buffers (files open) as suggested by the Draper Pascal docs and tried again. This time it worked. Following the instructions in the docs, I tried to compile the sample1 program. (kaleidoscope) Nothing doing. Then I couldn't even delete the sample1 program nor copy it because MYDOS has to have at least 3 buffers/files open for this to work!!
Do I switch to another DOS or what?
Any help would be greatly appreciated.

Tim Hester

2408. Re: The Top #3

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 06:37:25 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jun24.063725.3558@usenet.ins.cwru.edu>
Source record: 110756

I always think about making my programs for both PAL and NTSC
but I really don't know what I should donsider while programming.
I do know that there's less time for the VBI under NTSC but
that's all. I don't have a NTSC TV set nor a NTSC Atari.
That way it's hardly possible to test the software for that
system. The only way would be to E-mail a program to someone
in the States (like PhBill :-)) and tell him to test it

Marek Tomczyk

2409. Re: Percom's drive controller

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 08:16:23 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jun24.081623.8797@usenet.ins.cwru.edu>
Source record: 110757

I assume the best thing about Percom drives is that it lets you
connect IBM-PC drives to the serial bus on your Atari.
Has anybody made an attempt to make a homebrew interface working
in a similar way?
I would really like to see a VGA card or an IBM floppy disk
controller connected to either the serial bus or the PBI.

I'm seriously thinking about making the hack sometime, but I
would need some information about IBM connectors and how to
"talk" to them. I've already consulted some IBM hardware books
but there's no information about the connector that is placed
on the IBM drive (called Shugart connector (?)).
Another problem is how to connect something to the PBI that
probably runs at higher speed than 1.79MHz?
I've heard sth about dual ported RAMs. What about these guys?

Marek Tomczyk

uj1g@dkauni2.bitnet

2410. Re: Xf551 problem, and question...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 11:15:19 UTC
From: ae454@cleveland.Freenet.Edu
Message-ID: <1992Jun24.111519.23124@usenet.ins.cwru.edu>
Source record: 110758

I am getting ready to purchase the Xf551 upgrade, Hopefully the new Rom
may solve the formatting problem, as of now though, I am stuck!

--
Paul Simundza | Cleve.Freenet: ae454@cwru.edu
| Compuserve: 71441.217.compuserve.com
| CSU(Internet): pauls@madnick.cba.csuohio.edu

2411. BART

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 12:31:01 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206241230.AA22815@brachot.jct.ac.il>
Source record: 110759

```
To all those people who have problems using BART:
Remember, Bart's root directory is /atari/, so to get a file use:
send 8bit/ [another dir/] filename.ext
Do NOT use: send atari/8bit/.. etc.

Shalom from Jerusalem!!! -Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2412. System reset proof... how??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 12:39:56 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206241239.AA22881@brachot.jct.ac.il>
Source record: 110760

I'm writing a little (little?????) project (namely, a paint program -- one
of the best!! -- if it comes out..) in assembler (btw I use A65 -- it's
great!!), and I have a problem: I want it to be system-reset proof.
Let's say I have an address called INIT, to which I want it to go,
after Reset, and after the disk initialization (u know... the thbthbth
sound..). It's vital for the disk to init!
Even better:
How can I get it to run a small code to make a little screen that says
"Now initing disk" so people won't think it's crashed,
or, even BETTER..
How can I make the sound not occur? Right now, it doesn't make the
sound -- but disk operations cease to function, since it jumps
straight back to INIT, without doing the DOS part.

Something else:
Where should my program be ORG'ed? Now it's at $2C00, but I'm sure
I could overwrite the DUP (but not the FMS) without crashing..
I'm running out of memory, and a spare byte or so could help!!
Comments on that anyone???

Pppppplease help me!

Shalom from Jerusalem!!! -Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
__ InterNet!! __ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

2413. WANTED: Atari 5200 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 14:12:10 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jun24.141210.7253@infonode.ingr.com>
Source record: 110763
Cross-posted to: misc.forsale,rec.games.video,comp.sys.atari.8bit

I'm looking for the AC power supply for an Atari 5200. This is the
style with two controller ports on the front. Anyone have an extra
working one or know where one can be purchased ? Also, can you substitute
another type of power supply ? (Maybe from an Atari 800 or 400?)

Thanks!


```
==============================================================================
| Ted Drude (drudetb@ingr) or (...!ingr.com!infonode!drudetb) | Official |
|------------------------- ModelView Documentation Mangler | MST3K |
| "Trust me, I know what | Intergraph Corp. Huntsville AL | Closet Fan |
| I'm doing."- S. Hammer | (205) 730-8060 (8-5 CST) | Club Member |
==============================================================================
```

2414. Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 14:20:59 UTC
From: tmkk@uiuc.edu
Message-ID: <BqCt71.Auo@news.cso.uiuc.edu>
Source record: 110761

Just for snicks, I'm thinking of writing a disassembler for Atari machine code. Yeah, there are tons of disassemblers out there, and I've even found one with Mac/65 source code included, but I'd like to try it just for the intellectual exercise. What this means is not only do I have to implement it, I have to learn HOW to implement it. Are there any decent books which actually go through the steps of designing and implementing a disassembler? Or is disassembly a sort of "black art" and not really covered by regular programming books?

Also, what is the format for a disk boot record and a binary load file? I know the first few bytes of the first sector on a disk contain information such as # of sectors to load, address at which to load the data from those sectors, a boot continuation vector, etc. Similar information exists for each segment of a binary load file. I know the information probably is printed in half the Atari programming reference books ever put out, but apparently the books I have are all from the other half. ;-) Is there a text file somewhere with this information that someone could email me? Is it on an ftp site somewhere? This information is a pretty basic component if the disassembler is to be able to operate on self-booting disks and binary load files.

Thanks for your help.

2415. Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 14:32:43 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92176.093243JJMCWILL@MTUS5.BITNET>
Source record: 110770

Since BART and uudecoding now works for me (finally), I just rediscovered Livewire. One of my favorite games. Another one from Analog Computing was RAMBUG, also by Tom Hudson I believe. Anybody have this and want to send it to the archive for the rest of us?

Jeff McWilliams

2416. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 14:38:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61022@cup.portal.com>
Source record: 110762

Steve; I got joystick/RS232 links to go to 19,200. It probably could go a little faster, but my clone & ST couldn't keep up at 19k anyway. Your right about the inductors & SIO2PC being a MUCH more elegant solution, but the worst problem is the screen/ANTIC. Really interferes with your timing loops. Only way around it is to disable everything while transfers are going on. Bob Puff said he hacked the MPP R: Handler to go 1,200 baud with the screen on, but the rate at which the interupts interfered with the mainline code made it take forever to just redraw a menu.

2417. 810 MPI push button eject drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 16:02:48 UTC
From: darkwing@cis.umassd.edu
Message-ID: <1992Jun24.160248.9275@cis.umassd.edu>
Source record: 110764

Hello everyone,

A while back, someone had mentioned to me a company that still had
MPI push button eject drive mechanisms left for cheap....

Well, I can't seem to find where I 'saved' this information.....

I don't rmemeber if the person said Best Electronics, B&C, etc....

If anyone knows where these mechs can be bought and parts for them as well
(pressure pad)... let me know....

Thanks,

-- Curt

p.s. I have a happy 810 with 5.2 software, what is the newest software
release avail for this drive ?

darkwing@cis.umassd.edu

2418. 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 18:19:17 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jun24.181917.20786@usenet.ins.cwru.edu>
Source record: 110765

Recently I've found some information about the 2600 game system
which I've also somewhere at home.
It says that it has a CPU called 6507 which is simply a 6502
without IRQ lines and with only 8KB addressing space.
All instructions seem to be the same as our 6502 instructions.

As far as I could see, the documentation provides a full register
description of the system along with all connections of the
cartridges.

I wonder if it would be possible to read out the game cartridges
and copy the code to the 8-bit Atari. Then it should be possible
to change the code in a way allowing to run it on the 8-bit.

Marek Tomczyk
uj1g@dkauni2.bitnet

2419. FORSALE: 800XL with Indus GT disk drive (Hello, Cleveland!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 18:20:27 UTC
From: btbg1194@uxa.cso.uiuc.edu
Message-ID: <BqD4A4.FM8@news.cso.uiuc.edu>
Source record: 110766

Hi, I have an 800XL with an Indus GT disk drive to sell. What are they going for these days? When I lived in Cleveland a few years back, I remember a number of local computer stores used them for dedicated BBS systems? Anybody need backups?

I am asking $25 for the 800XL plus $50 for the disk drive. I also have: a printer interface, a GE thermal printer, Donkey Kong cartridge and Paperclip wordprocessor (plus Kermit, Deep Blue C, Ballblazer, etc. ...) How about the whole box of stuff for $100? (postage paid)

Respond by email if you are interested to: b-banko@uiuc.edu

Brad Banko

--
Brad Banko; Dept of Physics; U of Illinois; b-banko@uiuc.edu, KB8CNE
on LaTeX:
"Dammit, Jim, I'm a doctor, not a typesetter!" -- Leonard McCoy

2420. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 19:15:41 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun24.191541.3708@exu.ericsson.se>
Source record: 110768

Marek Tomczyk writes:
>
>I wonder if it would be possible to read out the game cartridges
>and copy the code to the 8-bit Atari. Then it should be possible
>to change the code in a way allowing to run it on the 8-bit.

No way, no how, no chance. The 2600 is *completely* different
internally from the 8-bit computers. About the only thing
they have in common is that there are 128 total displayable
colors. The 2600 cannot even *display* a single static
screen without the processor plugging away, line by line,
telling the display chip what to do. The display buffer
contains exactly ONE-HALF scan line of information. Player/
missile graphics are completely different as well. Have
I convinced you yet?
--
James Hague
exuhag@exu.ericsson.se

2421. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 19:25:02 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun24.192502.23176@infoserver.th-darmstadt.de>
Source record: 110767

In article <1992Jun23.205345.27966@fcom.cc.utah.edu> coffin@mars.ced.utah.edu (Steve Coffin) writes:
>To the fellow trying to do fast digital I/O through the joystick port:
>
>Sorry I don't remember how fast I was able to send data but I'm sure
>it was no where near 32Khz. The 533Hz (1/32000 RPM) is probably
>closer to what is possible. I really don't think it is a whole lott
>faster than that.
On my 800XL I tried to check how fast I could put out characters using handshaking over the MOTOR and IRQ line (w/o losing chars of course) and I remember that I made about 200 kbps (25Khz)

If this induction thing is true, this is *really* bad news, 'coz reliable communication from a certain speed on would be impossible. Maybe the ALCHEMIST has a definitive word on this ?

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Toetet Joseph Blatter

2422. Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-24 22:02:16 UTC
From: a644690c@edinboro.edu
Message-ID: <0095C970B04F60C0.20601B1F@edinboro.edu>
Source record: 110769

Has anyone ever done any serious work with SynCalc or Calc Magic (Antic)?
I am curently using VisiCalc and I like it quite a bit but it can be difficult
to edit your work. I remember using a friends Syncalc a coulple years ago,
but I could not get it repliplicate select fields when copying formulas... It
was all or none. VisiCalc lets you select which cells you want to replicate.
I have never used (or have seen) Calc Magic but I here it is really good.
Has anyone ever used Calc Magic or Syncalc and how are they for scientific
work?

Thanks....

Adam Conover.
a644690c@edinboro.edu.

2423. Re: WANTED: Atari 5200 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 00:04:16 UTC
From: asl00@ccc.amdahl.com
Message-ID: <751C02Wf17LU01@JUTS.ccc.amdahl.com>
Source record: 110771
Cross-posted to: misc.forsale,rec.games.video,comp.sys.atari.8bit

In article <1992Jun24.141210.7253@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>I'm looking for the AC power supply for an Atari 5200. This is the
>style with two controller ports on the front. Anyone have an extra
>working one or know where one can be purchased ? Also, can you substitute
>another type of power supply ? (Maybe from an Atari 800 or 400?)
>
>Thanks!
>==
>| Ted Drude (drudetb@ingr) or (...!ingr.com!infonode!drudetb) | Official |
>|------------------------- ModelView Documentation Mangler | MST3K |
>| "Trust me, I know what | Intergraph Corp. Huntsville AL | Closet Fan |
>| I'm doing."- S. Hammer | (205) 730-8060 (8-5 CST) | Club Member |
>==
They're available from Best Electronics listed below for $15.

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950
Known as *the* Atari hardware
store. If they don't have the
part you need, nobody does.

Andy
--

Andrew Lee
<asl00@juts.ccc.amdahl.com>
(408)746-8561

2424. NEED Alternate Reality FAQ/Info posting

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 02:57:37 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1992Jun24.185737.1@vax.sonoma.edu>
Source record: 110772

Help!
Somebody posted a(the?) FAQ/info sheet for

Alternate reality- The city/dungeon

I NEED it, as I just managed to get my hands on a copy.

Thanks,
Joe
P.S. I have PLENTY of space here, so you could either post it agian,
or E-mail it to me.

2425. Re: Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 04:31:15 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jun25.043115.23683@news.ysu.edu>
Source record: 110773

I have used both Syncalc and Calc Magic for payroll programs
at a public library. Unfortunately, I didn't like the "bells &
whistles" of the calc Magic program It was a cludge moving thru
all those flip down windows.
Syncalc was fine if the people didn't mind if their check was a
penny or two + or -.....what I mean is the value in each of the
cell windows was a rounded off number (something that syncalc
does when you specify 2 place decimals. So I had to write formulae
to consider the REAL value each cell would probably have and make
sure the right values came out on the checks.<- It was a lost cause
cuz my supervisor didn't like me to be even 1cent off!
But I finally found success and accuracy using SpeedCalc...a program
that was in the old Compute! mags and the updates ->it does have
accurate cell displays and you can MOVE or COPY blocks of text with
no problem
You probably can get Speedcalc on one of the BBSs. I don't know
if it is in the umich archive...if not I'll send it.
--
--------------->souprman<----------------

2426. Re: Dumb 800 Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 05:20:52 UTC
From: seanm@terapin.com
Message-ID: <seanm.0h7a@terapin.com>
Source record: 110776

In article <BqBEsG.BM4@news.cso.uiuc.edu>, tmkk@uiuc.edu (Khan) writes:
>Is there a version of the Atari 800 which has a "sealed" RAM/ROM section
>(the 4-slot area behind the two slots where the "left" and "right" ROM
>carts plug in)? On the original 800 there were two black plastic things
>which you pushed aside and the lid would pop open, but I'm now looking
>at an 800 which has no black plastic things and which doesn't appear to
>be openable in this fashion. Please email responses, since I'm sure
>nobody else needs to know the answer to this really dumb question. ;-)
>
>Thanks!
>

There should be two screws under the door that yu pop up to put the carts in.
You will probably also find the ram/rom cards to be open boards instead of the
"consumer" version sealed in plastic boxes. Oh, remove the screws and pull the
cover tword yourself and it will open as the one with the "black plastic"
things.
---Sean---

2427. Addresses of Shareware authors

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 06:07:19 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jun25.060719.17931@mnemosyne.cs.du.edu>
Source record: 110774

I am looking for the correct postal addresses of Darryl Yong (author of Tetrix), and Jim Dillow (author of D-Term). I tried mailing to the addresses in the documentation of these pieces of Shareware. Both pieces of mail "bounced" (person not at address). I wanted to send in a donation to them, but if I can't find them, I'm going to have to give up. Anyone know where they are now?

Please e-mail replies to either address in my .sig. I will post a summary of replies if enough people want to know.

Thanks,

Mark Miller, computer science	"Like a government, the operating system
major at C.S.U.	performs no useful function by itself."
millerm@mozart.cs.colostate.edu	--- Operating System Concepts
mmiller@isis.cs.du.edu	Do you _really_ think I care that your
/ Atari friend! |||	computer is "better" than mine??? Think
\/ --- The Mark)|(	about it. I'm not THAT ignorant.
World Peace /	\ There's nothing else quite like it.

2428. Re: Demos Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 06:43:19 UTC
From: bmarcum@world.std.com
Message-ID: <BqE2o8.KGz@world.std.com>
Source record: 110775

I don't know about the DAS Omen demo, but the Expo91 demo is in compiled Turbo Basic, and definitely does require an XL or XE. As for running Draper Pascal with Mydos, I've heard that someone took the Mydos source code and wrote a customized version of Mydos to get the memlo low enough so Draper Pascal could work. I'm not sure if the custom version of Mydos is on the atari.archive, but it's on GEnie, and I think on Compuserve.

Bill Marcum bmarcum@world.std.com GEnie: B.MARCUM Compuserve: 72750,476

2429. Re: Dumb 800 Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 07:27:57 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jun25.072757.11362@sactoh0.sac.ca.us>
Source record: 110781

In <BqBEsG.BM4@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:

>Is there a version of the Atari 800 which has a "sealed" RAM/ROM section
>(the 4-slot area behind the two slots where the "left" and "right" ROM
>carts plug in)? On the original 800 there were two black plastic things
>which you pushed aside and the lid would pop open, but I'm now looking
>at an 800 which has no black plastic things and which doesn't appear to
>be openable in this fashion. Please email responses, since I'm sure
>nobody else needs to know the answer to this really dumb question. ;-)

You are looking at a later 800 that is fully expanded to 48k. The
first 800s had what, one 8k card, then you could expand memory by
buying 16k or 8k cards. (Sears still had Atari 16k cards for sale
as late as 1986, some still had an old price on them- what were
they, around $100?)

Someon tell me if I am mistaken, but wasn't the reason that they
had the OS on a plug in card, was if there was a revision, they
could sell the revised OS card and you could just plug it in?
Was the latest revision of the 800 OS revision B?

(It is all too hazy now, and I don't feel like opening my doorstop,
er... Atari 800.)

--

##
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(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

2430. Re: System reset proof... how??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 09:27:25 UTC
From: lohse@rhrk.uni-kl.de
Message-ID: <1992Jun25.092725.13418@rhrk.uni-kl.de>
Source record: 110777

bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:

>I'm writing a little (little?????) project (namely, a paint program -- one
>of the best!! -- if it comes out..) in assembler (btw I use A65 -- it's
>great!!), and I have a problem: I want it to be system-reset proof.

Just store the initaddress of your program in $0A, $0B and $2E0, $2E1 and
set $244 to a value different from 0 (maybe that it is vice versa, that it
must be zero). Refer to De Re Atari.

Hope that helps.

Gruss Frank

--
Frank Lohse
University of Kaiserslautern
Germany
lohse@rhrk.uni-kl.de

2431. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 11:46:58 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jun25.114658.4086@usenet.ins.cwru.edu>
Source record: 110778

Nat! writes that he successfully tried to put out characters
using handshaking over the MOTOR and IRQ line.

I wonder how it works. I know you can turn the tape recorder
motor on and off using a bit in PORTACNTL (or was it PORTB?)
but how do you read the IRQ line?
Please describe how you are putting out characters
using the serial port.

Marek Tomczyk
uj1g@dkauni2.bitnet

2432. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 12:51:24 UTC
From: tmkk@uiuc.edu
Message-ID: <BqEJpq.F5r@news.cso.uiuc.edu>
Source record: 110779

In article <92176.093243JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>Since BART and uudecoding now works for me (finally), I just rediscovered
>Livewire. One of my favorite games. Another one from Analog Computing
>was RAMBUG, also by Tom Hudson I believe. Anybody have this and want to
>send it to the archive for the rest of us?

What is BART, and how does one send a copy of a program to it?

2433. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 13:23:52 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun25.132352.20053@exu.ericsson.se>
Source record: 110780

Jeff McWilliams writes:
>
>Since BART and uudecoding now works for me (finally), I just rediscovered
>Livewire. One of my favorite games. Another one from Analog Computing
>was RAMBUG, also by Tom Hudson I believe.

I'm pretty sure RAMBUG was done by Matt Ratcliff.

And remember FIRE BUG? Easy, but fun.
--
James Hague
exuhag@exu.ericsson.se

2434. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 15:44:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61074@cup.portal.com>
Source record: 110782

Just a VERY minor suggestion. We probably should aggree on a standard format for memory mapped I/O. For example, I've got a 6821 wired into the $D700 space, but it takes the entire page as it's own. IMHO: We ought to do something like say the $D700 address is ours. All hardware in this area should be fully decoded so yu could add more then one device. Something like:
$D700-$D703 PIA for memory expansion.
$D704-$D70F room for 3 more PIA's
$D710-$D71F 1-4 6551 UARTs
$D720-$D72F A/D?
$D730-$D73F Bus disk controller?
etcetera so we have the page divided into 16 hardware areas, each 16 bytes wide. I'll have to check my references, but I can't think of many devices that need more then 16 bytes of address to get at their registers. As I think about it, maybe it should only be 8 devices by 32 bytes since there's a quick one of 8 !CS decoder that'd probably work.
BTW: When I was on vacation last week, the hotel I was staying at had their satelite TV with genlock scrolling messages experience a crash. Guess what! the familiar light blue on blue Atari screen! Two 8 story condo complexes with 100's of rooms & a huge ($$$$) satelite system running under the control of an 8-bit. The thing could apparently be programed to select a channel and put a scrolling message at the bottom at preset times.

2435. Re: NEED Alternate Reality FAQ/Info posting

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 16:14:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61076@cup.portal.com>
Source record: 110783

You weren't talking about the stuff I posted were you? I ended up sending out RLE map files that no one knew how to decode <g>. Ended up sending maps out VIA snail mail to a number of people. Not to whine to much, but I made about 20 copies of maps that I've sent out & not one of the people I've sent them to has EVER jumped in to pass the favor along. This has been over about a 4 year period on a number of BBS's. Anyway, if you have some questions, I doubt if there's much of anything you could stump me with. I probably have about the most complete set of notes/maps/hacks in the free world. I may be a little short on the upper level of the Dungeon, one of my sons 'little worm' friends stole my map.
Rick

2436. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 17:56:23 UTC
From: greg@godzilla.quotron.com
Message-ID: <1992Jun25.175623.3219@godzilla.quotron.com>
Source record: 110784

In article exuhag@exu.ericsson.se (James Hague) writes:

>No way, no how, no chance. The 2600 is *completely* different
>internally from the 8-bit computers. About the only thing
>they have in common is that there are 128 total displayable
>colors. The 2600 cannot even *display* a single static
>screen without the processor plugging away, line by line,
>telling the display chip what to do. The display buffer
>contains exactly ONE-HALF scan line of information. Player/
>missile graphics are completely different as well. Have
>I convinced you yet?

How 'bout a software emulator then? Treat the 2600 opcodes as
an interperted language. I know _I_ wouldn't want to do it, but
it would sure be a neat trick...
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@{duke|godzilla}.quotron.com so I doubt he'd agree with me.

2437. Atari Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 17:56:34 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92177.125634JJMCWILL@MTUS5.BITNET>
Source record: 110786

For those off you who don't subscribe to AIM, I've taken the liberty of typing in the recent issue's editorial article, since the news contained therein effects us 8 bitters as well as other Atari supporters.

We've recently heard that Atari Explorer is about to be moved "in-house". John Jainschigg has shared with us his thoughts against moving out to Sunnyvale (into what some have called "the pressur cooker"). It is his decision to not accompany Explorer to Atari Corp. He will do only one more issue from New York.

As you may remember, John pulled Explorer out of the ashes after middle managers at Atari Corp. "fired" Betsy Staples and David Ahl. John kept improving Explorer, while Start folded, making Explorer the "flagship" of Atari-specific magazines. Explorer is the only other Atari-specific magazine next to AIM on bookstore shelves. Explorer is also the only glossy left in this market.

We feel Atari execs are making a bad decision by moving Explorer to Sunnyvale. It is very possible that Explorer won't last long in the political tug-of-war at Atari. If Explorer ceases publication, it will be a very sad day for all Atarians. It will be taken as a sign that even a glossy magazine supplemented by Atari itself can't make it any longer in the ever-shrinking Atari computer market.

Some may say Explorer's death would help AIM and other magazines. This is not true. Each time an Atari magazine dies, the market convulses; developers decide to move to other platforms; users decide, since they can't find an Atari magazine at a local bookstore anymore, to move to other computers.

We wish both John Jainschigg and Atari Explorer a long and prosperous life.

Bill & Pattie Rayl

As you may or may not recall, Ron Kovacs of Zmagazine recently entered into a cooperative effort with Atari Explorer to produce Atari Explorer Online magazine. (see Zmag207 on the Atari Archive for details.) Is anyone receiving Zmagazine or AEO these days?

Jeff McWilliams

2438. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 17:59:53 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92177.125953JJMCWILL@MTUS5.BITNET>
Source record: 110787

James,

Whoops, Firebug was the game I was thinking of. I knew it was something BUG.

To the person inquiring about BART, this is an e-mailer that will send
files from the Atari.archive site.
The e-mail address is as follows:

atari@atari.archive.umich.edu

if you want a listing of files, send them a message with the following:

send 8bit/index

But you will need a uudecoder to decode the files BART sends.
There is a FAQ periodically posted to here that would help answer a lot of
your questions.

Jeff McWilliams

2439. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 19:31:41 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun25.193141.4197@usenet.ins.cwru.edu>
Source record: 110785

In a previous article, Rick_Michael_Cortese@cup.portal.com () says:

>about it, maybe it should only be 8 devices by 32 bytes since there's a quick
>one of 8 !CS decoder that'd probably work.

Most likely, set aside around 32 Bytes for each device. Say, one suggestion
if you haven't done this already - Get ahold of the 1090xl.text file from
the Atari Archive. It goes into quit alot of detail and thinking of what
the box was going to be, it helped me get a vague overview of the pbi
as well as gave me a few ideas here and there.

Also, one further word on the UARTS, there are real 'sweet' ones out there
but cost around $25. Also when implementing the RS232 ports, you need to
drive from TTL logic levels to RS232 levels [+/- 12 V] and most solutions
use some sort of 1488/89 [dx/rx] but they require that you supply BOTH
positive and negative 12 Volts, but a wonderful company called Maxim sells
chips which only require you to supply the normal 5 volts, you hook up
4 capacitors, and it does the dc-dc conversion in the chip and uses less
Mamps than the other chips. Many different version package chips exist,
the Max232 has 2 lines each way and is rated at 19.2 Kbaud, if you need
faster the Max232A can reach above 38.4 Kbaud. This chip comes in a nice
16 pin package, but there are other configurations.

As per UARTs, here is so info I have: Rockwell sells a ACIA with inbuilt
Baud Rate Generator and a 2 Mhz bus speed. If you need a Dual UART, then
go for MC68681a/b or MC2661. And if you want the full kaboodle, then Signetics
sells a 'killer' 68562 DUSCC, dual parts [baudrate & acia ports] with a
4 Deep FIFO stack, with DMA control and full sync/async compatabilities -
this chip is often used on 68xxx based machines as well as some SParcStations.
This is the chip which costs $25. Also National Semiconductor has a 16550
UART, or Zilog has its Z8530, Dual Uart, 4 Mhz bus rate, used in Macs to
achieve 239 KBaud.

I am not sure about how many addresses each require or such.

Oh, BTW: Why not just keep the PIA's at the PIA address of $D4xx ?

Other devices are:

1] Time/Date Clock
2] Speech Synthesizer
3] 80 Column Card

Also, the way I'm planning on doing things is attact an External CPU,
write the Software myself [which would be its OS] burn it in, and let that
puppy deal with the external Hardware myself. Leaves everything wide open,
you can send it instructions on what to do, and wham, it does it. No need

for the main 8bit to even have to know where or how things are wired up.

[sorry, kinda babbled on and on]
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2440. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 19:57:06 UTC
From: greg@godzilla.quotron.com
Message-ID: <1992Jun25.195706.4505@godzilla.quotron.com>
Source record: 110797

exuhag@exu.ericsson.se (James Hague) writes:
>Jeff McWilliams writes:
>>
>>Since BART and uudecoding now works for me (finally), I just rediscovered
>>Livewire. One of my favorite games. Another one from Analog Computing
>>was RAMBUG, also by Tom Hudson I believe.
>
>I'm pretty sure RAMBUG was done by Matt Ratcliff.
>
>And remember FIRE BUG? Easy, but fun.

"Fill 'Er Up" was always my favorite, the first in that series of big
assembly games that ANALOG did. The fill routine was extremely neat,
and you could confuse it by having more than (I think) 256 individual
squares to fill...
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@{duke|godzilla}.quotron.com so I doubt he'd agree with me.

2441. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 20:14:34 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92177.151434JJMCWILL@MTUS5.BITNET>
Source record: 110794

Rick,

Hey, defining a standard for the $D700 page sounds great to me. Actually, if I recall, D600-D6FF was also reserved for PBI type stuff and could be similarly used. I plan on doing the QUAD PIA upgrade that addresses the other three PIA chips above the first one, by fully decoding that page of address space.

I've seen a Holiday Inn doing a similar thing with An atari 8 bit across a channel, only it was showing all sorts of announcements and stuff. The SpartaDOS 3.2d TDLINE across the top was unmistakable. I think where I live now, there are doing a similar thing on one of the cable channels.

Jeff

2442. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 20:26:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92177.152630JJMCWILL@MTUS5.BITNET>
Source record: 110795

By the way, would it be wise to have one memory location containing an 8 bit latch, where each wired in device could have a bit to register IRQ's? That way, you would only have to check one memory location to see which device in the $D700 page caused the interrupt, instead of polling each device. Just a thought..

Jeff

2443. RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 20:30:03 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92177.153003JJMCWILL@MTUS5.BITNET>
Source record: 110796

Who here knows anything about RS232 ports and writing software drivers?
Dallas Semiconductor has a really interesting chip, that is a triple
RS232 Transceiver. It is sorta like a MAX232 with 3 receive and 3 transmit
lines, giving you pretty much a complete RS232 connection. The only other
thing the P:R: connection provides is a carrier detect line, which according
to my Supra Modem docs, defaults to not being used anyhow. So what else would
be needed to say, wire this baby up to a PIA, and then write some software.
Doing the R: handler would be the tough part, something I couldn't do,
but I bet somebody out there might be able to do it. It would provide
a cheap homebrew modem interface for those not lucky enough to get a P:R:
connection or 850 before they all run out, and can't afford a Black Box.

Jeff McWilliams

2444. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 21:20:43 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jun25.162043.11596@miavx1.acs.muohio.edu>
Source record: 110788

In article <1992Jun24.181917.20786@usenet.ins.cwru.edu>, bn137@cleveland.Freenet.Edu
(Marek Tomczyk) writes:
> Recently I've found some information about the 2600 game system
> which I've also somewhere at home.
> It says that it has a CPU called 6507 which is simply a 6502
> without IRQ lines and with only 8KB addressing space.
> All instructions seem to be the same as our 6502 instructions.
>
> As far as I could see, the documentation provides a full register
> description of the system along with all connections of the
> cartridges.
>
> I wonder if it would be possible to read out the game cartridges
> and copy the code to the 8-bit Atari. Then it should be possible
> to change the code in a way allowing to run it on the 8-bit.

On a similar vein, I remember reading about a device for the 800
that plugged into the joystick ports and allowed you to write games for
the 2600. I don't know how well it worked or anything like that though.
(If I remember, this was in 82?)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

2445. My US Doubled 1050 drive doesn't like double density anymore! Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 21:26:57 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jun25.162657.11597@miavx1.acs.muohio.edu>
Source record: 110789

HELP!!!! My US Doubled 1050 disk drive is failing to boot when a double
density disk is put in the drive! It works fine with single/"enhanced"
denstity disks though. I've swapped mechanisms with another 1050, and I
still have the same problem. Any ideas or suggestions?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

2446. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-25 21:59:16 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun25.215916.9953@exu.ericsson.se>
Source record: 110790

Greg "Maddog" Knauss writes:
>
>How 'bout a software emulator then? Treat the 2600 opcodes as
>an interperted language.

Nice thought, but nope. Take a specific example: the on the
800 you can horizontally position a player by storing the address
in a hardware register. Next frame the player will be in the
right position. On the 2600--and you're not going to believe
this--you have to hit the register right when the scan line
currently being drawn reached the horizontal position you want the
player to start at. Pretty appalling, no? In order to
get a software emulator to work, you'd have to get everything
timed perfectly, right down to the machine cycle level (in
terms of graphics, one cycle equals three or four pixles).
The 6502 in the 800 and 6507 in the 2600 are too close in
speed to pull this off. It would be real tough on a 50 MHz
80486 I think.
--
James Hague
exuhag@exu.ericsson.se

2447. Re: NEED Alternate Reality FAQ/Info posting

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 00:00:28 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1992Jun25.160028.1@vax.sonoma.edu>
Source record: 110791

Maybe I didn't say things qyite right, but what I need is not hints,
but the posting about 2-4 weeks ago that dealt on the topic.

Its most noteable feature was a long list of potions, and what they did.

It also had a paragraph or two that were written by the author about the
play, and a full description of what the other parts were supposed to be/
what they would have covered.

As for mapping, I prefer to do this myself.

The list/posting also had a list that listed what your stats had to
be to join guilds/etc.

If someone or the person who posted it can do so again, or send it to me,
I would be very grateful.

Joe
P.S. I had this game on my ATARI years ago and loved it. While I
sold the old system, I still wanted this game. I finallymanaged to
get hold of an IBM version. I suppose that it is the same.

-BTW, did they make the Dungeon for IBM?

2448. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 00:24:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61100@cup.portal.com>
Source record: 110792

RE: British Underground
I've got nothing against putting the PIA's in $D400, it's just you'd have to decode the existing PIA so it wouldn't respond to writes to any others in the $D400-$D4FF area. Certainly do able, but off the top of my head (please ignore the hole in the center <g>) it'd be best if you require the existing PIA be removed & placed on W/W board so you could decode the addresses properly. Reason why I said 6551 is 'cause I have a spec sheet & a chip already! The devices you mentioned are superior, but cost $21 more. Tough call what people would rather have: $20 worth of 6551 which would allow them to have a 4 line BBS W/O having to shut off concurent I/O during disk access or a chip that'd run 38k baud. I've also got a 1772 (#?) disk controller that I bought by mistake that'd be a nice addition to the bus, but I think the only way I'm going to get a good spec sheet is to buy the ST developers pack. Arrghhh, but it'll take me forever! At the risk of being percieved as a real prima dona, I don't care what Atari has to say about how expansion should take place. The other 8-bit users are the only ones I'd listen to at this stage. As I BS, I could see an 8 slot card cage on a PC board with an IC to select one of 8 slots & external drivers for the devices. I've got no idea about compatability with Black Box etcetera, but it seems like an idea that's a little over due.

2449. Re: NEED Alternate Reality FAQ/Info posting

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 00:35:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61102@cup.portal.com>
Source record: 110793

I've got the list of potions somewhere, I'll see if I can find it. As far as I know, the only difference between the 8-bit City & others is the ability to work for a living. I don't think you can use the save/reload to change the potions to a more valuble one in the other versions either. I don't think The Dungeon ever came out for anything other then the 8-bit, but if you have a clone, I'd recomend Bard's Tale & pretend it's the final or continued game. I've recently played BT on my ST & it's almost identical to AR, with the execption of great music.

2450. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 04:34:35 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92177.233435JJMCWILL@MTUS5.BITNET>
Source record: 110801

Hmm, 1772 disk controller, 8 slots, RS232, I'm beginning to like this.
I agree, it is an idea that is long overdue. Don't spend too much
time worrying about it being compatible with the Black Box. If comes
down to somebody really needing a hard disk interface, well that can be
another plug in card, yes?

Jeff

2451. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 08:08:18 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun26.080818.11954@usenet.ins.cwru.edu>
Source record: 110798

In a previous article, Rick_Michael_Cortese@cup.portal.com () says:
>I've got nothing against putting the PIA's in $D400, it's just you'd have
>to decode the existing PIA so it wouldn't respond to writes to any others
>in the $D400-$D4FF area.
The reason I say this, is I have seen the Quad PIA Upgrade sheet, and it
merely adds a 1 of 4 or 1 of 8 Decoder and you merely pigback these chips,
with only a few pin downs, the rest pulled out, and such. It is very
simple to do since the Chip has 2 Chip_Select addresses.

True, but the chip, RC65xx51a is the same chip you have, and costs the same
amount. Also, even if you have the 6551 UART, you still need the DRIVER
and RECIEVER chips for it. The Max232 chip has Two Lines per recieve and
send, and only costs around $5. I know, it seems expensive, but when compared
to the $3 for the 1488/89 combo and Voltage Converter it is cheaper and
simpler.
>about how expansion should take place. The other 8-bit users are the only
>ones I'd listen to at this stage.
True, I only listen to what Myself and Other have to say, but please take
a look at the 1090XL doc file. It has a few interesting points in it, at the
end is a full description of the PBI and all its lines and Signals.

Say, how long is the spec sheet for the 6551 UART? I just might be persuaded
to pick one of those up and use that as a simple choice.

Wish there was a Comp.Sys.Atari.8bit.Hardware-Hacking section on usenet.
It'd be alot easier to keep things sorted out.

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2452. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 08:11:29 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun26.081129.12902@usenet.ins.cwru.edu>
Source record: 110799

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>By the way, would it be wise to have one memory location containing an
>8 bit latch, where each wired in device could have a bit to register
>IRQ's? That way, you would only have to check one memory location
>to see which device in the $D700 page caused the interrupt, instead of
>polling each device. Just a thought..

That would be very wise. I think there is a way that this is implemented
in the pbi/8bit already. I'm not sure off hand, but after I check all my
pbi-related articles and mapping... I'll post for sure.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2453. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 08:20:52 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun26.082052.15803@usenet.ins.cwru.edu>
Source record: 110800

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>Who here knows anything about RS232 ports and writing software drivers?
I know about it, and looking into it more and more each day. I know the
theory behind the chips and how each should work, only need to work out
the gritty details.
>Dallas Semiconductor has a really interesting chip, that is a triple
>RS232 Transceiver.
Letts see, Here is another chip, SN75c185 - It has 5 Receivers and
3 Drivers and only takes 1 mA of current. However, I do believe you'de
have to supply +/- 12 Volts for it. Also the Maxim production has MANY
other series of chips with different configuration - I think they have
a 4 recieve and 4 send chip as well.

>be needed to say, wire this baby up to a PIA, and then write some software.
Also, these chips would get hooked up to a UART, not a PIA, a PIA would
never be able to hack it. The Rs232 sends its info serially and not parallel.
Also, in RS232 a Logic 0 is +12 Volts and a Logic 1 is -12 Volts, where
TTL is +5 Volts for logic 1 and logic 0 is less than +2 volts, but the
Driver/Reciever Chips take care of this. Also one more thing that the
UARTS have to do is send the Least Significant Bit first.

Only tricky thing is to use the PBI for anything, you need the Source
on ROM outside the machine---ie access to a eprom burner.

--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2454. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 13:58:22 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun26.135822.5041@exu.ericsson.se>
Source record: 110802

Ryan 'Gozar' Collins writes:
>
> On a similar vein, I remember reading about a device for the 800
>that plugged into the joystick ports and allowed you to write games for
>the 2600. I don't know how well it worked or anything like that though.
>(If I remember, this was in 82?)

I remember one that fit into the cartridge port. It cost around
$1000 I think. I'd kill to have one now, since I've been dinking
around with the 2600 a bit (no reason in particular).
--
James Hague
exuhag@exu.ericsson.se

2455. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 14:04:51 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun26.140451.5342@exu.ericsson.se>
Source record: 110803

Greg "Maddog" Knauss writes:
>
>>And remember FIRE BUG? Easy, but fun.
>
>"Fill 'Er Up" was always my favorite, the first in that series of big
>assembly games that ANALOG did. The fill routine was extremely neat,
>and you could confuse it by having more than (I think) 256 individual
>squares to fill...

Fill 'Er Up was the only Tom Hudson game I never typed in. I'm still amazed at the stuff that guy wrote. Livewire is still just about the only Tempest clone kicking around. Planetary Defense was great. And the accompanying article for Fire Bug claims that the game was "thrown together in about three weeks." Man! The sleeper of the bunch was Retrofire.

Does anyone remember the commercial games ANALOG put out? Buried Bucks had Tom Hudson written all over it, though I don't know for sure if he wrote it. And Race In Space was later published as a type-in-game. I think there was one other game, but I can't remember it. Did anyone ever buy these? Buried Bucks looked really cool.
--
James Hague
exuhag@exu.ericsson.se

2456. UART/RS232 (WAS PSRAM)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 14:43:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92178.094345JJMCWILL@MTUS5.BITNET>
Source record: 110709

Tony,

Okay, I understand a little better now. Up until now, UART's have been
a foreign concept for me. I am sure that eventually sometime this year
a will have an advanced microprocessor interfacing class covering them,
but who wants to wait that long?
I'd like to get ahold of some databooks, but our University Library,
although part of our engineering college, seems to have little in the
way of databooks covering such devices.

Jeff

2457. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 15:53:38 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61130@cup.portal.com>
Source record: 110804

I've got about 9 pages of docs from a $3 book I bought. I still admit the're better chips out there, but it seems like the easiest chip to work with. The registers/address/control is identical to the 6520, but only uses a 28 pin device. I've got a Max chip too, but I was planning on SIO2PC. I keep changing my mind & get involved in other projects. Blew a full week when a friend of a friend found a bunch of busted up hardware in the Seagate dumpster & a few swap meets. He ended up with a 20 meg drive/controller & 360k drive, girlfriend's mother got a clone with mono monitor, I got a VGA card & Amdek 710 color monitor & no sleep for a week.
Now that I think about it, I see no reason why you couldn't have PIA's at both $D400 & $D700. I haven't really schemed a way to figure configuration with solder though. Ideal would be something like the computer polls/JSR to ROM on the individual cards which then install handlers, but that's beyond my capabilities. I get real confused W/W'ing more then 40 pins <g>. If we agree in general about expansion though, everything should fall into place for a maybe "vapor ware" bus expansion @ $TBD. For instance, let's say Jeff wants a 4 line BBS so he uses his 32 bytes reserved for RS232 for mapping 4-6551's & writes an AUTORUN.SYS file that goes with it. You want a 38k baud link for a laser printer or something, you could then not bother decoding the entire 32 bytes & put in one of the fast serial chips. Hmmmmm... what if somebody wanted a fast serial link & a 4 line BBS on the same computer? Well, I never said it'd be easy! I guess it'd be better to have the software set-up with a configuration file. Sheesh! Who's going to need more then 8 slots anyway! That's enough for 5 serial cards, disk controller, HD, & memory expansion. If you're still need A/D & voice syn while running a 4 line BBS with a laser printer, it's probably time to buy a 2nd computer. Well, I'm just tossing out ideas. Since there's so few of us left, I really feel like we can agree on a general format for $D700. If we get some kind of standard worked out we should be able to design projects that could be relatively easy to adapt to a bus envirionment. Right now it seems we've got as far as bus board with a 1 of 8 card select line & 32 bytes for each card & external software drivers. Still haven't even agreed on how many pins in the slots. It would seem 50 or 62 would be best since there are Apple & IBM prototype cards in that range.

2458. Anyone know about 2600 development systems ? (Was: 2600 hack)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 15:54:40 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jun26.155440.11180@infonode.ingr.com>
Source record: 110705

In article <1992Jun25.162043.11596@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> On a similar vein, I remember reading about a device for the 800
>that plugged into the joystick ports and allowed you to write games for
>the 2600. I don't know how well it worked or anything like that though.
>(If I remember, this was in 82?)
>
>-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------

I remember seeing ads for something similar. If I remember right it was
called the "Frog" or something like that. I think they had a version for
the Apple II as well. Anybody else remember this thing? Sure would
like to run across one of those!

Anyone know what the "official" development system for most 2600 games was?

```
================================================================================
| Ted Drude (drudetb@ingr) or (...!ingr.com!infonode!drudetb) | Official |
|------------------------- (205) 730-8060 (8-5 CST) | MST3K |
| "By this time my lungs | Sell me your old Atari 2600 games! | Closet Fan |
| were aching for air." | Email me for more details. | Club Member |
================================================================================
```

2459. Sec rets of Ali Baba

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 16:05:04 UTC
From: tmkk@uiuc.edu
Message-ID: <BqGnCJ.3xM@news.cso.uiuc.edu>
Source record: 110706

I spent a very enjoyable evening yesterday playing Ali Baba again for the first time in years. Even though I purchased the game back in 1982, I still haven't solved all its secrets.

For example, there is a doorway in the ROY G. BIV room which is "impossible" to get to. If you move down the corridor, when you reach the square just before the doorway the game pops you back one square. I "cheated" by adding a bunch of players all in that same room. Eventually it puts a player on the "pushback" square. Once a player occupies it, Ali Baba or whoever can simply waltz right across and go through the door way with no problem. Is there another way to get into that door?

Forgive the haziness of the following description, but it's been quite some time since I stumbled upon this one: there is a room where you can attack an empty space and a door will open in a completely inaccessible area, outside the boundary of the room. I used to think this was some kind of bug, but now I'm wondering: if Ali Baba (say) whacks the correct empty space, and Curufin happens to be in another room at the same time, will Curufin suddenly discover that a door has opened out of nowhere, and will he be able to enter and get to someplace neat?

Anyone remember any other interesting things about Ali Baba?

2460. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 16:41:47 UTC
From: greg@godzilla.quotron.com
Message-ID: <1992Jun26.164147.2097@godzilla.quotron.com>
Source record: 110707

exuhag@exu.ericsson.se (James Hague) writes:
>Greg "Maddog" Knauss writes:
>>
>>How 'bout a software emulator then? Treat the 2600 opcodes as
>>an interperted language.
>
>Nice thought, but nope. Take a specific example: the on the
>800 you can horizontally position a player by storing the address
>in a hardware register. Next frame the player will be in the
>right position. On the 2600--and you're not going to believe
>this--you have to hit the register right when the scan line
>currently being drawn reached the horizontal position you want the
>player to start at. Pretty appalling, no? In order to
>get a software emulator to work, you'd have to get everything
>timed perfectly, right down to the machine cycle level (in
>terms of graphics, one cycle equals three or four pixles).
>The 6502 in the 800 and 6507 in the 2600 are too close in
>speed to pull this off. It would be real tough on a 50 MHz
>80486 I think.

Actually, what I had in mind was translating, say, sprite calls
on the 2600 into the related P/M calls on the 8-bit (or into the
related software-sprite libarary calls on a 486.) If the 2600
cartridge wanted put a sprite at X, the 800 would just set its
own P/M X position and forget about it -- it wouldn't need to
happen at the same speed. None of the actual 2600 code would be
executing, just like C source code never really executes. Or am
I missing something? (Which is entirely possible. Hardware
makes me itch.)
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@{duke|godzilla}.quotron.com so I doubt he'd agree with me.

2461. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 16:47:46 UTC
From: greg@godzilla.quotron.com
Message-ID: <1992Jun26.164746.2274@godzilla.quotron.com>
Source record: 110708

exuhag@exu.ericsson.se (James Hague) writes:
>Greg "Maddog" Knauss writes:
>>
>>>And remember FIRE BUG? Easy, but fun.
>>
>>"Fill 'Er Up" was always my favorite, the first in that series of big
>>assembly games that ANALOG did. The fill routine was extremely neat,
>>and you could confuse it by having more than (I think) 256 individual
>>squares to fill...
>
>Fill 'Er Up was the only Tom Hudson game I never typed in. I'm
>still amazed at the stuff that guy wrote. Livewire is still just
>about the only Tempest clone kicking around. Planetary Defense
>was great. And the accompanying article for Fire Bug claims
>that the game was "thrown together in about three weeks." Man!
>The sleeper of the bunch was Retrofire.
>
>Does anyone remember the commercial games ANALOG put out?
>Buried Bucks had Tom Hudson written all over it, though I
>don't know for sure if he wrote it. And Race In Space was
>later published as a type-in-game. I think there was one
>other game, but I can't remember it. Did anyone ever buy
>these? Buried Bucks looked really cool.

Buried Bucks was Tom Hudson. I talked to him at one of the Glendale
shows and -- this was years ago so it's all a bit fuzzy -- he said
that it started out as a type-in that got a little out of hand.
Simple trick: Changing the shape of the levels in Livewire.
There was a table (Remember when magazines printed the entire
assembly listings?) that held the endpoints for all the sets and
you could go in (to the executable, I didn't have an assembler) and
do anything you wanted to them. I made my own sequel (just with
different sets) called Maelstrom.
More type-in games from the distant past: Battle in the B-Ring.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@{duke|godzilla}.quotron.com so I doubt he'd agree with me.

2462. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 18:42:17 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun26.184217.16027@exu.ericsson.se>
Source record: 110713

Greg "Maddog" Knauss writes:
>
>Actually, what I had in mind was translating, say, sprite calls
>on the 2600 into the related P/M calls on the 8-bit (or into the
>related software-sprite libarary calls on a 486.) If the 2600
>cartridge wanted put a sprite at X, the 800 would just set its
>own P/M X position and forget about it -- it wouldn't need to
>happen at the same speed. None of the actual 2600 code would be
>executing, just like C source code never really executes. Or am
>I missing something? (Which is entirely possible. Hardware
>makes me itch.)

Hmmm...that's kind of a neat idea. You could write something
which would analyze a 2600 program, carefully counting cycles,
outputting code for the 800.

I don't think this is possible on an 800, though it may be on a 486.
2600 games pull off lots of tricks by messing with registers as a
horizontal scan line is being drawn. You can do this on the 800 as
well I think. Position a player at the left edge of the screen, wait
until the first scan line of the player has been reached, do nothing
for a few cycles to let the player get painted on the screen, then set
a new horizontal position--repeat this a few times and presto, half a
dozen players on a single scan line. During HBLANK you have to set up
for the next scan line of course. This sort of thing requires very
precise timing down to the machine cycle level. The software emulator
would have to keep all of these timings *exactly* the same. Ick.

Heck, just buy a 2600 for $15...
--
James Hague
exuhag@exu.ericsson.se

2463. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 18:52:51 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun26.185251.16430@exu.ericsson.se>
Source record: 110714

Greg "Maddog" Knauss writes:
>
> More type-in games from the distant past: Battle in the B-Ring.

And Bacterion--I loved that game, even though it was a clone
of Rip-Off. It's amazing how much fun you could have with 5K
of machine code...

On a related note, does anyone know what happened to Joel
Gluck, the guy who used to write "Our Game" for ANALOG? He
wrote the infamous Bounce for that column and then one issue
he just disappeared without explanation. Too bad, because
his columns were wonderful. (Go back an re-read them, all
of his observations and complaints are still valid.) Later he
wrote More Fun With Bounce and a little Action! graphics
demo. I'm wondering if anyone has this guy for a college
professor or a next-door neigbor who stays up til 3am hitting
his car with a sledge hammer...
--
James Hague
exuhag@exu.ericsson.se

2464. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 19:06:20 UTC
From: ahansfor@hikita.wpi.edu
Message-ID: <AHANSFOR.92Jun26140620@hikita.wpi.edu>
Source record: 110710

>>>>> On Thursday, 25 Jun 1992 15:30:03 EST, Jeff McWilliams <JJMCWILL@MTUS5.BITNET> said:

JJMCWILL> Who here knows anything about RS232 ports and writing
JJMCWILL> software drivers?

JJMCWILL> some software. Doing the R: handler would be the tough
JJMCWILL> part, something I couldn't do, but I bet somebody out there
JJMCWILL> might be able to do it.

JJMCWILL> Jeff McWilliams

Puutting the device on the SIO would be more difficult than putting it
on the PBI. Since it must be an "intelligent" device. A PBI device
could be straight forward.

A PBI device does not absolutely have to have a ROM on it. The ROM
allows you to interface to the XL OS. Any program sould write to the
devices registers (bad idea). A little more work would load a driver
and set up HATABs to piont to the routine giving you CIO routines so
that you could use the familiar device interface.

ICD did publich the source to an R handler (in 6502 assembly) in their
PR manual. This would be a good "guide".

--
Andrew L. Hansford ------------------------------------ ahansfor@wpi.wpi.edu
Abstract Concepts Department |
Worcester Polytechnic Institute |
////////////// "A reasonable man never accomplished anything." \\\\\\\\\\\\\\\

2465. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 19:09:50 UTC
From: ahansfor@hikita.wpi.edu
Message-ID: <AHANSFOR.92Jun26140950@hikita.wpi.edu>
Source record: 110711

>>>>> On Fri, 26 Jun 92 08:08:18 GMT, ai792@cleveland.Freenet.Edu (Tony Lang) said:

>True, I only listen to what Myself and Other have to say, but please take
>a look at the 1090XL doc file. It has a few interesting points in it, at the
> end is a full description of the PBI and all its lines and Signals.

I would love to see the doc on the 1090XL. Where can I get a look at
it?

-- Andrew

2466. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 19:28:18 UTC
From: ahansfor@hikita.wpi.edu
Message-ID: <AHANSFOR.92Jun26142818@hikita.wpi.edu>
Source record: 110712

If the expansion board does decode into the $D400 and $D700, then it can let the cards decode within that area. This means that each card would only have to decode 8 bits instead of 16. This is a good idea since all cards would have to decode the upper 8 bits anyway.

The problem is what goes where. Yes, you can decide this address if for RS-232, this address is for PIA, etc. This is what the IBM's do. As long as these were I/O devices and the drivers communicated with the CIO routines, this would be useful.

If each slot has it's own address area, then the board need to do no further addressing but a setup program must tell the driver the location of the I/O registers.

A very elegant option would be for sort of software configuration where each expansion card would request a number of registers and the software would tell the card where to decode and inform the driver where to address. That is rather complicated but is done effectively on a few systems (the 8-bits true successor, the Amiga, does this.)

As for slots. US the PC style as they are very available. Also use the same pin definitions (except those signals the 6502 atari does not support). This would make getting parts and proto boards already labeled with the right signals, very easy to get.

Lastly the PC AT slots would give a nice little extension for 16 bit co-processors or accelerators. :-).

Should we even mention alternate bus mastering for DMA or co-processing and the arbitration issues there? >:-).

Good busses are hard to find.

But this is a good project.

Andrew

2467. 1090XL Specification File [Was; PSRAM]

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 20:06:46 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun26.200646.5747@usenet.ins.cwru.edu>
Source record: 110715

In a previous article, ahansfor@hikita.wpi.edu (Andrew L. Hansford) says:
>I would love to see the doc on the 1090XL. Where can I get a look at it?

The file is available at atari.archive.umich.edu on their anonymous FTP site.
If you can't ftp, then you can get it via bart, the filename is: 1090xl.text
in the atari/8bit directory.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2468. Re: Quieting 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 20:17:23 UTC
From: emarkp@ocf.berkeley.edu
Message-ID: <12fu0jINNi2t@agate.berkeley.edu>
Source record: 110716

In article <"92-05-27-15:34:17.48*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>Bill Kendrick says:
>
>> How does one quiet the "bzz bzz" noise the 1050's make when their heads
>> move? {..} nd
>

First off, sorry about the late post... I haven't read this newsgroup in quite a while.

Man I hated that. The buzzing that is. I lived with it for about 3-4 years before someone finally told me the problem.

Here goes. The head is attatched to two rails. It moves back and forth on these rails when it changes track (or whatever). The noise you hear is the vibration of the rails as the stepper motor moves the head a little bit (when the head moves several tracks it does so in several discrete jumps, not one smooth motion).

The way to fix the problem is to open up the 1050 (gentle, now :-). Find the two rails (they're pretty easy to see, two bars of metal as opposed to the grey and black casing). Take a very fine oil (3-in-1 oil is what I used) and put a few drops on the rails. Slide the head back and forth the full length a few times, and voila! Repeating this process whenever the annoying buzz comes back will fix it.

Hope this helps! I was overjoyed to not be able to hear my 1050 formatting a disk.
--
E. Mark Ping
emarkp@ocf.Berkeley.EDU

"Stand aside, I take large steps." --Michael Dorn
"Say, that's a nice bike." --Cyberdyne Systems T-1000
"Pituita es." --Unknown Latin Scholar

2469. Re: System reset proof... how??

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 20:40:07 UTC
From: brett@visix.com
Message-ID: <1992Jun26.204007.14986@visix.com>
Source record: 110719

In article <9206241239.AA22881@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:
> I'm writing a little (little?????) project (namely, a paint program -- one
> of the best!! -- if it comes out..) in assembler (btw I use A65 -- it's
> great!!), and I have a problem: I want it to be system-reset proof.

Actually, making a program RESET-proof on the Atari 8-bits is very easy. Basically what is happening is when you press the RESET button, you are triggering a NMI (non-maskable interrupt). The routine built-in the Atari for this NMI is what calls ColdStart and boots the DOS section of the OS.

What you want to do is trap the reset vector (the ColdStart one) and insert your own handler, or the start address of your program. It is as simple as:

```
LDA #MyStartVector&$ff
STA COLDSTART
LDA #MyStartVector/256
STA COLDSTART+1
```

Now I have been away from the Atari for about 10 years now, so I don't remember the address of the COLDSTART vector, but you should be able to find it in any Atari mapping book.

Boy this brings me back to my 6502 game development days...

-- _ _ _ _
Brett Bourbin (_ |_ | /__ | |(_ 4431 Lehigh Road, Suite 151
..!uupsi!visix.com!brett __)|_ |__/ _/__) College Park, Maryland 20740
brett@visix.com LIMITED 703.758.2733

2470. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 20:46:44 UTC
From: brett@visix.com
Message-ID: <1992Jun26.204644.15064@visix.com>
Source record: 110718

In article <1992Jun24.191541.3708@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
> Marek Tomczyk writes:
> >
> >I wonder if it would be possible to read out the game cartridges
> >and copy the code to the 8-bit Atari. Then it should be possible
> >to change the code in a way allowing to run it on the 8-bit.
>
> No way, no how, no chance. The 2600 is *completely* different
> internally from the 8-bit computers. About the only thing
> they have in common is that there are 128 total displayable
> colors. The 2600 cannot even *display* a single static
> screen without the processor plugging away, line by line,
> telling the display chip what to do. The display buffer
> contains exactly ONE-HALF scan line of information. Player/
> missile graphics are completely different as well. Have
> I convinced you yet?

Trust James. It is true. The 2600 CPU was like a giant display processor. You had to do things like load a PM graphic and repeat it down the screen to do any type of real graphics.

One thing they had in common was the creator, though -- and we all know what his next creation was after the 2600/800/Mindset computers... 8^)

-- _ _ _ _
Brett Bourbin (_ |_ | /__ | |(_ 4431 Lehigh Road, Suite 151
..!uupsi!visix.com!brett __)|_ |__/ _/__) College Park, Maryland 20740
brett@visix.com LIMITED 703.758.2733

2471. Re: Atari Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-26 21:20:26 UTC
From: ekrimen@wet.UUCP
Message-ID: <4058@wet.UUCP>
Source record: 110717

In article <92177.125634JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>For those off you who don't subscribe to AIM, I've taken the liberty
>of typing in the recent issue's editorial article, since the news
>contained therein effects us 8 bitters as well as other Atari
>supporters.
>
>
> We feel Atari execs are making a bad decision by moving
> Explorer to Sunnyvale. It is very possible that Explorer
> won't last long in the political tug-of-war at Atari. If
> Explorer ceases publication, it will be a very sad day for
> all Atarians. It will be taken as a sign that even a
> glossy magazine supplemented by Atari itself can't make it
> any longer in the ever-shrinking Atari computer market.
>
>

While I agree with the rest of Bill and Pattie Rayl's editorial (there wasn't much to disagree with actually), I must pick on this little section.

It amazes me, even though I do it sometimes, that they can criticize an Atari action even though they don't know all that's going on. There was a definite reason for Atari moving Explorer to Sunnyvale and many suspect it is to gain greater control, lower cost, and it even makes sense to have the house mag run from headquarters.

I like John Jainschigg a lot. I'm sorry to see him leave the magazine, since he did an excellent job. I worked with him on an editor/author basis and he is one cool dude. :^) I worry what will become of Explorer after John's last issue, but I know that Bob Brodie and others at Atari will do their best to fill the position.

> As you may or may not recall, Ron Kovacs of Zmagazine recently
>entered into a cooperative effort with Atari Explorer to produce Atari
>Explorer Online magazine. (see Zmag207 on the Atari Archive for
>details.) Is anyone receiving Zmagazine or AEO these days?
>
>Jeff McWilliams

YES! There have been four issues of AEO so far, and they're only distributed bi-weekly. The next one should be out this weekend. I believe they're distributed on Usenet/Internet via the same mailing list which distributed Z*Net. Unfortunately, I don't know what the mail address is to get a subscription; hopefully someone else can help us out.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2472. Re: Pseudo Static RAMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-27 17:14:52 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61194@cup.portal.com>
Source record: 110720

A friend of mine once wrote a complete software package, including hard-
ware access-security features, for displaying pages of information on the
"community" channel of our local cable TV network. This was while he was
in high school; when he graduated they went to some other character gene-
rator which, in my opinion, isn't as easy to read...

Chris
Chris_F_Chiesa@cup.portal.com

2473. Re: ABuss

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-27 17:38:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61196@cup.portal.com>
Source record: 110721

Andrew; Thanks for the imput, it got me thinking a little. I've heard minimum production runs are about $500 for PC boards, but I've seen bus expanders that are just ribbon cable with crimp on slots. PC prototype boards are still a little pricey ($30 from JDR), but if I (or anybody else) uses 62 conductor ribbon cable with the crimp on fittings I can just split the cable into a 50 & 12 pin sections for connection to the parallel bus. Perhaps the card enable should be positive logic so people could use the 74LS688 for the !CS of their cards. Anyway, pins 1-50 of the PC card will be identical to the Atari 50 pin bus & let's say pins 51-58 are card select while 59=>5V, 60=>ground (external power supply). 61 & 62 to be determined. I know I've picked up 62 connector stuff, but looking in a JDR catalogue right now I only see 50 pin stuff. Prices are $1.50/ft for cable & $1.69 for each slot connector. You'd need a minimum of one slot for decoding card & 1 more for the 'empty' slot for whatever you needed to add. About $5 for this in parts. $1.69 for each addition slot up to 8 & a small fortune for each board that plugs in! Since there's only about a 100 of us left <g> we could each build one for less then it would cost to have it etched!

2474. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-27 17:41:09 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61197@cup.portal.com>
Source record: 110722

Some dude named Khan (tmkk@uiuc.edu) (hey, how about a full/real name and a signature?) writes:

>Just for snicks, I'm thinking of writing a disassembler for Atari
>machine code. Yeah, there are tons of disassemblers out there, and I've
>even found one with Mac/65 source code included, but I'd like to try it
>just for the intellectual exercise. What this means is not only do I
>have to implement it, I have to learn HOW to implement it. Are there any
>decent books which actually go through the steps of designing and
>implementing a disassembler? Or is disassembly a sort of "black art" and
>not really covered by regular programming books?

There are undoubtedly many books which explain the principles of assembler/compiler design, and I would assume these would touch, at least glancingly, upon the related inverse operation, namely disassembly. It's remotely possible that some of these, probably dating from the mid- to late 70's or early 80's, might even address the 6502 microprocessor specifically.

One thing I would do if I were in your shoes, would be to obtain and examine source code for existing disassemblers. You've got that MAC/65 source already, but there are other alternatives. Appendix D of "Machine Language For Beginners" by Richard Mansfield (COMPUTE! Publications, 1983) contains type-in BASIC listings for a simple disassembler -- one listing for the Atari and the other for the VIC/Pet/Apple/C=64. The Atari one is 56 lines long, of which 26 are DATA statements. Granted, this isn't a hugely feature-laden program, but it works. (A casual skim-through suggests that the principles of disassembly design, for the 6502 at least, are almost trivial.)

>Also, what is the format for a disk boot record and a binary load file?
>I know the first few bytes of the first sector on a disk contain
>information such as # of sectors to load, address at which to load the
>data from those sectors, a boot continuation vector, etc. Similar
>information exists for each segment of a binary load file. I know the
>information probably is printed in half the Atari programming reference
>books ever put out, but apparently the books I have are all from the
>other half. ;-) Is there a text file somewhere with this information
>that someone could email me? Is it on an ftp site somewhere? This
>information is a pretty basic component if the disassembler is to be
>able to operate on self-booting disks and binary load files.

I've probably got most of the books that contain this information, but I've just moved so they're not all handy for me to look up for you. I DO remember that the I/O User's Manual (part of the Technical Reference Notes) documents a boot-sector format that appears to be for Atari DOS 1, not 2 as nearly everyone has used for the last fifteen years. I believe I found

DOS 2 boot-sector format documented somewhere, but I don't remember where;
possibly in INSIDE ATARI DOS, another Compute! book...

>Thanks for your help.

You're welcome... but who are you? :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2475. Re: Really old Ataris (was Re: Most ridiculous compiler restrictions)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-27 20:08:32 UTC
From: sourada@iastate.edu
Message-ID: <sourada.709675712@vincent1.iastate.edu>
Source record: 110723
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

(Please note the newsgroups line before following up.)

In <2305@blue.cis.pitt.edu.UUCP> infidel+@pitt.edu (Todd J Derr) writes:

>and... SpartaDOS- perhaps the finest thing I ever saw on the Atari... At

SpartaDOS is quite a work. I have the SpartaDOS X cartridge (hey, I don't
throw away a computer that I liked so much!), and it is pretty incredible.
In 64K, they stuffed an MS-DOS-like operating system and a mini-ROMdisk
with about 10 utilities including SEA ARC.

SpartaDOS X has some advanced features, too: environment variables,
relocating loader, device drivers, I/O redirection, and a decent filesystem.
And of course, all this functionality is in ROM, so not much RAM is used.
If this product had been released a few years earlier, the Atari 8bits
would have had a much longer commercial existence. It's not hard to extend
a system like this to include multitasking and IPC (although on a 1.79MHz
6502, it may be a _bit_ slow...)

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2476. Atari Classics: not to happen?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-27 21:30:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jun27.213032.26418@usenet.ins.cwru.edu>
Source record: 110724

Reprinted from the Cleveland Free-Net Atari SIG

From: aa399@cleveland.Freenet.Edu (Len Stys)

Bad news for Atari Classic fans...

Taken from Part-Time

Title: bearer of bad?
Author: Jim Treber
To: All
Posted: Tue 23-Jun-92 at 5:56:00pm
Replies: 0
Origin: Mouse Bbs - Node #3
South Bend, In

Recently there was a write-in
campange to ralley support of an all
8-bit Atari magazine, The Atari
Classics. The effort seems to have
been in vain. Unicorn Publications,
to where the campange was directed,
says it is deffinitely not going to
split off what little 8-bit coverage
it now offers to create Atari
Classics, although would continue
serving the 8-bit community as long
as 8-bit users express interest.
Various opinions all have valid
points. Unicorn believes it is better
to have more interaction between St
and 8-bit owners, not less and it is
better to treat St and 8-bit owners
as equals rather than act if neither
exists in the same reality. There are
just not enough developers and
advertisers to support separate
magazines. How many 8bit only / 16bit
only publications have gone under in
just the past year? Unicorn's Aim
presently carries both St and (some)
8-bit articles and disk of the month
for both.

(232/233+) Lynx Game System:

--

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2477. Re: Atari Classics: not to happen?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-27 23:53:46 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61213@cup.portal.com>
Source record: 110725

Well, Soap Box Attack so you can hit stop reading anytime. Patty Rayl addressed this & the demise of another ST only mag in the latest issue of AIM. When I read about the demise of the 'other' ST mag I was touched by how sensitive & rational her comments were. On reading the Classic comments; I was a little upset. AIM is right in their covering all Atari products, but the 1st and last shot for exclusion was NEVER fired by 8-bitters. All you have to do is read this forum to figure out we have everybody from 2600 to ST, IBM, etcetera in here. Go to the freaking ST sig & mention anything but an ST & see what happens. It almost make me embarassed to own an ST! You get comments like [obsolete, get a ST, get out of this sig]. Patty's right in that the Atari community is all things Atari & common interest such as people dropping by to ask about what modem to buy for their clone, but 1/2 of the ST users have serious emotional difficulty with anything other then an ST. You don't really have to worry about an 8-bit mag being split off AIM. As I see it, one of two things will happen:
1) ST users complain about to much Lynx, 8-bit, etc news & leave.
2) The ratio of 8-bit to ST submissions will go up to the point where it will seem like an 8-bit mag.
We really need to get rid of about 1/2 the ST users out there. They're causing 90% of the problems in the Atari world. Sheesh! Even Bob Wooley owns & works on an ST! Does that stop him from being a Club pres & doing 8-bit stuff? He works on IBM mainframes for a living. he could just say any thing with less then a 64 bit data buss sucks, but he doesn't.
I know from my own point of view, anybody that wants to be here is welcome. It would be great to see if any other SIG could make that boast. Right now if you look at AIM the article break down goes something like:
60% ST software review
30% 8-bit umbrella [soft/hard/tutorial]
10% general [lynx, portfolio, news]
I wish Atari Corp all the sucess in the world, but it'd be interesting to see if new software for the ST dries up what they'll have to talk about. The only mistake Jeff & Ben may have made was not waiting until the ST letters to the Editors asking to drop 8-bit coverage piled up.
Well, FLAME OFF!

2478. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-28 04:19:40 UTC
From: bmarcum@world.std.com
Message-ID: <BqJG0t.DMs@world.std.com>
Source record: 110726

In article <1992Jun26.082052.15803@usenet.ins.cwru.edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>Also, in RS232 a Logic 0 is +12 Volts and a Logic 1 is -12 Volts, where
>TTL is +5 Volts for logic 1 and logic 0 is less than +2 volts, but the
>Driver/Reciever Chips take care of this. Also one more thing that the

The + and - voltages are the standard for RS-232, but actually most modems will accept 0 volts as a logic 1 and +5 volts as logic 0. The R-verter interface doesn't have any voltage conversion, just a 1488 or 89, I forget which, and one other chip (I think it was a 74LS244, but it's been a while since I looked). I'm not sure if it's true, but I heard that most RS232 interfaces for the 8-bit only output 0 and +5 volts. The first 2400 bps modem I got was one of the few that require a negative input voltage. I use that modem with another computer now.

Bill Marcum bmarcum@world.std.com

2479. spreadsheets - thanks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-28 20:12:15 UTC
From: a644690c@edinboro.edu
Message-ID: <0095CC85FBCFBD20.2060274F@edinboro.edu>
Source record: 110727

I wanted to thank the couple people who responded to my question about spread sheets for the Atari. Does anyone have a (original) copy of either SynCalc or Calc Magic that you would be willing to part with for a few bucks?

Peace, | '...If you get confused, just
-Adam Conover | listen to the music play...'
a644690c@edinboro.edu | -Grateful Dead

2480. Omniview and Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-28 21:22:10 UTC
From: xx140@yfn.ysu.edu
Message-ID: <1992Jun28.212210.7712@news.ysu.edu>
Source record: 110728

Hello,
I am using an Atari 130XE with an Omniview chip
installed. This chip, as you may know, lets the Atari 8-bit
use 80 columns of text instead of the standard 40 column screen.
However, I cannot get the chip to work with my terminal programs.
I usually use BobTerm or Express 850, but I would use any
terminal program if I could get it to also utilize the OmniView
chip. The chip came with a terminal program, but it is only good
for 1200 baud and it doesn't have the correct handler for my
Avatex 2400 modem.
So, if anybody can tell me how I can get the OmniView
chip and terminial program working together, I would be very
thankful. It sure is a pain looking at 80 column output on
a 40 column screen.

Thanks,
John Medeiros
JMEDEIROS@UMASSD.EDU

--
Joe

2481. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-28 23:52:16 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92180.185216JJMCWILL@MTUS5.BITNET>
Source record: 110729

In article <13039@mindlink.bc.ca>, Tom_Klok@mindlink.bc.ca (Tom Klok) says:
>
>
>You want to bitbang RS232 with a PIA port? Ouch. I don't think it's worth
>it.
>The above chip sounds like a great RS232-level interface to an UART or ACIA,
>but stick with hardware support for the serial port. Forcing the poor 6502 to
>shift bits out is too much CPU effort, as the thread on joyport interfacing
>has
>shown.
>
Okay, as stated by several people now, it is obvious that using an
ACIA or UART is the way to go for something like RS232.

>
>Whatever happened to the RS232 <-> SIO hack? This Dallas level converter
>would
>be great for that, too.
>
Gee, I don't know, but I was thinking that with something addressed
in the PBI addressing range, my 1200XL could then have an internal
Rs232 and Parallel Interface, heh heh.

Jeff

2482. Re: Omniview and Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-28 23:56:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92180.185601JJMCWILL@MTUS5.BITNET>
Source record: 110731

Hmm, interesting, I use omnicom everyday, in fact right now, at 2400 baud
and it works fine.

Jeff

2483. 8-bit Programming/developing resource text-files

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 04:46:30 UTC
From: aa620@cleveland.Freenet.Edu
Message-ID: <1992Jun29.044630.21877@usenet.ins.cwru.edu>
Source record: 110730

The only way the 8-bit computers will continue to live is if
software is continuing to be produced for it.

This is what the Cleveland Free-Net Atari SIG will be attempting
to do in an effort to create an environment for 8-bit programmers
and developers.

In the next version of the Atari SIG, soon to be released in a few days,
there will be a new programming/developing forum specifically for
the 8-bit computer programmer.

We wish to get a "Resource Center" for this forum.

The resource center would consist of docs, tutorials, and any other
text-files that will help users program the 8-bit computers.
It will also help users develop hardware for 8-bit computers.

If you have ANY text-files relating to programming/developing,
please send them to this address. We will use it to help make sure
programs are continuing to be produced for it.

THANKS!!!!

Sincerely,

Len Stys

2484. Question: DOS Binary Headers

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 07:44:16 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.709803856@garbod20>
Source record: 110732

I converted some games from tape to Atari DOS 2.x format last
summer, and then I noticed that the binary header identifier
bytes 255, 255 are necessary only in the leading chunk of
binary data. t

Like this:

<255> <255> Identifies binary file.
<first addr lo> <first addr hi> Start address of first part.
<last addr lo> <last addr hi> End address of first part.
<data ...> First part's data.
<255, 255> This pair of 255s is optional.
<first addr lo> <first addr hi> ...
<last addr lo> <last addr hi> ...
<data> ...
<etc> ...

Could someone please tell me, what does Atari binary format specs
say about the 255, 255 byte pairs (except that one is always
needed in the initial binary part).?

Thanks in advance,
Anders Skelander

2485. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 13:39:56 UTC
From: tmkk@uiuc.edu
Message-ID: <BqM0MM.7Mr@news.cso.uiuc.edu>
Source record: 110733

In article <61197@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Some dude named Khan (tmkk@uiuc.edu) (hey, how about a full/real name and
>a signature?) writes:

Sorry, this newsreader doesn't support signatures.

>One thing I would do if I were in your shoes, would be to obtain and
>examine source code for existing disassemblers.
[...]
>Appendix D of "Machine
>Language For Beginners" by Richard Mansfield (COMPUTE! Publications, 1983)
>contains type-in BASIC listings for a simple disassembler -- one listing for
>the Atari and the other for the VIC/Pet/Apple/C=64. The Atari one is
>56 lines long, of which 26 are DATA statements. Granted, this isn't a
>hugely feature-laden program, but it works. (A casual skim-through suggests
>that the principles of disassembly design, for the 6502 at least, are almost
>trivial.)

In those I have seen, the technique is pretty straightforward: set up a location counter which points to the spot in the buffer from which the next byte will be fetched. In a loop, fetch the next opcode, use that as the index into a table which tells you the mnemonic and addressing mode, fetch the operand bytes (if any), and regenerate the source text for the instruction. That much is fairly straightforward to implement, and I've seen several disassemblers for the Atari which do this much.

The tough part comes in when you want to produce something more useful in helping you understand what the program is really doing, or when generating source which can be easily modified and reassembled. A step in the right direction is CODEBUST, which lets you generate a list of labels and automatically sticks them into the disassembled output. Thus you get output like STA DOSINI instead of STA $000A (or whatever the address is for DOSINI).

What I'm really after, though, is the Atari equivalent of SOURCER, a commenting disassembler for the IBM PC. It is a multipass disassembler which can automatically discern code from data, generate internal labels for location, subroutine, and data accesses, documents all calls to the OS with their function and arguments, etc. etc. It lets you create a definition file with labels (a la CODEBUST, only moreso), as well as define ranges for code and data which override Sourcer's automatic determinations, plus many many other features I've left out.

I don't see myself recreating all the power of Sourcer for the Atari, but I would like to learn how some of it's magic tricks are actually done. The one I'd most like to see explained is how it "knows" about

data which is embedded in between a couple of code blocks. Something like

```
LDA #$00
JMP $1234
.BYTE "This is some data...", $9B
```

will not be handled correctly by most disassemblers. They'll disassemble the JMP instruction, and then blindly charge ahead and attempt to disassemble the ASCII text string which follows it. The "smart" disassembler would realize that there might not be valid code immediately after the JMP, and would also follow the JMP to determine the target EA and continue disassembling from that point.

Anyone interested in discussing how such features might be implemented? Anybody care? ;-)

2486. 8BIT TO IBM

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 14:42:57 UTC
From: af338@cleveland.Freenet.Edu
Message-ID: <1992Jun29.144257.4296@usenet.ins.cwru.edu>
Source record: 110734

hello all. i need to know if there is a way the 8bit can read ibm
disks, or if the ibm can read atari 8bit disks. a friend of mine
does a lot of writing, and he needs to convert the disks to ibm
format if anybody can help me, please reply to me, not to this sig.

thanx,
(\)ick (\/)an
/s
af338@cleveland.freenet.edu

--
(\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\
)(\/) (\)(\/) (\)(\/) (\)(a star of wit and wizardry (\)(\/) (\)(\/) (\)(
\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/
) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/)!

2487. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 15:04:59 UTC
From: brett@visix.com
Message-ID: <1992Jun29.150459.9437@visix.com>
Source record: 110736

In article <1992Jun25.215916.9953@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
> On the 2600--and you're not going to believe
> this--you have to hit the register right when the scan line
> currently being drawn reached the horizontal position you want the
> player to start at. Pretty appalling, no? In order to
> get a software emulator to work, you'd have to get everything
> timed perfectly, right down to the machine cycle level (in
> terms of graphics, one cycle equals three or four pixles).

On the 2600, programmers had to know the exact timings of each of the opcodes, and you ended up doing some really weird things to create graphics, since there were just one register to control the PM's. If you have ever seen some of the SPARC processors or other pipeline CPUs, you will understand. You a X number of cycles to get an operation done, so that you would be ready for the next scanline, and I do mean X number, EXACTLY. It took some getting use to.

-- _ _ _ _
Brett Bourbin (_ |_ | /__ | |(_ 4431 Lehigh Road, Suite 151
..!uupsi!visix.com!brett __)|_ |__/ _/__) College Park, Maryland 20740
brett@visix.com LIMITED 703.758.2733

2488. sio2pc utilities

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 16:00:02 UTC
From: coffin@mars.ced.utah.edu
Message-ID: <1992Jun29.160002.10711@fcom.cc.utah.edu>
Source record: 110735

Hi all, I'm interested in how many sio2pc users there are out there. I've written a couple of useful utilities and will post them if enough of you are interested. The utilities are as follows. DIRA, directory of an atari disk image. CPA, (copy atari) coppies a file to/from an atari disk image. Also does EOL translations both ways with a /A option. RMA (remove atari) removes (deletes) a file from an atari disk image. I'm still working on these. DIRA is done. CPA is done. RMA is almost done. I hope I haven't recreated the wheel. Somebody let me know if these utilities already exist somewhere. To my knowledge the only utility that exists is the one Nick Kennedy includes with sio2pc. Its called makadisk and it is very primitive, prompt driven, provides no text translation and only goes one way. The utilites I've written are all command line driven, so you can put then into batch files. Anyway send e-mail to me if you are interested or if you have other info on the subject.

Steve Coffin
coffin@ced.utah.edu

2489. Re: sio2pc utilities

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 19:05:57 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.709844757@vincent1.iastate.edu>
Source record: 110737

In <1992Jun29.160002.10711@fcom.cc.utah.edu> coffin@mars.ced.utah.edu (Steve Coffin) writes:

>Hi all, I'm interested in how many sio2pc users there are out there.
>I've written a couple of useful utilities and will post them if enough
[stuff deleted]
>translation and only goes one way. The utilites I've written are all
>command line driven, so you can put then into batch files. Anyway send
>e-mail to me if you are interested or if you have other info on the
>subject.

I've got the same question: how many people reading this group use sio2pc? I've also started a utility program for sio2pc. Mine is either command line or menu driven, and works for any size mydos 4.5 disk, or atari dos 2.5. It isn't tested very well yet, so if someone would like to help me out and test it, send me a message. my program will do: copy to/from atari, directory list, change dir, wildcards, delete file, rename file, and make a dir.

I'd be interested in seeing what other people have done, to see if I need to finish & get rid of the bugs :-).

--
Todd Greenfield
tgreen@iastate.edu

2490. Re: Atari Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 20:23:36 UTC
From: darekm@microsoft.com
Message-ID: <1992Jun29.202336.24617@microsoft.com>
Source record: 110739

In article <92177.125634JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
> We've recently heard that Atari Explorer is about to be
> moved "in-house". John Jainschigg has shared with us his
> thoughts against moving out to Sunnyvale (into what some
> have called "the pressur cooker"). It is his decision to
> not accompany Explorer to Atari Corp. He will do only one
> more issue from New York.

What's the difference? Atari Explorer is ALREADY a puppet of Atari
Corp, whether located in Sunnyvale or New Jersey. The way they
take two years to review a product, or the way they rip off their
advertisers by accepting payments for advertising space in non-existant
issues sounds a lot to me like the same kind of incompitency that
plauges Atari Corp. I'm still trying to recover money from them for
an ad that was to have appeared in a non-existant issue from last year!
I keep getting the same kind of "the check is in the mail" runaround
that I'm more than used to getting from Atari Corp. Interestingly enough,
Atari Explorer deposits its checks not in New York or New Jersey,
but directly into Atari US Corp's account at the Wells Fargo bank in
Sunnyvale. After 6 months of phone calls and promises, I am now told
that I need to resolve the problem with the folks in Sunnyvale.
So as far as I'm concerned, it doesn't matter whether Atari Explorer
is located in Sunnyvale, New York, or Upper Tibet, they are still just
a useless propoganda machine for Atari Corp.

BOYCOTT ATARI EXPLORER! Support AIM, ST Informer, Current Notes, Atari User,
Atari Advantage, PSAN, and all of the other publications that actually
do something constructive.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

2491. Re: sio2pc utilities

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 21:00:56 UTC
From: tmkk@uiuc.edu
Message-ID: <BqML1M.FuM@news.cso.uiuc.edu>
Source record: 110738

In article <tgreen.709844757@vincent1.iastate.edu> tgreen@iastate.edu (Todd Greenfield) writes:
>In <1992Jun29.160002.10711@fcom.cc.utah.edu> coffin@mars.ced.utah.edu (Steve Coffin) writes:
>
>>Hi all, I'm interested in how many sio2pc users there are out there.
>
>I've got the same question: how many people reading this group
>use sio2pc?

I don't yet, but I've been seriously thinking of puting one together,
perhaps modifying it a bit to work with the parallel port (it would
eliminate the level conversion circuitry and free up a precious serial port).

I guess you can cunt me as a "prob'ly."

2492. ATARI CLASSICS UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 22:00:21 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9206292200.AA29660@smithkline.com>
Source record: 110740

********** A T A R I C L A S S I C S **********

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE

The last Update was posted to the Net around the end of May but many people did not see it as I was experiencing difficulty with my USENET connection, so it went directly to naucse then out to the Internet. My apologies. I will try to bring everyone up to speed on the past 7 week's developments.

Following the official close of the mail-in Campaign on May 2 & subsequent dissolution of the Campaign Committee, Jeff McWilliams shipped me all the cards he had received as of the first week of May. (During the first week of June he also sent me a 2nd shipment of cards, consisting of late returns/stragglers.) The final count of returned cards was just under 600, the number 580 comes to mind.

I spent a couple weeks sorting all the cards into alphabetical order, reading all the comments on every single one, and taking notes. Jeff McWilliams also sent me a copy of the Campaign database; at the moment there is a problem with merging in the final batch of respondents but he is working on that & expects to have it squared away soon.

With notes in hand, during the last week of May I commenced work on AC's Publication Manifest, a document that describes in detail our proposal for the organization and functions of the magazine. This turned out to be a non-trivial task. It took 5 weeks. My barber noted an unusual of grey hair on my head...

The Manifest was completed June 28. It was submitted to Unicorn Publications early today for their consideration. There has as yet been no response, but of course it's very early & the Manifest runs 38K of text, so it will take them awhile to digest it all. With the submission of this document to Unicorn, the pledge made by the Campaign Committee to submit our ideas to them has been fulfilled. The ball is now in their court, we are awaiting a response, & we naturally are very anxious. The next few weeks will no doubt be very critical to the birth of AC, as delicate political and financial arrangements are debated until both sides achieve a resolution of their respective concerns. At the moment I am very optimistic that a positive resolution of concerns will be obtained, leading to production of the Premier Issue of Atari Classics.

Within the past few weeks a few irresponsible individuals have taken the proposals set forth in the Campaign literature, allowed their paranoid fears to run rampant, and expressed their concerns directly to Unicorn. If these people had instead expressed their concerns directly to the Chairman of the mail Campaign, Jeff McWilliams, he could have dispelled their fears in short

order. The main thrust of the concern seems to be loss of 8bit coverage in AIM by splitting it off as suggested in the Campaign letter. Individuals who own both 8bit & ST machines are not happy about this, & Unicorn has strongly rejected the idea of removing 8bit coverage from AIM.

This issue was a subject of considerable discussion within the Committee even while the Campaign was in progress, & by the time the Campaign ended we had pretty much arrived at the same conclusion ourselves: i.e., that there should be continued 8bit coverage in AIM pretty much as it has been, perhaps with a certain amount of shared material between the two publications. This would satisfy the demand for an 8bit-only publication while not forcing those who are satisfied with AIM in its present format to make an unhappy either/or type of choice. So, in effect, we of the Atari Classics movement are in agreement with the position taken by Unicorn & tend to view the recent hubub as much ado about nothing. I would point out that whereas the number of these type negative responses to the Atari Classics effort is fewer than 10, I maintain it is a decidedly minority opinion compared to the nearly 600 positive- even rabid- responses the Campaign garnered.

Recent posts to the Net seem to suggest that Unicorn's rejection of splitting off 8bit coverage into AC constitutes a rejection of the entire Atari Classics movement. Not true! In their response per the June AIM, Bill & Pattie made their position clear & left the door open for the exploration of possibilities related to our effort. As far as I am aware, relations between AC & Unicorn remain cordial, both parties have contined to express interest in discussing proposals, & we have exploited the open door by finally submitting our detailed plans for their consideration.

Dealing with this tempest-in-a-teapot has had the effect of siphoning off my time & energy that should have been devoted full-time to AC. It strikes me ironic that so far the greatest threats to the success of this admittedly shaky enterprise have arisen from the ranks of the 8bit community itself. Idle & irresponsible speculation will only damage our cause. I urge everyone to please exercise restraint & be patient. Have faith that we are doing the best we can to fulfill the promise of the Campaign & bring into being a unique user-based 8bit-only publication. These are very very anxious & critical times for all of us who support the movement.

I said this before, I'll say it again:

"The dough must be allowed to rise, before we can bake the bread."

- BEN POEHLAND
The Alchemist

****

2493. Re: Omniview and Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-29 23:48:29 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jun29.234829.8745@ucsu.Colorado.EDU>
Source record: 110741

In article <92180.185601JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>Hmm, interesting, I use omnicom everyday, in fact right now, at 2400 baud
>and it works fine.
>
>Jeff

That's very interesting. I wonder if you could tell us how to do it?
I, too, can only use Omnicom up to 1200. And I think I put the same R:
handler on the disk as I use with BobTerm. But seriously, Omnicom will
not talk to the modem any higher than 1200 bps. Any hints?

TIA,

--Michael

Michael Hill <>< Isaiah 9:6 | "Perfect peace, mountains robed in glory
hill@spot.Colorado.EDU | Coming into view
Ball Aerospace Systems Group & | Father speaks, Son becomes the story
University of Colorado@Boulder | Essence of all true"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
---------------Jesus Christ is the Way, the Truth, and the Life!---------------
Did you ever notice that everybody in favor of abortion has already been born?!

ObQuote:
"Mm-hmm. Good morning students. The Tomkyn R-5 School District lunch menu
for today: Shepherd's pie, shredded carrot and raisin cup, season green
beans, fudge sicles, a cookie, half pint of cold milk, and, for the Catholic
students, fish!"

"... and a great sandwich fell upon the ground? ... Hum?!" -Wilde Silas Tomkyn

2494. Atari 8bit Development Forum.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 00:29:07 UTC
From: a644690c@edinboro.edu
Message-ID: <0095CD7308936BE0.20602987@edinboro.edu>
Source record: 110742

> The only way the 8-bit computers will continue to live is if
> software is continuing to be produced for it.
>
> [.....]
>
> In the next version of the Atari SIG, soon to be released in a few days,
> there will be a new programming/developing forum specifically for
> the 8-bit computer programmer.

What is 'Atari SIG'? I assume this is part of the Cleveland FreeNet, which
I have never frequented.

> We wish to get a "Resource Center" for this forum.
>
> The resource center would consist of docs, tutorials, and any other
> text-files that will help users program the 8-bit computers.
> It will also help users develop hardware for 8-bit computers.
>
> If you have ANY text-files relating to programming/developing,
> please send them to this address. We will use it to help make sure
> programs are continuing to be produced for it.

Which Address?? Many people read this in digested form and REPLYing to a
specific message is nearly impossible due to UUCP Path addressing (At least
from VAX/VMS site).

> THANKS!!!!
>
> Sincerely,
>
> Len Stys

I personally think having a developers forum (for BOTH hardware and software)
would be great. Since we all know that Atari will be of no help in
development, we are really on our own. Since there is really very little
profit in Atari 8bit development (relative to other platforms) the people
that do, are, in my opinion, doing it because they want to. I think this leads
to better quality software and hardware. I also think the 'non-corporate'
attitude will also lead to a fairly free exchange of ideas; everyone does not
have to re-invent the wheel, so to speak. An occasional newsletter or
something would be even better. Anyway....I would really love to see all
of the people out there that are interested in software/hardware development,
band together. This type of organization would give us 8-bitters a
development advantage over any 'modern' platform.

Another issue (About 'Atari Classics'): There seems to be a debate about whether AC is a good idea or not. I personally think that there is a need for a magazine that is written based on the assumption that people understand there machine. Sure, there is always room (and an obligation) to help out the newcomers, but what about the hard-core technical stuff that some of us thrive on. AIM, being the great magazine that it is, does not have the room for such diversity. Even if AC were a reality, I would continue to look forward to and enjoy AIM. I think that if there are enough of us to warrant a developers forum, there certainly should be enough people interested enough to subscribe to AC. Don't we deserve our own magazine???

Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.

2495. Hyper E: and C-KEY.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 03:19:40 UTC
From: a644690c@edinboro.edu
Message-ID: <0095CD8ADB9BF5E0.20602C05@edinboro.edu>
Source record: 110744

Does anyone happen to know Doug Wokoun or how to reach him? He was the author of the Hyper E: screen accelerator and the C-KEY ms-dos type keyboard emulator (gave crtl-c, crtl-s, and crtl-q, as well as DMA and Print Screen hot keys). I am wondering what other utilities he may have written, what the the latest versions are, or is there some shareware fee (I came across these on an unknown disk a while ago).

My versions:
C-key v1.5 06/10/91
Hyper E: v1.2JH 17-nov-90

Thanks a lot.....

Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.

2496. Re: Omniview and Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 03:45:21 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun30.034521.21547@usenet.ins.cwru.edu>
Source record: 110743

In a previous article, hill@spot.Colorado.EDU (Michael Hill) says:
>That's very interesting. I wonder if you could tell us how to do it?
>I, too, can only use Omnicom up to 1200. And I think I put the same R:
>handler on the disk as I use with BobTerm. But seriously, Omnicom will
>not talk to the modem any higher than 1200 bps. Any hints?

In order to use Omnicom at 2400 BPS mere choose option 'C' for custom
and enter in the hex code of 0C for baud rate.

Simple, nice and neat.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2497. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 04:55:57 UTC
From: risner@ms.uky.edu
Message-ID: <1992Jun30.05557.22837@ms.uky.edu>
Source record: 110745

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

>>You want to bitbang RS232 with a PIA port? Ouch. I don't think it's worth
>>
>Okay, as stated by several people now, it is obvious that using an
>ACIA or UART is the way to go for something like RS232.

>>Whatever happened to the RS232 <-> SIO hack? This Dallas level converter
>>would
>>be great for that, too.
>>
>Gee, I don't know, but I was thinking that with something addressed
>in the PBI addressing range, my 1200XL could then have an internal
>Rs232 and Parallel Interface, heh heh.

Is there anyway to make an Atari 800xl into a 80col 19200 terminal through
a rs232 port? A way that would cost < $20? How fast could it handle?

Risner

2498. Re: Omniview and Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 05:31:59 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92182.003159JJMCWILL@MTUS5.BITNET>
Source record: 110747

The secret is to choose option 3 for setting baud rate, which is the custom baud rate setting. Then you need to know what the AUX1 byte sent when the program does a XIO 36 is responsible for. The lower four bits are for baud rate. A value of 11, or $C is hexadecimal, will set the baud rate to 2400 baud. I think it asks for the total value here, so mine is set at $8C for AUX1. That is all there is to it, be sure to answer Yes to the save parameters option, and this will come up as a default each time Omnicom is loaded, taken for granted the setting file is on the default disk drive, in the root directory (usually drive 1).

Jeff

2499. Old Alternate Reality POST needed asap

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 08:54:51 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1992Jun30.005451.1@vax.sonoma.edu>
Source record: 110746

yep. me again.

I thank al of you for your help.
I guess I need to contact the author, as HE was the one who posted
the message(an ACTUAL POST to this group about 2 - 3 weeks ago).

I think that is the case. HE wrote it, at least.
This FAQ on it listed each of the parts, the story line, etc, etc.

I DID learn a LOT form the sites and info sent to me.

I just wish I could get that post agaiin.

Can somebody GET that post to me or tell me whoto contact?

Thanks,
Joe

2500. Re: fast digital input in joyport

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 14:23:21 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jun30.142321.16813@infoserver.th-darmstadt.de>
Source record: 110750

In article <1992Jun25.114658.4086@usenet.ins.cwru.edu> bn137@cleveland.Freenet.Edu (Marek Tomczyk) writes:
>
>Nat! writes that he successfully tried to put out characters
>using handshaking over the MOTOR and IRQ line.
>
>I wonder how it works. I know you can turn the tape recorder
>motor on and off using a bit in PORTACNTL (or was it PORTB?)
>but how do you read the IRQ line?
>Please describe how you are putting out characters
>using the serial port.
Actual output is done thru the parallel ports.

PIA has two ports each 8 bits wide. Those two ports are controlled
with a control register for each port. Within those control registers
you have access to two more lines (each) that have a myriad of possibilities.
Usually (in non-Atari applications) they are used for handshaking. They are
available on the serial port and are usually called MOTOR, PROCEED, IRQ (?)
and COMMAND.
MOTOR is used for turning the tape drive on and nothing else. Since noone
uses a tape drive anymore (har) this line is unused. COMMAND is used in
the SIO protocol to indicate that a command byte is on the way over SIO.
PROCEED and IRQ are unused. (as far as I know)

I don't have my notes with me here, but there's a special feature in the
PIA called autostrobe. Whenever you write something on one of the PORTS
(if you configured P?CTL properly) PIA generates a STROBE over one of the
control lines. Now you just look for an ACK over either PROCEED or IRQ.
(I did polling there like this)There is also a feature on one of the ports
I believe it's PORTB which features auto-ACK on reading of the port.

I think resetting of the interrupt is done by reading the appropriate
port register. All this information is incidentally available in

68000 Assembly Language by Lance Leventhal et.al.

In case you ever wondered what else the other 6 bits where good for in the
PIA.

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Toetet Joseph Blatter

2501. Re: Atari 8bit Development Forum.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 14:33:56 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jun30.143356.8894@usenet.ins.cwru.edu>
Source record: 110748

In a previous article, a644690c@edinboro.edu () says:

>
>What is 'Atari SIG'? I assume this is part of the Cleveland FreeNet, which
>I have never frequented.

Thank you for your interest in the Cleveland Free-Net Atari SIG.
Here is the entry about it in this group's FAQ list:

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board
system. Anyone can access the Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG members-list are automatically
members of the official Atari users' group CAIN - Central Atari Information
Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many
product reviews and all sorts of other information related to Atari products,
all online. Its mission for 8-bit users is as a depository for any and all
information in ASCII format related to the 8-bit Atari computers.

>
>Which Address?? Many people read this in digested form and REPLYing to a
>specific message is nearly impossible due to UUCP Path addressing (At least
>from VAX/VMS site).

Actually all posters to this group ought to take note of this. The
Info-Atari8 Digest does not reproduce the From: line, just the Path:
line of your postings. That's why it's important to leave your
name and address somewhere in the body of your message such as in a
.sig file.

The Atari SIG address is xx004@cleveland.freenet.edu. The Atari SIG's
Primary SIGOp is Len Stys, his address is aa399@cleveland.freenet.edu.
The 8-bit Atari SIGOp is me (I have a .sig at the bottom of this
message)

>I personally think having a developers forum (for BOTH hardware and software)
>would be great. Since we all know that Atari will be of no help in
>development, we are really on our own. Since there is really very little
>profit in Atari 8bit development (relative to other platforms) the people
>that do, are, in my opinion, doing it because they want to. I think this leads
>to better quality software and hardware. I also think the 'non-corporate'
>attitude will also lead to a fairly free exchange of ideas; everyone does not

>have to re-invent the wheel, so to speak. An occasional newsletter or
>something would be even better. Anyway....I would really love to see all
>of the people out there that are interested in software/hardware development,
>band together. This type of organization would give us 8-bitters a
>development advantage over any 'modern' platform.

Watch this group for an announcement of the new, revamped Cleveland
Free-Net Atari SIG. We've been working on it for weeks; its
implementation is expected about July 4.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2502. Re: Hyper E: and C-KEY.

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 14:37:47 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jun30.143747.9172@usenet.ins.cwru.edu>
Source record: 110749

In a previous article, a644690c@edinboro.edu () says:

>Does anyone happen to know Doug Wokoun or how to reach him? He was the

aa384@cleveland.freenet.edu
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2503. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 15:23:21 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13079@mindlink.bc.ca>
Source record: 110751

> James Risner writes:
>
> Is there anyway to make an Atari 800xl into a 80col 19200 terminal through
> a rs232 port? A way that would cost < $20? How fast could it handle?

No, not really. Two problems: acceptable 80-column display, and keeping up with 19.2k input.

Software 80 columns (Antic mode F) is kind of ugly. No, it's extremely ugly. When I was using my XL exclusively, I got a hold of someone's 80 column assembly source, and wrote a minimal terminal program for R: with it. I enhanced the display code with display list fast scrolling and a PMG coloured cursor. Emulation was ADDS ViewPoint because it was the tersest emulation the system I called would support. It could keep up with 2400 bps, but I never tried anything faster than that. I doubt it could do a lot faster. Btw, no file transfer protocols, no capture log, and the code is buried somewhere in a box of unlabled disks. :)

Atari's XE-whatever 80-column joyport box would look a lot nicer, but I think speed problems would be even more severe. Scrolling is always the bitch. You might be able to paint characters at 19.2k (I doubt it, though), but there's no chance at all you can scroll at that speed. Not unless the box has hardware support for scrolling... I've never taken the drivers apart, so I'm really not sure. Again, I doubt it.

I've seen old dedicated 80-column terminals going for $20 or less at local swap meets here in Vancouver. I think that makes a lot more sense than trying to get a little Atari to do it. Comes with a decent monitor, too.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2504. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 16:04:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61340@cup.portal.com>
Source record: 110752

Re: 19k/80 columns
I voting for it can't be done. I'm not the greatest ML programmer that ever lived, but I've tried & I can barely get 2400 baud. Still thinking of ways to get it to work reliably, but the problem is to do an 80 column display you have to use GR.(8+16) mode & do your own character generation. That's fine until you reach the bottom of the screen & have to scroll 8k of screen up 8 scan lines! Just guessing, but this takes about 1/10 to 1/2 second. At 19,200 baud you've just lost 20 to 1000 characters. I suppose you could do a software kludge, something like send a ^S everytime you need a line feed, but that wouldn't be a true 19,200 baud would it? It maybe able to work if you used a hardware 80 column display, but unless you did the Wooley one you're talking about much more then $20. Sending & recieving W/O displaying the data or a 40 column ANTIC mode may work.
Rick

2505. Re: Omniview and Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 16:18:30 UTC
From: af622@yfn.ysu.edu
Message-ID: <1992Jun30.161830.16173@news.ysu.edu>
Source record: 110753

Jeff,
I got my OmniView chip with the OmniTerm/OmniCom program
when it first came out. I know that 2400 baud modems were not
that affordable then, so most 8-bit terminal programs just
supported 300 or 1200 baud. If you know how I could get my
OmniCom to work at 2400 baud and with my P:R: Connection and
Avatex 2400 modem could you please let me know?
Thanks,
John

2506. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 17:01:06 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun30.170106.7406@exu.ericsson.se>
Source record: 110754

Rick_Michael_Cortese@cup.portal.com writes:
>
>Re: 19k/80 columns
>I voting for it can't be done. I'm not the greatest ML programmer that ever
>lived, but I've tried & I can barely get 2400 baud. Still thinking of ways
>to get it to work reliably, but the problem is to do an 80 column display
>you have to use GR.(8+16) mode & do your own character generation. That's
>fine until you reach the bottom of the screen & have to scroll 8k of screen
>up 8 scan lines! Just guessing, but this takes about 1/10 to 1/2 second.

Couldn't you set up a display list with a new data adress specified
every eight scan lines? Then you could scroll simply by shuffling
pointers during vblank and redawing the bottom line. Of course there
may be problems involving memory boundaries, but I'm not sure.

If you have to do a copy, try to unroll the loop for an entire scan
line, i.e. 80 sequential

```
LDA (SOURCE),Y
STA (DEST),Y
INY
```

lines. If you put it in a loop, you'll add an extra instruction
per iteration, which can make all the difference in the world. You
can trade size for speed by unrolling this either more or less.

Just some thoughts.
--
James Hague
exuhag@exu.ericsson.se

2507. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 17:14:56 UTC
From: tmkk@uiuc.edu
Message-ID: <Bqo58w.I8E@news.cso.uiuc.edu>
Source record: 110555

In article <61340@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>Re: 19k/80 columns
>I voting for it can't be done. I'm not the greatest ML programmer that ever
>lived, but I've tried & I can barely get 2400 baud.

I have just one word for you: INTERRUPTS.

Any UART worth its silicon can generate an IRQ (interrupt request) when
it has received a character from the remote system. All you need to do
is wire up a simple UART-based serial port to the parallel bus, and
write an interrupt handler for it. The Atari can do 19.2Kbps and faster
over the SIO bus to disk drives etc., so why not the same kinds of
speeds through a serial port?

>Still thinking of ways
>to get it to work reliably, but the problem is to do an 80 column display
>you have to use GR.(8+16) mode & do your own character generation. That's
>fine until you reach the bottom of the screen & have to scroll 8k of screen
>up 8 scan lines! Just guessing, but this takes about 1/10 to 1/2 second. At
>19,200 baud you've just lost 20 to 1000 characters.

Only if you're doing polled I/O...

2508. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 18:17:42 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13083@mindlink.bc.ca>
Source record: 110556

> Khan writes:
>
> Any UART worth its silicon can generate an IRQ (interrupt request) when
> it has received a character from the remote system. All you need to do
> is wire up a simple UART-based serial port to the parallel bus, and
> write an interrupt handler for it. The Atari can do 19.2Kbps and faster
> over the SIO bus to disk drives etc., so why not the same kinds of
> speeds through a serial port?

Well sure. The MIO already does this. But it doesn't mean the screen can keep up, and recieving at 19.2k without any way of handling the data is kind of pointless.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2509. Type in progs..

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 18:35:47 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206301835.AA13140@brachot.jct.ac.il>
Source record: 110557

```
Hey!!
Everybody is talking about old typein games, so why not upload them??
Come on!! I'd LOVE to see Battle in the B-ring, Fire Bug, or all those
other games I was always too LAZY to type, OR I didn't have the issue,
OR the disk crashed between typein sessions (as is with Battle in the
B-ring..... :) )

Shalom from Jerusalem!!! -Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2510. Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 18:49:20 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9206301847.AA16541@brachot.jct.ac.il>
Source record: 110558

If the 2600 was such a hunk of crap, why was it made that way in the
FIRST place at all????

And now for a totally philosophical question:
Why didn't Atari make the ST's compatible with the 8-bits?
I feel that Atari corp really spat in the faces of all those people who
spent a lot of money on hardware and software for the 8bits!!
The new ST's COULD have been made compatible.
There could have been a faster CPU with more commands, better features,
more memory access abilities, multi-tasking etc, but STILL be able to
use old 8-bit software.
I mean, look at IBM!! They made their computers totally compatible,
from the earliest 64K 8088's till today's 50Mhz 486.. How was THAT done,
and why didn't Atari (or Apple or Commodore, but we don't care.. :))
do the same?? Atari could have been the largest computer company in the
world by now!!!!!
Anyone think differently? Comments? Send 'em on to the newsgroup.
I'd love to hear comments on this interesting (for me at least) issue.
Or has it been raised before?? I'm new on this net..
Bye!! -Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
__ InterNet!! __ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

2511. Re: Atari Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 19:08:29 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jun30.190829.27799@ucsu.Colorado.EDU>
Source record: 110559

In article <1992Jun29.202336.24617@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

[raving diatribe deleted]

>BOYCOTT ATARI EXPLORER! Support AIM, ST Informer, Current Notes, Atari User,
>Atari Advantage, PSAN, and all of the other publications that actually
>do something constructive.
>
>- Darek

Sorry, I'm not going to boycott them just because you don't like them. If I ever have a beef with AE or anybody else, THEN I'll boycott them. I (and my checkbook) speak for myself, not for anybody else.

--Michael

Michael Hill <>< Isaiah 9:6 | "Perfect peace, mountains robed in glory
hill@spot.Colorado.EDU | Coming into view
Ball Aerospace Systems Group & | Father speaks, Son becomes the story
University of Colorado@Boulder | Essence of all true"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
---------------Jesus Christ is the Way, the Truth, and the Life!---------------
Did you ever notice that everybody in favor of abortion has already been born?!

ObQuote:
"Mm-hmm. Good morning students. The Tomkyn R-5 School District lunch menu for today: Shepherd's pie, shredded carrot and raisin cup, season green beans, fudge sicles, a cookie, half pint of cold milk, and, for the Catholic students, fish!"

"... and a great sandwich fell upon the ground? ... Hum?!" -Wilde Silas Tomkyn

2512. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 19:25:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.709932312@vincent1.iastate.edu>
Source record: 110561

In <9206301847.AA16541@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:

>If the 2600 was such a hunk of crap, why was it made that way in the
>FIRST place at all????

One reason is that it was made about _14_ years ago! And given that it was
a huge success at the time, I don't think many people called it crap then.

>And now for a totally philosophical question:
>Why didn't Atari make the ST's compatible with the 8-bits?

Because they felt it was time to move on.

>I feel that Atari corp really spat in the faces of all those people who
>spent a lot of money on hardware and software for the 8bits!!

Because this equipment is now useless?? No, the all that hardware and
software for the 8bits still does exactly what it did before the ST's.
Yes, Atari did drop their support for the 8bits eventually, but that
was a few years after the ST's came out. Do the companies you mention
below all give full support to thier 13 year old computers?

>The new ST's COULD have been made compatible.

For what reason?

>There could have been a faster CPU with more commands, better features,
>more memory access abilities, multi-tasking etc, but STILL be able to
>use old 8-bit software.

Use old 8bit software on old 8bits. Compatibility can only go so far, see
below.

>I mean, look at IBM!! They made their computers totally compatible,
>from the earliest 64K 8088's till today's 50Mhz 486.. How was THAT done,
>and why didn't Atari (or Apple or Commodore, but we don't care.. :))
>do the same?? Atari could have been the largest computer company in the
>world by now!!!!!

You can in general run your 8088 programs on your 80486. That's fine, but
it also means that programs written for the 486 have to work
around all the cruft that's accumulated on the Intel series in order to
keep it compatible. 486 systems with 16M of RAM still look like 640K
systems to older MSDOS programs, etc.

Luckily, Atari didn't take that road. If they would have, they wouldn't have
gained the mild amount of respect and money they have from the ST line. Far
from being the largest computer company in the world, they would have went

under quickly.

>bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
>__ InterNet!! __ ------------ |||
>AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2513. Re: Question: DOS Binary Headers

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 19:26:57 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jun30.192657.195@ucsu.Colorado.EDU>
Source record: 110562

In article <etxansk.709803856@garbod20> etxansk@garbo.ericsson.se writes:

[discussion of binary file headers deleted]

> Could someone please tell me, what does Atari binary format specs
>say about the 255, 255 byte pairs (except that one is always
>needed in the initial binary part).?
>
> Thanks in advance,
> Anders Skelander

As far as I know, nothing that you haven't already figured out - namely,
that it IS required as the first two bytes of a file, to identify a
binary-load file, and that it isn't necessary anywhere else within that
file.

Hope that helps.

--Michael

Michael Hill <>< Isaiah 9:6 | "What is this that gives me hope in the middle
hill@spot.Colorado.EDU | of the night/ And makes me turn to you
Ball Aerospace Systems Group & | What is this that lights my way through the
University of Colorado@Boulder | hours of the day/ Tell me what to do"
$ mv net.flames /dev/null | --King's X, "What is This?"
---------------Jesus Christ is the Way, the Truth, and the Life!---------------
Did you ever notice that everybody in favor of abortion has already been born?!

2514. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 19:48:53 UTC
From: tmkk@uiuc.edu
Message-ID: <BqoCDH.KvA@news.cso.uiuc.edu>
Source record: 110560

In article <13083@mindlink.bc.ca> Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>> Khan writes:
>>
>> Any UART worth its silicon can generate an IRQ (interrupt request) when
>> it has received a character from the remote system. All you need to do
>> is wire up a simple UART-based serial port to the parallel bus, and
>> write an interrupt handler for it. The Atari can do 19.2Kbps and faster
>> over the SIO bus to disk drives etc., so why not the same kinds of
>> speeds through a serial port?
>
>Well sure. The MIO already does this. But it doesn't mean the screen can keep
>up,

What do you mean by this? The incoming data goes into a memory buffer at
19.2Kbps, and you take characters from the buffer and display them on
the screen at whatever rate you want. The screen doesn't have to "keep
up" with anything. When your buffer is near to being filled, your
handler would send a ^S to the host automatically, and when most of the
data has been displayed on the screen, you send a ^Q to start the flow
again.

>and recieving at 19.2k without any way of handling the data is kind of
>pointless.

But you have a perfectly viable way of handling the data: it's called
your interrupt service routine.

The software is straightforward. The hard part would be wiring up the
UART to the parallel bus.

2515. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 20:37:30 UTC
From: glens@natinst.com
Message-ID: <1992Jun30.203730.21061@natinst.com>
Source record: 110563

bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:

> And now for a totally philosophical question:
> Why didn't Atari make the ST's compatible with the 8-bits?
> I feel that Atari corp really spat in the faces of all those people who
> spent a lot of money on hardware and software for the 8bits!!
> The new ST's COULD have been made compatible.
> There could have been a faster CPU with more commands, better features,
> more memory access abilities, multi-tasking etc, but STILL be able to
> use old 8-bit software.
> I mean, look at IBM!! They made their computers totally compatible,
> from the earliest 64K 8088's till today's 50Mhz 486.. How was THAT done,
> and why didn't Atari (or Apple or Commodore, but we don't care.. :))
> do the same?? Atari could have been the largest computer company in the
> world by now!!!!!

I mean, look at IBM!! (does this sound familiar, it was also in your argument). I think IBM is the perfect example of why NOT to worry about compatibility. I mean all the IBM is is a big fast upgraded piece of crap. I'm not saying that there's anything wrong with the Atari 8-bit, I had a couple of them and programmed on them for several years. I believe that when you have new technology (a new generation graphics chip for example) it is O.K. to dump compatiblity. The only thing that will make use of the new features is new software. Even if I did buy the original IBM PC I would not keep upgrading the memory, CPU, and graphics card; eventually I would have bought a whole new machine. As long as I am buying a whole new machine why limit myself to a compatible one? I mean the new machine would be purchased to allow you to run new software also, possibly software that would not work on your older 'compatible' machine anyway. In other words if you look at the big picture, people are essentially buying IBMs so that they have the ability to run that 6 year old software but nobody is actually running it! And what do you think IBM is upto even as we speak? Well, they are working on a new machine along with Apple called something like the 'Power PC' and guess what?, it's not compatible with either IBMs or Apples system! Another point I just thought of by mentioning Apple, are you saying that Apple screwed up by making the Mac and not being compatible with the Apple II?

By the way, I have never owned and probably never will own any sort of 'PC Compatible'. Last year I moved to the STe and just recently this year I sold off all my 8-bit stuff (100% of my home computer time now goes into programming a couple of projects on the STe).

P.S. I still have a De Re Atari for sale if anybody is interested.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

2516. Re: Atari Classics: not to happen?

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 21:01:09 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Jun30.210109.8504@mnemosyne.cs.du.edu>
Source record: 110566

I'm sorry guys, you'll have to forgive me if I mis-read your thoughts about this issue.

I'm a little confused. People have cited our June issue, and the comments in it about the Atari Classics campaign. I don't see how that leads to the idea of no 8bit only publication. What Bill and I were saying is how we feel AIM represents a lot of varied readers, so we would not be willing to turn AIM into an ST only mag. AIM coverage would continue as it has over the last several years, picking up Portfolio and Lynx along the way.

One person was upset over the languag we used. That is understandable, since we a little surprised at the kit when we saw one (after the campaign was over), when the kit said we would split AIM up. We were a little taken aback at the presumptions it seemed the campaign was taking! :) Bill and I sent off a letter very similar to the nots in AIM to Ben and Jeff, xplaining our thoughts on the whole subject. Ben got back to us, explaining how that phrasiology (sp?) happened to get into the kit, and that en and Jeff felt very much as Billand I did/do.

(please forgive the typos -- I'm typing faster than the net can handle, it seems)

So, everything is fine.

I just got Ben's maifest today, and we'll be getting back wih him as soon as we look it over and make our suggestions/changes.

Again, if I misunderstood the messages, please forgive me, since I'm relatively new to the UseNet. In fact, we made an effort to get on the net because of the Atari Classics discussion/campaign.

Pattie Rayl (Unicorn Publications)

2517. Interested in 80 Column Hardware...

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 21:05:51 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jun30.210551.3048@usenet.ins.cwru.edu>
Source record: 110565

If anyone has the Bob Wolley 80 Column Upgrade text file, please
send it up to the archive, email to my, or even up to the usenet group.

Thanks
ai792@po.cwru.edu
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2518. Re: Atari Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 21:18:14 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Jun30.211814.10358@uwm.edu>
Source record: 110567

In article <4058@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>YES! There have been four issues of AEO so far, and they're only
>distributed bi-weekly. The next one should be out this weekend. I believe
>they're distributed on Usenet/Internet via the same mailing list which
>distributed Z*Net. Unfortunately, I don't know what the mail address is to
>get a subscription; hopefully someone else can help us out.

To subscribe to AEO via email, send a message to:

stzmagazine-request@virginia.edu

--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2519. Re: Atari Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 21:27:38 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Jun30.212738.9214@mnemosyne.cs.du.edu>
Source record: 110568

Ed,

I don't completely understand your criticism of what Bill and I said in the Editorial Rampblings for June. Granted, there may be times when no one can no the actual reasons Atari does stuff unlss they work in Sunnyvale (and not even then, in which case, you'd have to look in Sam or Jack's mind!).

However, I think we have a better than average chance of figuring what those reasons could be. I guess the biggest complaint would be, If it's not brroken, why mess with it?

You say Atari would gain more control over Atari Explorer by moving it inhouse. Atari officials (mostly Bob Brodie, I think) already ok each and every page of AE efore it's printed. To me, that's a lot of control already.

You suggest Atari could save money. Atari Explorer isn't printed in NY, but PA. If atari kept the same printer, and there's no reason to think they'd change, thre's no savings there. Sure, they wouldn't have to pay John, but in exchange, they have to pay someone who lives in CA, with a very high cost of liivingrate. Moving AE inhouse also means Atari has to get new art directors and graphics artists, which John already had on staff, not to mention new support personnel like an advertising persons. And, adding those new people are all on the assumption Sam's willing ot pay for nw employees when there've been big layoffs. The gossip going around now is that Sam's not even willing to authorize the salary for an editor, and I know one person can not put out an Atari explorer alone.

My view is clear: I think AE should be left in John Jainschigg's hands. If any one else would like to get me on the soap box, please join in! *huge grin*

Pattie Rayl (Atari Interface)

2520. Re: Old Alternate Reality POST(got it)

Newsgroup: comp.sys.atari.8bit
Date: 1992-06-30 21:37:50 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1992Jun30.133750.1@vax.sonoma.edu>
Source record: 110564

Thanks. Some kind soul found it for me.
I do have a question , though...

Has anyone ever gotten into one of the guilds?
What happens, and DO your stats have to EXACTLY match those on the list?

It seems like it would be early IMPOSSIBLE to meet such requirements.

Joe

2521. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 00:20:15 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61363@cup.portal.com>
Source record: 110569

I just had a brainstorm concerning the long-standing bottleneck of "scrolling the screen while keeping up with >2400 baud serial data."

Why scroll the displayed data at all? One of the Atari 8-bit's big pluses is that the display memory can be ANYWHERE in memory, pointed to by a display list. We've all seen instantaneous page-flipping, and what's that but a "scroll" of an entire screen that happens too fast for us to even SEE? :-)

Something along the lines of reserving two screens' worth (or so) of memory and managing it, and an associated display list, as a "ring buffer," ought to let you scroll as fast as you want -- you've only got to update 60 bytes or so at ABSOLUTE MAXIMUM, and I'm absolutely certain you can get away with manipulating far fewer than that -- by moving the "window," defined by the Display List, over the data to be displayed. Of course, you can't use the built in E: device, but if you're doing terminal emulation you probably aren't using that anyway!

Comments?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2522. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 01:29:56 UTC
From: ahansfor@planet10.wpi.edu
Message-ID: <AHANSFOR.92Jun30202956@planet10.wpi.edu>
Source record: 110570

>>>>> On 30 Jun 92 18:49:20 GMT, bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) said:

bruck> If the 2600 was such a hunk of crap, why was it made that way
bruck> in the FIRST place at all????

bruck> And now for a totally philosophical question: Why didn't Atari
bruck> make the ST's compatible with the 8-bits?

1) the 6502 has no op code compatible successor. That is the 286 will
run 8086 code. The 386 will run 286 and 386 code etc.. It was
relatively easy to move to the next level of power and keep
compatibility. The 6502 was a dead end. Even the Apple IIgs isn't a
real upgraded Apple as much as it is a new machine.

2) For the most part, the people who designed the 8-bit were no longer
at Atari.

3) With no simple upgrade path and far more powerful computers coming
out, Atari correctly introduced a new line (same as Apple and
Commodore)

Maybe there could have been a true 16-bit 6502 that code run the code
of the original. the 65816 had a 6502 mode, but to use the new
instructions and extended addressing, it had to be in 816 mode. So
you could make one that run in one mode for compatibility and one for
new stuff..

bruck> I mean, look at IBM!! They made their
bruck> computers totally compatible, from the earliest 64K 8088's till
bruck> today's 50Mhz 486.. How was THAT done, and why didn't Atari (or
bruck> Apple or Commodore, but we don't care.. :)) do the same??

Continued line of processors
The price paid is that the machine does not live up to the potential
of the processor. Most still use the ISA bus and so on...
Still, more and more software is coming out that will not work on the
8088 and 80286.

bruck> Atari could have been the largest computer company in the world
bruck> by now!!!!!

Not a chance. Not even a little one.

-- Andrew Hansford
ahansfor@wpi.wpi.edu

2523. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 04:05:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61372@cup.portal.com>
Source record: 110571

Well, you've certainly stirred up some comments. I built my 1st homebrew computer in 1977, I remember I rushed out & bought some Intel 256 by 4 bit static RAMs when the price dropped to $4.95 each. A whopping 1/4k for $10! Since someone else mentioned the birthdate of the 2600, you can guess why the "Old Atari" kept it the simpilest machine possible. Still it sold for over $100 & everybody had one.

Really the topic of compatability has come up a number of times. Bob Brodie hizself said they didn't like the way things were going in 65XX land, so they went with a processor with a future. Really the Amiga is the sequel to the Atari 8-bits. There were a series of articles on the topic in AIM I believe. Whole story boiled down to some Atari 800 engineers starting a spin-off funded partly by Atari. When Uncle Jack took over Atari they tried to sell the thing to the "New Atari". Ended up Uncle Jack told them he wasn't going to buy it, he was just going to wait until the note came due then get it from the bankruptcy. Soooooo.... they sold it to Commadore.

Now why they didn't use a 65XX in the Amiga I don't know, but I remember when I got discusion on Atari Base with Brodie & others the Apple ??? thingie that used the 65816 was mentioned. I said at the time that the projected Super NES was going to use a 65816 & I'd reserve judgement on the issue until it was launched. Just saw a news report. They sold 2 million of those puppies last year & expect to sell another 6 million this year. There's something like 75 titles out already. Why use a software compatable procesors with a enhanced instruction set & video processor? 75 titles in 4 months. I do a fair amount of ML programming & I really doubt if accessing the new features of the 65816 would be that tough. Still, Atari had decided the video game market was dead so they didn't even try. Meanwhile the owners of Nintendo has bought the Seattle baseball team & are making money. I wish Atari would've stayed in the video game field. They may have made enough money to keep the money losing computer divison going.

2524. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 13:21:24 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul1.132124.14291@exu.ericsson.se>
Source record: 110573

Rick_Michael_Cortese@cup.portal.com writes:
>
>Since someone else mentioned the birthdate of the 2600, you can guess why
>the "Old Atari" kept it the simpilest machine possible. Still it sold for
>over $100 & everybody had one.

I bought mine for close to $250. When it was yanked from the
market last year it sold for $30.

It is interesting to note that the 2600 can display more colors (128)
than the Apple II, Nintendo, and Commodore-64, something fairly
important for a game machine. Progress isn't always nice and
linear...
--
James Hague
exuhag@exu.ericsson.se

2525. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 13:37:41 UTC
From: tmkk@uiuc.edu
Message-ID: <Bqpput.K0y@news.cso.uiuc.edu>
Source record: 110572

In article <1992Jun30.203730.21061@natinst.com> glens@natinst.com (Glen Sescila) writes:
>
>bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:
>
>> And now for a totally philosophical question:
>> Why didn't Atari make the ST's compatible with the 8-bits?
>
> I mean, look at IBM!! (does this sound familiar, it was also in your
>argument). I think IBM is the perfect example of why NOT to worry about
>compatibility. I mean all the IBM is is a big fast upgraded piece of crap.

You sound like an Amigoid. ;-)

>I'm not saying that there's anything wrong with the Atari 8-bit, I had a
>couple of them and programmed on them for several years. I believe that when
>you have new technology (a new generation graphics chip for example) it is
>O.K. to dump compatiblity. The only thing that will make use of the new
>features is new software.

Obviously you don't buy much software. Are you seriously telling me that
you throw your ENTIRE software collection out into the dumpster whenever
a new machine comes out? That it's totally unimportant that your
current software, which costs some users THOUSANDS of dollars, run on
your new machines?

If this is the case, you are part of a TINY minority of computer users.
Most people don't want to start all over from scratch just because they
got a new machine. That's the beauty of the modular approach taken by
ISA machines: you can upgrade the processor, memory, mass storage,
video, or whatever you want, and almost all of your old software will
still work. Sure, you have to write new programs to make use of new
capabilities of your upgraded machine, but you also have the option of
STILL USING YOUR OLD STUFF, TOO. You see no value in that?

>if you look at the big picture, people are essentially buying IBMs so that
>they have the ability to run that 6 year old software but nobody is
>actually running it!

I think your "big picture" is severely distorted. Perhaps you should use
some Windex on the glass? ;-)

BTW, you mentioned you program on an ST now. Have you noticed that newer
versions of the ST, although equipped with more memory and faster
processors, are (*GASP!!*) still compatible with earlier STs? Why do you
think that is?

2526. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 16:00:47 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13108@mindlink.bc.ca>
Source record: 110574

> Khan writes:
>
> The screen doesn't have to "keep up" with anything. When your buffer is near
> to being filled, your handler would send a ^S to the host automatically, and
> when most of the data has been displayed on the screen, you send a ^Q to
> start the flow again.

But that's just what I mean. Say for arguement's sake that you can paint characters (on average) at 9600 bps. With a decent UART/ACIA/whatever you can recieve at 19.2k, but with only a 50% duty cycle. Having to use software handshaking doesn't meet my definition of "keeping up".

> The software is straightforward. The hard part would be wiring up the UART to
> the parallel bus.

Do you really think so? If you use an ACIA with an internal baud rate generator, I'd say it's the other way around. Both are straightforward, but the software will take more time and effort. Especially if you want to emulate an existing API like the R: device handler.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2527. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 16:19:25 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13110@mindlink.bc.ca>
Source record: 110575

> Chris_F_Chiesa@cup.portal.com writes:
>
> I just had a brainstorm concerning the long-standing bottleneck of "scrolling
> the screen while keeping up with >2400 baud serial data."

It's not a new idea. But you can be proud of the fact that you thought of it independently. :)

> Something along the lines of reserving two screens' worth (or so) of memory
> and managing it, and an associated display list, as a "ring buffer," ought to
> let you scroll as fast as you want --

A single screen's worth of memory is enough. Whenever you scroll the screen one line, the line at the top becomes the line at the bottom. All the other lines are untouched.

> you've only got to update 60 bytes or so at ABSOLUTE MAXIMUM, and I'm
> absolutely certain you can get away with manipulating far fewer than that --
> by moving the "window," defined by the Display List, over the data to be
> displayed.

Yup, you could use a contiguous chunk of screen ram and scroll the entire screen by changing the single pointer in the DL LMS instruction at the top. But then you've got a special case... sooner or later you'll run out of buffer space and you'll have to start at the beginning again. That might mean block copying the screen, too. Instead of all those hassles, I took the other approach. I allocated just enough screen RAM for a single screen, and each text line has it's own LMS instruction with pointer. So, consider the performance like this:

normal scrolling: 920 byte move + 40 byte clear per line
DL 'block' scrolling: 2 byte pointer change + 40 byte clear + special case
DL 'line' scrolling: 50 byte pointer change + 40 byte clear

Btw, the 'line' approach is the only one that works when emulating 80 columns with Antic mode F. Remember that Antic can only address a 4k memory space? And a full screen is almost 8k. You'll need to split the screen with a midscreen LMS anyways, and as you scroll the screen that LMS will have to be in different places in the display list. Since the display list has to be all LMS instructions, you might as well scroll by modifying the 25 LMS pointers instead.

Hm... an optimization just struck me. Perhaps all possible display lists (there's only 25 of them) could be precalculated and stored, and then super-fast scrolling performed by just pointing DLIST at the right display list for the current buffer position. It would eat up a little bit of RAM, but then a scroll would be 2 bytes changed, 40 cleared... or 2 bytes changed, 320

cleared for mode F.

The PMG cursor really helped things, too. Instead of clearing 8 bytes and painting 8 bytes in mode F, I just had to change the horizontal position of the cursor and let Antic do the rest. The cursor was coloured and showed through the characters, too. Looked kinda cute.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2528. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 17:48:29 UTC
From: glens@natinst.com
Message-ID: <1992Jul1.174829.1899@natinst.com>
Source record: 110579

tmkk@uiuc.edu (Khan) writes:

> Obviously you don't buy much software. Are you seriously telling me that
> you throw your ENTIRE software collection out into the dumpster whenever
> a new machine comes out? That it's totally unimportant that your
> current software, which costs some users THOUSANDS of dollars, run on
> your new machines?

> If this is the case, you are part of a TINY minority of computer users.
> Most people don't want to start all over from scratch just because they
> got a new machine. That's the beauty of the modular approach taken by
> ISA machines: you can upgrade the processor, memory, mass storage,
> video, or whatever you want, and almost all of your old software will
> still work. Sure, you have to write new programs to make use of new
> capabilities of your upgraded machine, but you also have the option of
> STILL USING YOUR OLD STUFF, TOO. You see no value in that?

Why not keep your old machine also? Is it illegal where you live
to own 2 computers at one time? You make it sound like you HAVE to throw
away your old machine the instant you buy a better one. In fact I kept
my 8-bit for a year and a few months after I bought my STe and by that
time I had aquired a shareware version of just about every utility that
I normally used on the 8-bit and most of them are better than the ones
on the 8-bit. As far as games go it only takes one good ST game to beat
my whole library of 8-bit ones (any time spent playing the 8-bit games
could instead be used to play the one ST game and would still be more
entertaining). Also, I would rather just have both machines than have the
new one and a perfect emulator of the old one. (That way they both could
be used at the same time more efficiently).

> BTW, you mentioned you program on an ST now. Have you noticed that newer
> versions of the ST, although equipped with more memory and faster
> processors, are (*GASP!!*) still compatible with earlier STs? Why do you
> think that is?

They do not yet have a new technology that cannot be fully serviced
by the ST line.

Thanks You For Playing.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

2529. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 18:06:07 UTC
From: tmkk@uiuc.edu
Message-ID: <Bqq2AA.1pC@news.cso.uiuc.edu>
Source record: 110577

In article <13108@mindlink.bc.ca> Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>> Khan writes:
>>
>> The screen doesn't have to "keep up" with anything. When your buffer is near
>> to being filled, your handler would send a ^S to the host automatically, and
>> when most of the data has been displayed on the screen, you send a ^Q to
>> start the flow again.
>
>But that's just what I mean. Say for arguement's sake that you can paint
>characters (on average) at 9600 bps. With a decent UART/ACIA/whatever you can
>recieve at 19.2k, but with only a 50% duty cycle. Having to use software
>handshaking doesn't meet my definition of "keeping up".

Perhaps it doesn't meet your personal definition, but it does meet a
practical one.

Let's face it, if you're reading text from some remote service, you
can't read much faster than 2400bps anyway. You'll be pausing and
unpausing the display far more often so YOU can keep up. And for
downloading files, the speed of the screen is irrelevant since the data
goes straight into a memory buffer and then onto disk.

>> The software is straightforward. The hard part would be wiring up the UART to
>> the parallel bus.
>
>Do you really think so?

Yes. Perhaps it would be harder for someone who has not already
implemented many such interrupt handlers before, but for ME the software
would be by far the easier task.

2530. 8-bits left abandoned

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 18:31:04 UTC
From: ahansfor@parrot.wpi.edu
Message-ID: <AHANSFOR.92Jul1133104@parrot.wpi.edu>
Source record: 110580

The decision not to continue with upgraded compatibles was forced upon the computer manufacturers (Atari,Commodore, Apple) by the microprocessor suppliers.

When the 8-bit uP's were developed, very little thought went into an extensable architecture. Hence the 8-bit processors were abandoned. This is true of the 6502, 6800/6809, and the 8080/8085/Z80.

Now the 68000 was designed as a thirty-two bit micro and was easy to extend to the 020, 030, 040. The 8086 was designed as a 16 bit micro and has been moved into the 32 bit areana.

It may be possible a processor that could process 8-bit instructions correctly and still have an extended and extensable architecture, but it would be a mess.

The 8-bits (800 c-64 and Apple \\ ) were doomed to be dead ends from the start.

Andrew Hansford

2531. DK Jr once more

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 18:46:50 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul1.184650.25840@news.uit.no>
Source record: 110578

I asked if anybody was willing to sell their copy of Donkey Kong Jr in any format, but all I got was one single reply that informed me that it was on cartridge(thanks for that anyway).

If that was all the reaction I could get then let me try this: if nobody wants to sell DK Jr then is there anyone that would be willing to hand me an un-original copy of it?

(Donning my asbesto suit :-)
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

2532. comp.sys.atari.8bit Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 19:10:00 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GLV60DN6EO90MZ3G@carleton.edu>
Source record: 110576

Frequently-Asked Questions

comp.sys.atari.8bit

Revised 24-Jun-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free exchange of information pertaining to the 8-bit Atari computers: the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st. Users of Atari Portfolio computers refer to comp.sys.palmtops. Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest consists of postings to comp.sys.atari.8bit, collected and e-mailed to subscribers on the Internet who do not have access to Usenet. To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to Info-Atari8-Request@naucse.cse.nau.edu. PLEASE, do NOT send subscription requests to Info-Atari8@..., but to Info-Atari8-Request@... Such a request sent to Info-Atari8@... will be sent to the hundreds of subscribers of the Digest, and probably won't be seen by the moderator whom you're trying to reach.
Cross-posting from the Info-Atari8 Digest to comp.sys.atari.8bit is not implemented at this time. Thus, one should NOT post to Info-Atari8@naucse.cse.nau.edu. Rather, one should send his/her posting to comp-sys-atari-8bit@ucbvax.berkeley.edu to ensure that the message will appear on comp.sys.atari.8bit.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning, jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)

2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

BART automatically UUEncodes binary files before sending them to you. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/new". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to jrd@stony-brook.scrc.symbolics.com. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file at the top of the message so he knows what directory to place it in at the archive.
3. If you can neither FTP to the archive nor e-mail to John Dunning, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published bi-weekly. It covers the 8-bit Atari computers exclusively.
To have Z*Mag delivered "right to your own mail box," send a message to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.

All issues are at the atari.archive. They are accessed by
'/atari/8bit/djg/issueX.arc' where X is the number of the issue desired.
To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net Atari SIG is like a huge public bulletin board system. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{82,75,76}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG members-list are automatically members of the official Atari users' group CAIN - Central Atari Information Network.
CAIN carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers.

What magazines support the 8-bit Atari?

Atari Explorer Atari Interface
Subscriptions Unicorn Publications
P.O. Box 6488 3487 Braeburn Circle
Duluth, MN 55806 Ann Arbor, MI 48108
U.S.: $14.95/1 yr (6 issues) U.S.: $18/1 yr (12 issues)
Canadian: $19.95/1 yr Canadian: $42/1 yr
International: $24.95/1 yr Foreign: $48/1 yr
8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are no fewer than 5 programs at the atari.archive that claim to achieve this, at least to some extent. They are:
pcxfer.arc - Predecessor of all but sr.arc. No recent usage reports.
util.arc - Perhaps the most widely used; archaic instructions, but works.
dskutil.arc - Reputed to be a cleaned-up util.arc.
atario21.arc - Also an improved util.arc, but only read, no write.
sr.arc - Stands for Sparta Read, for SpartaDOS format disks.
Each of these programs runs on an MS-DOS type of computer. For disks written on your PC to be read on your 8-bit Atari, you must have an Atari disk drive capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT or equivalents, but not an unmodified 1050 or 810. There is no way to write 128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is an extension of Atari DOS 2.0S/2.5 that provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon. It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several

are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

2533. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 20:17:36 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jul1.201736.27925@usenet.ins.cwru.edu>
Source record: 110581

In a previous article, tmkk@uiuc.edu (Khan) says:
>Let's face it, if you're reading text from some remote service, you
>can't read much faster than 2400bps anyway. You'll be pausing and
>unpausing the display far more often so YOU can keep up.
Hate to tell this to you, but Omnicom does that Ctrl^s and Ctrl^q trick,
and it does NOT work, at least not with any of my unix accounts, or even on
the Cleveland.Freenet system at 2400. It sends the ctrl^s but the other
machines just keep on chugging away at spewing data out.

>Yes. Perhaps it would be harder for someone who has not already
>implemented many such interrupt handlers before, but for ME the software
>would be by far the easier task.

Nah, they are both simple. The hard part is corisponding the software
to the hardware. You must know how you're going to be doing things in
both the software and hardware before you start anything, or else youll
end up with dead ends.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2534. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 20:22:21 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul1.202221.18919@ucsu.Colorado.EDU>
Source record: 110583

In article <9206301847.AA16541@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:
>If the 2600 was such a hunk of crap, why was it made that way in the
>FIRST place at all????
>
>And now for a totally philosophical question:
>Why didn't Atari make the ST's compatible with the 8-bits?

Because there's a huge difference between going with successive processors from the same company, in an evolutionary (although I don't think that applies to IMBs!) fashion, and jumping from a 6502 to an MC68000. That's roughly equivalent to going from an 8086 straight to an 80286, only worse, because they weren't made by the same manufacturer.

>The new ST's COULD have been made compatible.

Sure... at the expense of everything that makes an ST worth having.

>There could have been a faster CPU with more commands, better features,
>more memory access abilities, multi-tasking etc, but STILL be able to
>use old 8-bit software.

So you think the DataQue 8/16 chip/board (basically a souped-up 6502) is equivalent to an MC68000 w/MMU & custom hardware? Think again.

>I mean, look at IBM!! They made their computers totally compatible,
>from the earliest 64K 8088's till today's 50Mhz 486.. How was THAT done,

Bwahahahahahahahahahahahahahaha <hack> <choke> <gag!!> If IBM is so great, go out and get one! That backwards-combatability [sic] is one of the main things that's wrong with IBM computers! And you would wish that travesty on ATARI??!! :^)

>and why didn't Atari (or Apple or Commodore, but we don't care.. :))
>do the same?? Atari could have been the largest computer company in the
>world by now!!!!!

Not a chance. They were never a marketing giant like IBM, which is the biggest part of the game. Don't overlook that. Think about it: If IBM can push enough inferior hardware to be selling more personal computers than anyone else, while ATARI manufactures superior hardware but can't advertise it well enough, doesn't that imply that marketing is far more important in actual sales than product quality?

>Anyone think differently? Comments? Send 'em on to the newsgroup.
>I'd love to hear comments on this interesting (for me at least) issue.
>Or has it been raised before?? I'm new on this net..

>Bye!! -Itay

You asked for comments, you got 'em! :^)

>--
>bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
>__ InterNet!! __ ------------ |||
>AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __
>

--Michael

Michael Hill <>< Isaiah 9:6 | "Living martyr, truer than the seasons
hill@spot.Colorado.EDU | No more place for lies
Ball Aerospace Systems Group & | Cast a seed, push aside the reason
University of Colorado@Boulder | Reign of terror dies"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
---------------Jesus Christ is the Way, the Truth, and the Life!---------------
Did you ever notice that everybody in favor of abortion has already been born?!

ObQuote:
"Mm-hmm. Good morning students. The Tomkyn R-5 School District lunch menu
for today: Shepherd's pie, shredded carrot and raisin cup, season green
beans, fudge sicles, a cookie, half pint of cold milk, and, for the Catholic
students, fish!"

"... and a great sandwich fell upon the ground? ... Hum?!" -Wilde Silas Tomkyn

2535. Re: Omniview and Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 20:26:14 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jul1.202614.1725@news.ysu.edu>
Source record: 110582

In article <1992Jun28.212210.7712@news.ysu.edu> you write:
>
>Hello,
> I am using an Atari 130XE with an Omniview chip
>installed. This chip, as you may know, lets the Atari 8-bit
>use 80 columns of text instead of the standard 40 column screen.
>However, I cannot get the chip to work with my terminal programs.
>I usually use BobTerm or Express 850, but I would use any
>terminal program if I could get it to also utilize the OmniView
>chip. The chip came with a terminal program, but it is only good
> for 1200 baud and it doesn't have the correct handler for my
>Avatex 2400 modem.
> So, if anybody can tell me how I can get the OmniView
>chip and terminial program working together, I would be very
>thankful. It sure is a pain looking at 80 column output on
>a 40 column screen.
>
> Thanks,
> John Medeiros
> JMEDEIROS@UMASSD.EDU
>
>--
>Joe

Hello,

Is the terminal program that "came with Omniview" OmniCom? I have used
OmniCom for over 5 years, even with 2400bps to a modem (and 9600 bps to
a null modem, linked to my TT). The key to getting > 1200bps is to select
Custom when setting the Options (instead of 300 or 1200 for speed), and then
enter the proper numbers. At least this works with the 850 interface; I'm
not sure about the P:R: or others. (OmniCom comes as a program without
interface driver - you append [COPY with /A] the OC program to the RS232
handler program to get the OC.OBJ, or OC.COM if your DOS supports .COM files.)
For the 850 interface, to run at 2400bps, the Custom numbers that work for me
are (these are Hex): 0C, 00, C1. For 9600bps (used in my case for file xfer
only, over null modem; OmniCom cannot even hope to keep up with continous
screen output at 9600bps), substitute 0E for the 0C.

If you ever hear of a way to use BobTerm with OmniView (I haven't),
I would sure like to know about it! (I don't use my 8-bit for a terminal
much anymore, except to xfer files to/from my TT, but - having never been
spoiled by BobTerm since I was too cheap to buy an XEP-80 after having Omni-
View, I really like OmniCom.)

Nick DiMasi nickd@vpnet.chi.il.us

****
SigOps Note:
We got some action from usenet here...thanks for the question
....now I know how to configure MY Omnicom program!
--
Joe

2536. Atari 8-bit goodies for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 22:07:49 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1992Jul1.220749.11145@ultb.isc.rit.edu>
Source record: 110586
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

The following goodies are for sale.

Prices do not include shipping. Will make a deal on multiple purchase of items, but prices are pretty low. Everything listed here is in PERFECT working condition! I'll find out the EXACT UPS shipping charges for anything you want to order.

Hardware

Atari 800 computer. 48K, BASIC cart. Perfect condition. An oldie, but a great machine. Includes power supply and dust cover. $25.

Atari 1050 disk drive. Stock drive. Includes power supply, owner's manual. $75

Atari 810 disk drive with 810 Archiver installed. $50

Atari 850 interface. Includes power supply and printer cable. What else needs to be said about it? $50

Atari XE Game System. Only 6 months old! Includes all manuals, light gun, joystick, and Barnyard Blaster cartridge (not the Bug Hunt cart that usually came with them), and a few other carts. Power supply is also included. MINT condition! $75

NEC PC-8023A printer. It's a simple, 100cps dot matrix printer. Uses the same ribbon as the Apple ImageWriter II, so they are easy to find. In GREAT shape. Includes dust cover and user manual. $50.

I will also consider trading Macintosh goodies for this stuff. Please reply via one of the below methods if interested.

____
	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	

2537. Atari 850 interface questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 23:05:12 UTC
From: jem@hpcupt3.cup.hp.com
Message-ID: <105620001@hpcupt3.cup.hp.com>
Source record: 110602

I am curious about the Atari 850 interface.

* How many ports does it have? What types of ports?

* What baud rates are allowed on the serial ports?

* Can the 850 redirect serial I/O from one port to another
without sending the bits into the Atari 400/800 to which
it is attached?

* Does the 850 have any internal buffering? Can serial
ports running at different baud rates intercommunicate?

* Is the 850 programmable? Can it be controlled by a
computer other than an Atari 400/800?

Please e-mail your reply; I don't usually check in here. I will post
a summary if there is interest.

Jim McCauley, Learning Products Engineer ** I do not speak for **
(that means that I write documentation) ** Hewlett-Packard in any **
jem@cup.hp.com ** official capacity. **

2538. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 23:12:24 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul1.231224.8643@exu.ericsson.se>
Source record: 110584

Michael Hill writes:
>
>Bwahahahahahahahahahahahahahaha <hack> <choke> <gag!!> If IBM is so
>great, go out and get one! That backwards-combatability [sic] is one
>of the main things that's wrong with IBM computers! And you would wish
>that travesty on ATARI??!! :^)

The funny thing is that the IBM PC was a real heap when it was
first released. BASIC XL could outrun IBM's BASICA by a good
margin. A graphics card was optional and the best you could do
was something which wasn't even up to the quality of the Apple II.
Four colors--period. A cheesy speaker for sound. No ports
of any kind unless you bought a card (not counting the
cassette port). Development tools which weren't on par
with MAC/65 or Action! All this for what, $2500? Amazing
that it caught on...
--
James Hague
exuhag@exu.ericsson.se

2539. 256K 600XL???

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-01 23:40:37 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9207012340.AA12714@smithkline.com>
Source record: 110585

So far this year I've acquired a couple 600XL's & am fascinated by the possibilities of the 600XL's small "footprint". Both of my machines have 64K upgrades, but I'm addicted to RAMBO on my 800XLs & was wondering if it's possible to install 256K into a 600XL.

Seems like it should be possible. Upgrading from 16K to 64K requires a few wires & 2 4464 DRAMs. I saw 44256K DRAMs in the Pooter Shopper for $6 or so & got to wondering....

Anybody????

- BEN POEHLAND
The Alchemist

****

2540. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 03:13:04 UTC
From: darekm@microsoft.com
Message-ID: <1992Jul02.031304.8997@microsoft.com>
Source record: 110587

In article <61363@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Why scroll the displayed data at all? One of the Atari 8-bit's big pluses is
>that the display memory can be ANYWHERE in memory, pointed to by a display
>list.

Yeah, it's called BobTerm, by Bob Puff. It's been around for years and
does just that.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

2541. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 03:22:44 UTC
From: darekm@microsoft.com
Message-ID: <1992Jul02.032244.9207@microsoft.com>
Source record: 110588

In article <9206301847.AA16541@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:
>And now for a totally philosophical question:
>Why didn't Atari make the ST's compatible with the 8-bits?
>I feel that Atari corp really spat in the faces of all those people who
>spent a lot of money on hardware and software for the 8bits!!
>The new ST's COULD have been made compatible.
>There could have been a faster CPU with more commands, better features,
>more memory access abilities, multi-tasking etc, but STILL be able to
>use old 8-bit software.
>I mean, look at IBM!! They made their computers totally compatible,
>from the earliest 64K 8088's till today's 50Mhz 486.. How was THAT done,
>and why didn't Atari (or Apple or Commodore, but we don't care.. :))
>do the same?? Atari could have been the largest computer company in the
>world by now!!!!!

Maybe the largest game company, instead of Nintendo. But the difference between the 6502 and 68000 vs. 8088 and 486 is that the 486 executes the exact same instructions as the 8088, thus remaining 100% compatible. The 486 has NEW instructions to allow you to make use of the 32-bit architecture. The 6502 and 68000 on the other hand, which aren't even made by the same company, use totally different instructions. If a 6502 wants to read a byte of memory, it uses one instruction, while the 68000 uses a different instruction. Thus the incompatibility. The only way to get around is it to write an emulator like ST Xformer that translates from the 6502 instruction to the 68000 instruction. In the process you spend a lot of time translating, and you end up with a slower emulator. But emulation gives you the advantage of making any computer compatible with any other computer, at the expense of speed.

The only way Atari could have made the ST compatible would have been to have some chip maker come up with a 32-bit upwardly compatible version of the 6502. There was a 16-bit version of the 6502 used in the IIGS, but that's as far as it got. Intel's solution is actually quite nice. When the 486 first powers up, it behaves exactly (well, almost exactly) like an 8088. It's in effect, a 50Mhz 8-bit 8088. Only after you give it special 486 specific instructions does it then turn into the 32-bit beast it is.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

2542. Re: 8-bits left abandoned

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 05:05:36 UTC
From: reynolds@panix.com
Message-ID: <1992Jul2.050536.8841@panix.com>
Source record: 110601

In article <AHANSFOR.92Jul1133104@parrot.wpi.edu> ahansfor@parrot.wpi.edu (Andrew L. Hansford) writes:
>
>When the 8-bit uP's were developed, very little thought went into an
>extensable architecture. Hence the 8-bit processors were abandoned.
>This is true of the 6502, 6800/6809, and the 8080/8085/Z80.
>

Motorola is still selling descendents of the 6800/6809. The MC68HC11 is a very complete computer on a single chip used in embedded controllers and single board computers. It has on board RAM, ROM, EEPROM, two serial ports and an eight channel 8 bit digital to analog port. New Micros Inc. sells a version with Forth in the ROM. The latest version (the MC68HC16) even has built-in DSP functions.

--
Brian Reynolds
reynolds@panix.com
NAR# 54438

2543. Zeppelin

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 08:29:21 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.710065761@garbod20>
Source record: 110589

Synapse Software released the game Zeppelin in 1983 (I think it was '83). It was written by William Mataga, and I can remember I was impressed by the graphics.

I found this game on a disk recently, haven't played it for years. But now I've noticed the difficulty increases quite a bit when I get to level 2.

How many levels are there in Zeppelin? Does anyone know of an underground version with cheats (level select?) or anything that lets me investigate the game? I've always been interested in modifying assembler code in games, but this game's so old and I don't want to re-invent the wheel.

Please email me if you've got some hints on this.

Anders Skelander

2544. 7800's Maria

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 09:32:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8130mB6w164w@cyberden.uucp>
Source record: 110591

Could somebody describe this? I noticed it when I was browsing the
custom chips section of my BEST catalog. (just dreaming a bit today
hehhe) What can it do. Would it be difficult to hook it up to an 8-bit?
(how about one w/o a PBI port!?) :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 1, 1992

2545. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 09:35:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e630mB7w164w@cyberden.uucp>
Source record: 110590

OOops! It looks like I have a pirated game!! I have Buried Bucks. I got it from a friend about 4 or 5 years ago. (God, that was a long time, wasn't it!?) Anyways, yeah.. cool game. I love games w/ player-missles that interace nicely with graphics backgrounds (as compared to w/ text backgrounds). Cool game. Dunno where it is! :)

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

_____
July 1, 1992

2546. Re: 2600's interesting glitches

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 09:40:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6D40mB8w164w@cyberden.uucp>
Source record: 110592

Anyone remember those spiffy glitches in almost EVERY 2600 game? THe most noticable are the sprite shadows or something on the left edge of the screen. A memorable one is in Soccer (or Pele's Soccer, I guess it was officially called. I've got the Sears version of it). They used the little black lines and blocks that appear at the left of the screen at the same height as the players as "referee's". It was just an excuse for them... or maybe they were used as an advantage to get some extra "realism" or something!? Anyways... in a bunch of games you can't see them. (like Space Invaders) unless the screen artifacts. I'm just wondering what they were, and HOW the 2600 got all the players on the screen. Was it done the same as ont the 8-bits?
thanx. happy 2600ing! :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 1, 1992

2547. Re: Good old games

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 09:45:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Xm40mB9w164w@cyberden.uucp>
Source record: 110595

You mentioned Bacterion (God I think I pirated again, because I dl'd this from somewhere!)...

Anyways... if this is truly the same you mentioned, than does it work with 1200xls? I don't recall if I tried FIXXL with it, but if I did, it didn't work. This game consists of a bunch of ship-like things that spin around (on mine, rotate a few directions, while all of the other directions are just garbage) and grabe bits of stuff from the center of the screen? God.. I think I need an 800xl or something! I can't play any of those new KO games (mission shark and fred)! ugh! oh well.

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____
July 1, 1992

2548. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 09:48:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VR40mB10w164w@cyberden.uucp>
Source record: 110594

brett@visix.com (Brett Bourbin) writes:

> One thing they had in common was the creator, though -- and we all know
> what his next creation was after the 2600/800/Mindset computers... 8^)

Yeah! Chuck E. Cheese's! heeheheh

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 1, 1992

2549. Re: Atari Classics: not to happen?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 09:55:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e440mB11w164w@cyberden.uucp>
Source record: 110593

Sheesh! It looks like I spoke too soon before! Uh oh! Hmm.. I suppose
if we can't do it that way, we'll just have to do it how you mentioned
before. Submit so much stuff that the thing starts to LOOK like an
8-bit magazine. Yeah.. let's turn the tables on 'em! I think that all
of us who said "I'll submit" when we were thinking of _AC_ should just go
ahead and do it except do it to _AIM_. I'm going to subscribe to _AIM_
tomorrow and start writing! :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 1, 1992

2550. Parrot/ComputerEyes

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 10:17:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7350mB13w164w@cyberden.uucp>
Source record: 110596

You don't know how little space an ehanced denisty disk has until you get these two little gems. Fun fun fun. I've already almost finished up two projects for use with ComputerEyes. One is called Frame Maker. (note: both of these are in TurboBASIC) It collects a bunch of frames of images for being shown in sequence. Since, of course, you can only have 3 or 4 (at most) full-sized frames in MEMORY, what this program does is convert them to however small you want them (right now, it's set to a max of 1/25 (you select between 1 and 5 and it will cut the X and Y sizes by that much) and you can also set decimal numbers, like 2.5 or 2.75 or 1.25 or whatever). Then the files are finished, you load them up (with a not yet made generic loader) and they will be played in sequence. This program will probably come out after the next one. (Btw: yes, I've made a digitized video animation.. 21 frames from a video of a friend done on a camcorder) The other program is a colorizer. It sprouted from a long line of programs. The first of which, I'm going to guess, was APACView, by Jeff Potter. This allows for 256 colors on the screen at once, by doing some nifty DLI tricks to a GRAPHICS 9 screen. From there, somebody made a BASIC program to load the 80 x 96 x 256 images. From THERE, I made a small TurboBASIC XL LISTing that adds a few EXECuted PROCedures for turning on APAC mode. It's only disadvantage was the inability to use any of the regular commands like DRAWTO and CIRCLE and whatnot. Instead, I made some routines to copy a buffered screen onto the APAC screen. This was slow and tedious. I finally took the time to redesign the entire Display List. Now PLOTing and DRAWTOing on the top half of the screen affects the screens colors while doing things to the bottom half affects its brightnesses. As well as being faster, this is much easier to use. Anyways.... from THAT (APACSET2.LST, I'll get it up to the archive ONE day...or get somebody to do it for me!) I created "COLORIZE.TBS". It's a program that allows you to paint color onto a black and white image. (like those made with ComputerEyes) If, say, the person had blue eyes, you'd move the cursor to the eyes, outline them blue, then fill them. At first, it all looks really strange and unrealistic, especially if you have the color's luminance high, which makes it blend less with the brightness part of the picture. But once you have more of the entire picture colored, and the luminance down, it looks almost real. (if you colored somebody's hair, it'd look strange until you colored them in, as well as the background, etc.etc.) I've only made one example, and cannot upload it (due to the fact that the subject would rip my face off!), but I will eventually both animate and colorize some things for uploading. Perhaps one day they may become parts of nice demos. like those coming from Europe!? ... I need a bettwe language than TurboBASIC Xl for that, though! :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 1, 1992

2551. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 12:49:58 UTC
From: wchaga@vela.acs.oakland.edu
Message-ID: <1992Jul2.124958.15494@vela.acs.oakland.edu>
Source record: 110597

In article <13110@mindlink.bc.ca> Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>> Chris_F_Chiesa@cup.portal.com writes:
>>
>> I just had a brainstorm concerning the long-standing bottleneck of "scrolling
>> the screen while keeping up with >2400 baud serial data."
>
>It's not a new idea. But you can be proud of the fact that you thought of it
>independently. :)
>
> [Tom's discussion on scrolling techniques trimmed]
>--
>Tom Klok MIND LINK! Support team member - Vancouver BC
>a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

The Kermit65 program from the atari archive simulates 80 columns using Antic
mode F, but its scrolling is slow enough to indicate that it does not use
any of the optimizations that Toms mentioned. Last month I ftp'ed the
source and was about to optimize the scrolling, but it just dawned on me
that someone else may have already done that. So, open question, has
anyone optimized the scrolling routines in Kermit65? Or any other
improvements?

2552. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 13:56:37 UTC
From: tmkk@uiuc.edu
Message-ID: <BqrLEE.37E@news.cso.uiuc.edu>
Source record: 110598

In article <1992Jul1.174829.1899@natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> tmkk@uiuc.edu (Khan) writes:
>
>> Obviously you don't buy much software. Are you seriously telling me that
>> you throw your ENTIRE software collection out into the dumpster whenever
>> a new machine comes out? That it's totally unimportant that your
>> current software, which costs some users THOUSANDS of dollars, run on
>> your new machines?
>
>> If this is the case, you are part of a TINY minority of computer users.
>
> Why not keep your old machine also?

Why don't I? Space. If I kept EVERY old machine I've ever owned, there wouldn't be enough room in my house to store them all, much less keep them all set up and ready to use in case I need to run an older software package.

>Is it illegal where you live
>to own 2 computers at one time? You make it sound like you HAVE to throw
>away your old machine the instant you buy a better one.

See above. It's not a law of man, it is a law of nature: when your available desk space fills up, the law requires that one of the machines must give. If you're unable to run your old software on your new machine, looks like you're SOL. I, on the other hand, get along just fine since my new machine is backwards compatible with my old.

Bear in mind that the vast majority of computer users are not hobbyist hackers like you and I. They are business people, and they use their computers as tools to get their work done. Once every year or so they upgrade because new machines can do their work faster and better. I'm sure you're also aware that software development lags far far behind hardware development. The '386 came out YEARS before any software ook advantage of it. Because the '386 machines were backwards compatible, people could upgrade right away and see immediate benefits. If they had to live by your philosophy, they'd have a useless machine taking up space until someone got around to developing software for it.

Think about it - if BUYERS didn't DEMAND backwards compatibility in computers, do you think Intel, Motorola, or the various PC makers would BOTHER with the compatibility? It's so much easier to just whip up a new design for an advanced microprocessor from scratch with no constraints of compatibility, it would cost the chipmakers less to design and debug. They'd LOVE to do it that way, but nobody would buy them. Even high tech

RISC and SPARC chips need compatibility in order to sell (they all run UNIX, so people can port their UNIX apps to new machines).

>Thanks You For Playing.

No, thanks[sic.] YOU! It's been a pleasure.

2553. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 13:56:45 UTC
From: tmkk@uiuc.edu
Message-ID: <BqrLEM.388@news.cso.uiuc.edu>
Source record: 110599

In article <1992Jul1.201736.27925@usenet.ins.cwru.edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
>In a previous article, tmkk@uiuc.edu (Khan) says:
>>Let's face it, if you're reading text from some remote service, you
>>can't read much faster than 2400bps anyway. You'll be pausing and
>>unpausing the display far more often so YOU can keep up.

> Hate to tell this to you, but Omnicom does that Ctrl^s and Ctrl^q trick,
>and it does NOT work, at least not with any of my unix accounts, or even on
>the Cleveland.Freenet system at 2400. It sends the ctrl^s but the other
>machines just keep on chugging away at spewing data out.

Obviously the other machine needs to be set up to handle any sort of handshaking you decide to implement. This problem exists at ANY speed, BTW - not just at 19.2Kbps. And it would be true of any computer you chose to connect with these Unix accounts, not just an Atari.

In short, the problem you describe is not a flaw in the IDEA of communicating at 19.2Kbps, but rather a flaw in the configuration of the two machines communicating. It's like you set your PC to operate at 8 bits no parity, but the remote Unix box was set for 7-E-1; this is not the fault of the R: handler or the serial port, this is a configuration problem. Once you set up the Unix accounts to stop the flow upon receipt of ^S and start it again after a ^Q, you're all set (and YES, it can be done).

2554. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 17:11:37 UTC
From: glens@natinst.com
Message-ID: <1992Jul2.171137.1110@natinst.com>
Source record: 110603

tmkk@uiuc.edu (Khan) writes:

> Why don't I? Space. If I kept EVERY old machine I've ever owned, there
> wouldn't be enough room in my house to store them all, much less keep
> them all set up and ready to use in case I need to run an older software
> package.

So you are saying that you have had several machines (even if
you have one of the smallest houses in the world it could probably
store several machines). Are you saying that all those machines have
been backwards compatible? If so, you are probably an IBM clone user
(there has not been a housful of new versions of the 8-bit (not that
there needed to be (like the IBM did) but that's another story ;-)).
If you are a PC user what are you doing on this group? Maybe you are
trying to get more people to move to the PC and contribute to its
monopolistic dominance?

Also, you don't have to keep EVERY old machine unless you still
need to run all that old software. I can't see a person needing to run
software on uncompatible systems more than 2 levels deep. (Look again
at how I evolved from the 800XL to the STe in a previous post. I planned
on keeping it forever when I first got my STe but after a little less
than a year I noticed that I hadn't turned the 800 on (even though it was
still completely setup and ready to go right next to the STe)).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

2555. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 18:05:12 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jul2.180512.21828@usenet.ins.cwru.edu>
Source record: 110604

In a previous article, tmkk@uiuc.edu (Khan) says:
>In short, the problem you describe is not a flaw in the IDEA of
>communicating at 19.2Kbps, but rather a flaw in the configuration of the
>two machines communicating. It's like you set your PC to operate at 8
>bits no parity, but the remote Unix box was set for 7-E-1; this is not
>the fault of the R: handler or the serial port, this is a configuration
>problem. Once you set up the Unix accounts to stop the flow upon receipt
>of ^S and start it again after a ^Q, you're all set (and YES, it can be
>done).

I know it can be done, it is configured that way! It works at 1200 baud,
but at 2400 it just doesn't cut it. And its not just these two machines,
I connect to unix's at KSU, CSU, CASE, and a few other places, and it does not
work. I do know what I'm talking about and it doesn't work.
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2556. PC can read files writen on 1050 unit

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 20:08:14 UTC
From: FZ38@CSPGAS11.BITNET
Message-ID: <9207021407.AA29140@nettlerash.berkeley.edu>
Source record: 110600

Hi,
in ATARI.FAQ, there is one Q/A about reading Atari disks on PC. There's written, that it isn't possible with 1050 disk unit. But it is. There is program MLOK & HROCH, which enable it.
MLOK writes one file (<32K, I think) to a diskette, formatted by Dos 2.5 on 1050 unit. This file is written in some special way, so it can be read by HROCH on PC.
I cannot uplode this file anywhere, because it's sold by Atari Club Prag (Czechoslovakia).

Julius Hrivnac

##
E-mail - internet: hrivnac@cernvm.cern.ch <<<--- use this !!!
bitnet : hrivnac@cernvm
fz38@cspgas11 <<<--- use this !!!
S-mail: HEP Dep., Physical Inst. CSAV, Na Slovance 2,
182 00 Prague 8, Czechoslovakia
voice - day: 42-2-815-2159
evening: 42-2-859-1564
##

2557. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 20:19:46 UTC
From: tmkk@uiuc.edu
Message-ID: <Bqs34y.Brq@news.cso.uiuc.edu>
Source record: 110655

In article <1992Jul2.180512.21828@usenet.ins.cwru.edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
>In a previous article, tmkk@uiuc.edu (Khan) says:
>>In short, the problem you describe is not a flaw in the IDEA of
>>communicating at 19.2Kbps, but rather a flaw in the configuration of the
>>two machines communicating. It's like you set your PC to operate at 8
>>bits no parity, but the remote Unix box was set for 7-E-1; this is not
>>the fault of the R: handler or the serial port, this is a configuration
>>problem. Once you set up the Unix accounts to stop the flow upon receipt
>>of ^S and start it again after a ^Q, you're all set (and YES, it can be
>>done).
>
> I know it can be done, it is configured that way! It works at 1200 baud,
>but at 2400 it just doesn't cut it. And its not just these two machines,
>I connect to unix's at KSU, CSU, CASE, and a few other places, and it does not
>work. I do know what I'm talking about and it doesn't work.

Then I guess I am the one who doesn't know what you are talking about.

You say your comm program sends ^S and ^Q characters to start and stop the flow, and it works with a given system at 1200bps. Yet, you further claim that at 2400bps, the same comm program sends ^S and ^Q characters, yet it "just doesn't cut it." I guess I need to know what you mean by "just doesn't cut it" before I can understand what you're trying to say here.

If it works at 1200bps, I can see no logical reason why it should suddenly fail to work at 2400bps. Are there other variables at work here that you haven't mentioned? In any case, your experience with one particular comm program does not automatically condemn all other comm programs, present and future. Just because one specific implementation does not work at higher speeds does not prove that NONE will work. The fact that the Atari disk drives send data over the serial bus at 19.2Kbps and above proves that the hardware is capable of operating at that speed. All it would take to get an RS232 serial port to operate at the same speeds is the right design.

2558. Glad to know ya!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-02 20:51:47 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05ct@abcd.Houghton.MI.US>
Source record: 110657

I was a long time Atari 8-bit user until about a year ago - and I keep some of my ties to my old user group (now 400 miles away). At one point I had the hottest system in town - 320XE, 1megMIO, 20meg hard drive, XF551 drive, 1200XL function keys, hard wired 10key pad, SpartaDOS X, an 800 with USD 1050, and bunches of other stuff - when I packed it all up to sell it made a 4X4X3 stack. I was a hard core user and programmer - right down to the machine language level - but I rarely used my system for games. If you have any questions, or just want to chat, leave a message.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2559. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 03:42:17 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92184.224217JJMCWILL@MTUS5.BITNET>
Source record: 110656

In article <1992Jul02.032244.9207@microsoft.com>, darekm@microsoft.com (Darek Mihocka) says:
>
>between the 6502 and 68000 vs. 8088 and 486 is that the 486 executes the
>exact same instructions as the 8088, thus remaining 100% compatible. The
>486 has NEW instructions to allow you to make use of the 32-bit architecture.
>The 6502 and 68000 on the other hand, which aren't even made by the same
>company, use totally different instructions. If a 6502 wants to read a
>byte of memory, it uses one instruction, while the 68000 uses a different
>instruction. Thus the incompatibility.
.
.
.
>The only way Atari could have made the ST compatible would have been to
>have some chip maker come up with a 32-bit upwardly compatible version of
>the 6502. There was a 16-bit version of the 6502 used in the IIGS, but
>that's as far as it got. Intel's solution is actually quite nice. When
>the 486 first powers up, it behaves exactly (well, almost exactly) like
>an 8088. It's in effect, a 50Mhz 8-bit 8088. Only after you give it special
>486 specific instructions does it then turn into the 32-bit beast it is.

Well, actually, your simplified description of the 486 sounds
very much like how the 65816 acts. In emulation mode, an
8 mhz 65816 would be acting like an 8mHz 6502, only when set into
native mode does the 65816 take on the capability of having
16 bit registers, 24 bit addressing, etc. It also supports
separate program and data banks, as well as some capability
for an MMU to enhance this feature. The 65816 also has a Vector Pull
output for prioritizing interrupts, and a COP instruction which
in combination with the vector pull would allow some sort of external
coprocessor support.

Not to say that the 65816 approaches the sophistication of the
486 or 68030 microprocessors, it is still externally an 8 bit
CPU, with only the three registers, X, Y, and A, and only
a limited number of opcodes. But I don't believe its lesser
capabilities should be equated with its being incapable.

If you ask me if I think Atari's going to the 68000 was wrong, I
don't think so. If the amount of development that went into
the 8086 through 80486 lines, and the 68000 through 68040's had
been put into a 6502 successor, I think it would have been viable,
I think I read somewhere that an immense amount of the work done on
the 486 was to make it backward compatible, and it is conceivable the
same type of thing could have/could BE done with the 65xxx.

Western Design Center, being a modest company, has made modest,
but in my opinion excellent improvements to the 65xxx line, but not
something I feel compares with the 040 and 486 chips.
>
And yet, I can't help but wonder what fun it would be to own
a 30mHz Atari 8 bit

Oh, and by the way, Western Design is working on a 32 bit 6502, called
the 65832. I was hoping it would have some built in floating point
support, as hinted at in the 65816 specs, but seeing a preliminary
specs on the 65832, it's nothing but a 65816 with 32 bit regs, nothing
else....

Did someone say the Super Nintendo uses the 65816? Interesting,
as I waswondering why WDM would be developing further 65xxx chips
these days, now I know why.

Jeff McWilliams

2560. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 09:28:15 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sHXBNB3w164w@cyberden.uucp>
Source record: 110671

All this talk about 80 column being too slow brings me to wonder why
nobody's every tried one of my old ideas (tho you'll loose good inverse
capability, but since most BBSes are ASCII, THEY can't do it anyways).
All it is is a character set identical to that used in the GRAPHICS 8
mode 80 column emulation. From there you just have two 960-byte
displays. One is of the left nybbles (if the two screens were truly one)
and the other is of the right. When flipped back and forth, as well as
scrolled 2 color clocks (or even just by having two character sets, one
left, one right, then flipping location 756 between the two), you have a
(probably somewhat flickery, but none the worse for wear) 40 column speed
80 column screen. Still not the greatest LOOKING text, but at least it
will allow people to bust the 2400 baud 80 column boundary. Applications
like ANSITerm can't use this idea because it needs the ability to print
out all of the graphics characters and then some (I think), so it needs
a graphics screen. But.... anyways.. anyone up to this little idea??
Just remember.. the screen display would be recorded like this (imagining
that the "L"s are together on one 960 byte block, and the "R"s are
together on another):
LRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLR
LRLRLR
LRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLR
LRLRLR
LRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLR
LRLRLR
LRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLRLR
LRLRLR
etc.
(I guess this place can only handle 74 column messages??)
you get the idea. Hell.. maybe I'll work on one in Pascal or when I get
quick. It won't be BobTerm, but it'll work! (with any luck! :))
adios
(just my 2c)

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

July 2, 1992

2561. Carina

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 09:38:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BZXBNB5w164w@cyberden.uucp>
Source record: 110672

Where can one order this (I should know the guys address! :) I used to talk w/ him via Carina net!) and what's the system requirements? A BBS in BASIC sounds pretty intriguing! I'd settle for one in PASCAL, just so long as I had some source to dip my POKEy little fingers into! :)
(I'm even going to search around for some IBM BBS source code! haha Just to screw around)
Anyways.
thanx
Bill

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 2, 1992

2562. Anyone interested in Frame Maker and/or Colorizer...?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 09:44:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <39XBNB6w164w@cyberden.uucp>
Source record: 110673

If anyone's interested in Frame Maker (compresses GRAPHICS 9 images and resaves them as one more compact file... mainly for animating digitized sequences) and/or Colorizer (converts GRAPHICS 9 images into APAC or APAC2 mode (APAC2 is 3840 bytes of color data then 3840 bytes of b/w data instead of APAC's 40 bytes color, 40 b/w, 40 color, 40 b/w, etc.) and lets you colorize them for 80 x 96 x 256 images), please tell me.
The finished products will probably end up being ARCs with at least one demo. of each, a DOC file, TurboBASIC XL's runtime package, and a compiled TBXL program file. I might include the source, too...?

Mail me if ya want. (If it bounces, that means this places HD is REALLY full! :))
thanx for any interest.
it'll be the first USEFUL programs I've made in a LONG time...
Bill Kendrick

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____
July 2, 1992

2563. Re: Glad to know ya!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 14:24:58 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <BqtHDn.9J4@news.cso.uiuc.edu>
Source record: 110658

Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

>a 4X4X3 stack. I was a hard core user and programmer - right down to the
>machine language level - but I rarely used my system for games. If you
>have any questions, or just want to chat, leave a message.

Hi, Jim!

What development tools did you use when hacking 8 bit assembly language?

--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2564. DataQue?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 15:46:17 UTC
From: duzan@slagheap.cis.udel.edu
Message-ID: <1992Jul3.154617.25726@udel.edu>
Source record: 110659

I'm afraid I have been out of it relative to Atari 8bits lately, though
I used to be rather heavily into them. Right now my dead Atari equipment
consists of a 400, 800XL w/256K, 130XE w/Turbo-816. I think my US Doubled
1050 and 1 Meg MIO still work. Right now all I have is an HP2621P terminal.
Has there been any word lately on DataQue's newer projects? They were
either going to build a 130XE card for a PC or an 8Mhz 65816 machine with
a PC bus/case. Does anyone know what came of these projects? I would be
interested in the later as a hacker's machine. Thanx.

Gary Duzan
Time Lord
Third Regeneration

--
duzan@cis.udel.edu
_o_ ------------------ _o_
[|o o|] Virtual Reality? No thanks, I've already got one. [|o o|]
|_O_| Disclaimer: I have no idea what I am talking about. |_O_|

2565. Re: 8-bits left abandoned

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 16:54:33 UTC
From: ahansfor@parrot.wpi.edu
Message-ID: <AHANSFOR.92Jul3115433@parrot.wpi.edu>
Source record: 110660

>>>>> On Thu, 2 Jul 1992 05:05:36 GMT, reynolds@panix.com (Brian Reynolds) said:

reynolds> In article <AHANSFOR.92Jul1133104@parrot.wpi.edu> ahansfor@parrot.wpi.edu
(Andrew L. Hansford) writes:

reynolds> Motorola is still selling descendents of the 6800/6809. The
reynolds> MC68HC11 is a very complete computer on a single chip used
reynolds> in embedded controllers and single board computers. It has
reynolds> on board RAM, ROM, EEPROM, two serial ports and an eight
reynolds> channel 8 bit digital to analog port. New Micros Inc. sells
reynolds> a version with Forth in the ROM. The latest version (the
reynolds> MC68HC16) even has built-in DSP functions.

reynolds> --
reynolds> Brian Reynolds
reynolds> reynolds@panix.com
reynolds> NAR# 54438

True. Yet these are not used in any new personal computers. The
controller market that for which these are intended in many cases do
not need the extended architecture of a general purpose register
machine. The 8-bit processors can be improved and expanded. It's
just difficult to push them into the areas where they are useful to
general computing applications today.

-- Andrew Hansford
ahansfor@wpi.wpi.edu

2566. Re: Atari 850 interface questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 17:09:46 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13186@mindlink.bc.ca>
Source record: 110661

> Jim McCauley writes:
>
> I am curious about the Atari 850 interface.

I no longer have any 850 manuals, so these answers will be from memory. Take it as you will.

> * How many ports does it have? What types of ports?

Four serial ports, one parallel port. The serial ports aren't implemented with UARTs, believe it or not! Atari used a pair of VIA's instead. It's just a fancy sort of bit-banging. Very primitive. The little 6507 has a lot of work to do.

Port #1 is a full-featured RS-232 port. Ports #2 and #3 lack some handshake lines. Port #4 is equivalent to #2 and #3, but set up for 20ma current loops. All the serial ports use DE-9 connectors. There is also a Centronics-compatible printer port, using a DC-15 connector.

> * What baud rates are allowed on the serial ports?

110 bps up to 9600 bps.

> * Can the 850 redirect serial I/O from one port to another
> without sending the bits into the Atari 400/800 to which
> it is attached?

Nope. It's not that smart. In fact (and this came as a suprise to me) you can't run more than one port concurrently!

> * Does the 850 have any internal buffering? Can serial
> ports running at different baud rates intercommunicate?

Very little buffering. I think there's a RIOT chip in there... that would mean 256 bytes of RAM for stack, workspace and buffers. Consider it unbuffered. Ports cannot intercommunicate, as I said above.

> * Is the 850 programmable? Can it be controlled by a
> computer other than an Atari 400/800?

It isn't really programmable. I suppose it's possible for any computer to talk to an 850, but it would have to emulate the SIO protocol. That's 19.2kbps clocked synchronous with handshaking.

It's a shame. There was so much potential there! But I guess at the time, Atari didn't see the need to make the 850 smart, and they wanted to keep costs down to a minimum.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2567. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 17:20:59 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13188@mindlink.bc.ca>
Source record: 110662

> Khan writes:
>
> You say your comm program sends ^S and ^Q characters to start and stop the
> flow, and it works with a given system at 1200bps. Yet, you further
> claim that at 2400bps, the same comm program sends ^S and ^Q characters,
> yet it "just doesn't cut it." I guess I need to know what you mean by
> "just doesn't cut it" before I can understand what you're trying to say
> here.

It's probably buffer overflow, Khan. The default recieve buffers for an R: device are pretty small... 128 bytes? And we all know that large multiuser systems can be very slow to respond to XON/XOFF handshaking. If the ^S is sent 16 bytes from the end of the buffer, at 2400 bps or faster the odds are the buffer will be overrun anyways.

Enlarging the R: recieve buffer (there's an XIO for that, isn't there?) and setting up your own XON/XOFF handler (R: doesn't support it internally) with a reasonable threshold (say, 2k buffer, threshold at 1k) should work a lot better.

If you're building UART hardware, these fixes would go into your custom R: handler so the terminal program doesn't need to know about it. Then we come to a new problem... binary file transfers. The handshaking must be disabled for file transfers, or at the very least a protocol used that escapes XON/XOFF sequences (like Zmodem or Kermit). Existing terminal programs wouldn't know how to tell your handler to enable/disable handshake, so it's a real limitation. If you can't live with just Kermit (and I can't.. ug) then add a new terminal program to the list of things you need to write.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2568. Faster modem needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 17:33:38 UTC
From: garrick@acsu.buffalo.edu
Message-ID: <Bqtq43.ALF@acsu.buffalo.edu>
Source record: 110663

I recently unpacked my 130xe and decided to rejoin the 8-bit computing world. I have a few questions:
1. I have a 300 baud xm301 modem and pro-term software. I would like to get a faster modem (2400 or 9600). Can someone tell me where I can get all the software and hardware I need. I dont have an 850 interface.
2. How can I get software from the archives. What hardware do I need?
3. Are there any 8-bit user-groups in Western NY.
e-mail or posts is greatly appreciated.
Thanks in advance

garrick@acsu.buffalo.edu
garrick@eng.buffalo.edu

2569. Percom drive owner

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-03 22:57:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <710210209.F00001@tdkt.kksys.com>
Source record: 110664

The board here has been down for a little while so I may not have gotten some messages. Someone said awhile back they had a percom. I posted something back but didnt here from the person yet.
To person:
If you get this message, reply or send mail. Im still very interested in buying the disk drive if its double density. otherwise reply anyways to let me know.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2570. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 03:01:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61497@cup.portal.com>
Source record: 110665

Well, I dropped oout of this for a while & missed a lot, but if anybody is still listening <g>. Look!#$@* an ST can not keep up at 19,200 baud for the same reason. It can't scroll 32000 bytes fast enough. Everyone has there own definition of what 19,200 means. IMHO it is being able to keep up with a "CAPTURE" with the data being displayed or at the very least display the data that's comming in W/O "CAPTURE". It may be an academic question, but I've seen info that says regular phone lines will do about that. Like I said, my worst routines will not go beyond 1,200 baud & my hotter ones look like they will do 2,400. FYI: All I'm doing now is moving the screen display down & clearing 320 bytes above it. I use page zero, y addressing & move a full 7680(?) bytes. The blank 320 bytes means I don't scroll cartridge or OS data onto the screen or have to zero 320 bytes every scroll. I haven't got the energy to write a entire Dl of DLI's, but whoever suggested it is probably right. What I may try is a single increment of Y for the loop to cover everything, something like:

```
LDY #0
LDA $8000,Y
STA $8000+320,Y
LDA $8000+40,Y
STA $8000+320+40,Y
ETC. ETC.
to the INY
BNE MOVE
```

BUT 19,200! sheesh! W/O counting processor cycles, let's say 1/3 of the time, the screen is being displayed. Further, this means a single scan line takes about 1/200th of that or (1 sec)*(.3)/(200) or 1.5 ms. Now at 19200 let's assume we've got a start bit, stop bit & 8 bit data word, this means youd get 1920 characters/sec. This works out to 1 character/.52 ms! In other words, unless you had one of those 16550 chips with built in buffers, the 6502 (or anyother processor for that matter that gets cut off during the screen display) will not make it! It just lost 2 characters while waiting for the current scan line to complete so it can service the interupt! It doesn't have anything to with the computing power of the microprocessor. A 68040 @ 40 mHz would have the same problem. It could be done, but it would require a seperate processor that could respond to the interupt W/O being shut down by the screen display, it's own buffer ram, etc.

1200 baud => trivial
2400 baud => you'd better know what you're doing
19,200 baud => I'd like to shake that persons hand!

Well, I've ranted enough. I'll get back to my bare bones 80 column term program & send off the SOURCE code with it to the archive. Anybody that want's it will be welcome to look/use it. I've finished most of the other stuff that put it on the back burner. One request, I accept suggestions & help, I don't deal well with destructive critical comments.

Rick

2571. OmniCom at 2400

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 05:05:49 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul4.050549.14765@ucsu.Colorado.EDU>
Source record: 110666

To the people running OmniCom at 2400 bps:

You're going to have to be a bit more specific about the values to enter
at the parameter configuration prompts. Here's a list of the prompts and
the values I've tried (I still haven't had any success):

<OPTION> (P)arameters
Keymap? N
Baud rate? 3 [custom]
AUX1 XIO 36? 0C [I've also tried 8C, as somebody posted]
AUX2 XIO 36? 00 [This is the default, nobody said try anything else]
AUX1 XIO 34? CO [And I tried C1 according to another post]
Parity, etc. according to comm parameters on the other end.

In case it helps, this is OmniCom dated 08/15/87. Pretty old. Maybe I just
have an old version. ??

Anyway, with all the above combinations, I can't get the modem to work.
The HS LED will come on, but typing AT<RET> produces no OK response from
the modem, as it should. Usually, after I type <RET> five or more times,
then it responds ERROR. If I try the ATDT[phone #] command, it either
doesn't go off-hook, or it does, and then types out a completely different
number (which may be in the modem's internal phone # register), and then
makes weird noises, as if I can hear it pulse dialing (even though I never
hear any noise from it during normal operations; I have the speaker off).

I know my explanation is rather lengthy, but hopefully it can be used
diagnostically by somebody who knows what's going on.

Anyway, if anyone can help me get OmniCom working with the modem at 2400,
I would be most appreciative! Thanx in advance!

--Michael

Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting, waiting for
hill@spot.Colorado.EDU | you/ Sooner or later you know He's got to
Ball Aerospace Systems Group & | come through/ No hesitation and no holding
University of Colorado@Boulder | back/ Let it all go and you'll know you're
$ mv net.flames /dev/null | on the right track" --Kansas, "Hold On"
---------------Jesus Christ is the Way, the Truth, and the Life!---------------
Did you ever notice that everybody in favor of abortion has already been born?!

2572. 19600 BAUD

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 05:20:59 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92186.002059JJMCWILL@MTUS5.BITNET>
Source record: 110667

Interesting coincidence, the ST board just happens to be talking
about high speed RS232 themselves, so I thought I'd pass along
this cross-post, as support to Rick statement about baud rate
limitations. As you see down near the bottom of the thread,
one user mentions having difficulty getting high speeds out of
an 8Mhz ST.

I agree with whoever said that for practical purposes, noone is
going to need to be reading text at 19.6 kbaud, so for me, the
idea of using the CTRL-S and CTRL-Q seems just fine to allow
the screen display to keep up with the incoming data.
With file transfers, even when I use Kermit65 at 2400 baud, things
go horribly slow, so for this, the faster the better.
And if it's a file transfer, you can disable ANTIC to get some
speed improvement, and yeah, to push the envelope maybe yoo would
need a fancy UART.

This is a very interesting and educational thread for me,
and I appreciate the opportunity to listen in on others thrashing
ideas about.

For those thinking about the Parallel Bus, I am working on
an electronic reproduction of the Antic 4 part series, among other things
so that people interested in the Hardware aspects of a high speed
homebrew RS232, or coming up with a PBI expansion standard,
can all have at least some documentation to begin with.
The schematics are proving to be the most difficult, but I am working
on a kludge for that until a REAL schematic designing tool for the
Atari 8 bit is developed. If I am wasting my time producing this,
because either everyone has access to the Antic backissues or there
simply isn't interest, please let me know. I'd like to spur these
think tank sessions along, but if I am wasting my time I'd sure like
to know.

Jeff... on with the program:

==========
Path:
mtus5!ndsuvm1!cunyvm!caen!zaphod.mps.ohio-state.edu!cs.utexas.edu!uunet!pipex!de
mon!cix.compulink.co.uk!apelled
Newsgroups: comp.sys.atari.st
From: apelled@cix.compulink.co.uk (Adam Pelled)
Subject: Re: 38400 Baud -- Possible?
Reply-To: apelled@cix.compulink.co.uk
Date: Fri, 3 Jul 1992 23:19:54 +0000
Message-ID: <memo.506100@cix.compulink.co.uk>

Sender: usenet@gate.demon.co.uk
Lines: 44

In article <1992Jul3.052927.4403@peponi.wcc.govt.nz>,
sheppard_r@kosmos.wcc.govt.nz writes:
>In article <Lq29mB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca
(Michel Forget) writes:
>>Hi.
>>
>>I'm soon going to be buying a high speed modem, but I think I may have
>>run across a problem. I have a regular ST, which means that the maximum
>>serial speed is 19200 baud. The modem is a BOCA 14,400. On compressed
>>files, everything will be fine. But on text data, the modem will
>>compress the data and send it. Even if the compression ratio were only
>>2:1 the text would come in at faster than 19,200. Then the ST will limit
>>it to 19,200. So the modem will work with the computer, but I would like
>>to be able to take full advantage of the text compression. I have seen a
>>file (an accessory) that has german documentation. From what I could
>>gather (from the file itself, since I couldn't make sense out of the
>>documentation) the program supports 38400 baud, 72600, and 15600 baud.
>>Is this true and will it work?
>>
>>Any information would be greatly appreciated. By the way, I have Serial
>>FIX installed in my AUTO folder if that makes a difference.
>>
>>
>><< -- >>
>><< mforget@ersys.edmonton.ab.ca >>
>><< ~~~~~~ >>
>><< Michel Forget >>
>><< The Key: Spirit over mind over matter. >>
>><< -- >>
>>
>
>From what I can remember there is a Hardware hack that is required to get a
>faster clock rate to the MPF (MC68901) chip, but its stuck at that rate,
>unless you put in a switch....
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

i have tried one of these hardware patches . It doesn't work unless you
have an accelerator. It works fine for uploads, but lots of CRC's and
other errors for downloads. The standard ST is simply not up to the task.

Adam.

2573. Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 19:10:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-07-04-12:10:54.29*UJ1G"@DKAUNI2.BITNET>
Source record: 110668

Jeff McWilliams writes:
> Oh, and by the way, Western Design is working on a 32 bit 6502, called
> the 65832. I was hoping it would have some built in floating point
> support, as hinted at in the 65816 specs, but seeing a preliminary
> specs on the 65832, it's nothing but a 65816 with 32 bit regs, nothing
> else....

I'd like to see a turbo-board with the 65832 on it. It wouldn't be
as much sophisticaed as say sth based on a 68040 but it would be
at least easy to program in assembler since the machine language
opcodes didn't change much, did they?
How about the pri$e, is 65832 hacking very expensive?

Just dreaming......

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2574. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 19:33:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92186.143301JJMCWILL@MTUS5.BITNET>
Source record: 110669

Marek,

According to Preliminary specs, the 65832 can act just like a 6502 in emulation mode, or like a 65816, or like a 65832. It says in the docs that it is packaged in a 44 pin PLCC. No prices, as this was a preliminary set of spec sheets. The 6502 opcodes remain, and others were added. Additionally, if in native mode, obviously some will work differently.

For example, doing a STA $4000 will work differently, depending upon whether the Accumulator has been left as an 8 bit register, or set to 16, or 32 bits wide. Depending upon the register size, the full accumulator would be written to memory, thus writing to 1, 2, or 4 bytes in memory.

Jeff McWilliams

2575. Need Antic disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 19:37:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92186.143713JJMCWILL@MTUS5.BITNET>
Source record: 110670

Does anyone have the disk for Antic June 1985? this is vol. 4, no. 2.

I need some source code from the disk... please respond by email.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU

2576. Infocom games needed!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 21:00:05 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul4.210005.6023@ucsu.Colorado.EDU>
Source record: 110674

I've called several places looking for Stationfall and Starcross. Nobody seems to have them. (One of the places said they had bought out all of Infocom's remaining stock, and they didn't have these two games any more.)

Can anybody tell me where I could buy these (unopened, original packages)?

To preface my next question, let me state at the outset that if I can find any way to buy these, I will do so. I just (finally) ordered legal copies of Planetfall and Alternate Reality this morning. I am finally in a position where I can afford to buy software regularly. HOWEVER: I really want the above two games. If there is no source where I can buy them, can anybody "slide me a copy under the door"? I would greatly appreciate it!

Anti-piracy flames cheerfully ignored (see my .sig).

--Michael

Michael Hill <>< Isaiah 9:6 | "Perfect peace, mountains robed in glory
hill@spot.Colorado.EDU | Coming into view
Ball Aerospace Systems Group & | Father speaks, Son becomes the story
University of Colorado@Boulder | Essence of all true"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
---------------Jesus Christ is the Way, the Truth, and the Life!---------------
Did you ever notice that everybody in favor of abortion has already been born?!

2577. Re: 8-bits left abandoned

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 23:55:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PBweNB7w164w@cyberden.uucp>
Source record: 110675

ahansfor@parrot.wpi.edu (Andrew L. Hansford) writes:

>
> The 8-bits (800 c-64 and Apple \\ ) were doomed to be dead ends from
> the start.
>
> Andrew Hansford

Yeah, but did they know that THEN?
sorta like when they thot they overshot by giving 16k to
a cartridge..? bill

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 4, 1992 (yipee)

2578. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-04 23:59:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aHweNB8w164w@cyberden.uucp>
Source record: 110676

Chris_F_Chiesa@cup.portal.com writes:

> Comments?
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Yeah..that's another way of doing it. You'd loose at least 8k of extra
memory, but Ansi term does that (????) for the "blink" mode, so I suppose
a terminal could get along with the loss.. hmmm...
why isn't anybody MAKING any of this!? :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 4, 1992 (yipee)

2579. Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 00:00:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8JweNB9w164w@cyberden.uucp>
Source record: 110677

Somebody explain the Freddie..?
thanx

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 4, 1992 (yipee)

2580. Re: PC can read files writen on 1050 unit

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 07:46:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Z5HFNB1w164w@cyberden.uucp>
Source record: 110682

FZ38@CSPGAS11.BITNET (Julius Hrivnac) writes:

> MLOK writes one file (<32K, I think) to a diskette, formatted by Dos 2.5
> on 1050 unit. This file is written in some special way, so it can be read
> by HROCH on PC.
> I cannot uplode this file anywhere, because it's sold by Atari Club Prag
> (Czechoslovakia).

Well!? Where can one get this? I have two stock 1050s and would love to
be able to xfer with my IBM using friends! How much, too. (ya said
sold)
later
bill

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 5, 1992

2581. T1000.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 07:52:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HeiFNB2w164w@cyberden.uucp>
Source record: 110681

My next post will be a UUencoded .ARC file (I'm STILL not sure how to get damned files to the archive!!). I suppose if you are getting onto Use/Internet with NICE software, you can skip the thing entirely. This is just a warning/description.

My T-1000 demo is a digitized animation demo of the T-1000 series terminator (that really spiffy metal one that can metamorphosize) changing from man into metal. There aren't too many frames, but they aren't squashed together, like all of my other FrameMaker files (I've gotta add some more features to this puppy, it looks like!), and the demo. itself is pretty impressive for TurboBASIC XL (;-]). Anyways, enjoy. And could SOMEBODY mail me w/ instructions on how to send to the archive. I can't get thru that FAQ because I have little/no time lately, let alone the printer paper!! (restocking time for the Billster, it looks like). Well... have fun.
phbill

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

_____
July 5, 1992

2582. Opened my Atari 800...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 10:17:22 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207051016.AA13023@brachot.jct.ac.il>
Source record: 110679

For the first time in my history, I gathered up the courage to open up the
front lid of my 800. Yeah, you guys must be rolling with haha, but like
I say: "Hardware hack -- Heart attack".... It gives me the CREEPS to
potentionally destroy equipment and be left MAROONED... There's no hope
for the 8bits here in Israel...
Anyway, I noticed those little bare boards standing upright. It seemed
to be the newer ver which didn't use the memory "cartriges"..
So, what kindsa stuff can I add to my old 800?? Can I ever remove
those boards? (A myth says ya can't... Never heard of the real truth..
But I wouldn't dare check for aforementioned reasons.. :-))
Are, say, the BB or MIO compatible?? Is there an HDD for that stuff??
Yeah, keep 'em rollin' in...
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
__ InterNet!! __ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

2583. Infocom...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 10:25:37 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207051025.AA13775@brachot.jct.ac.il>
Source record: 110678

```
Hey, where are Infocom these days?
I S-mailed a letter to their address from 1986 since that's the last I
heard about them (er, my last Analog..) and it bounced back.
I checked and double-checked, I got their addr ok.
Anybody know where I can get such stuff as Zork I or HitchHiker's
Guide to the Galaxy??
If they aren't for sale ANYWHERE... Can anyone Diskcomm and Email me
a copy of the above stuff?? (I ruined my copy of Zork I by SAVEing a
game over the original disk!! Although it was copied from a friend..)
No, don't start lecturing me on piracy, I've heard it all before!!
Bye fellas!!
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2584. Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 14:28:50 UTC
From: killer@jhunix.hcf.jhu.edu
Message-ID: <1992Jul5.142850.24904@jhunix.hcf.jhu.edu>
Source record: 110680

What were the premises behind the fkeys on the 1200? I always thought they wer
a cheap shot at the c64, but were there any programs that used them?

Thanks in advance,
Francis

2585. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 15:06:19 UTC
From: andrewh@panix.com
Message-ID: <1992Jul5.150619.11574@panix.com>
Source record: 110685

```
In article <BqM0MM.7Mr@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:
>
>I don't see myself recreating all the power of Sourcer for the Atari,
>but I would like to learn how some of it's magic tricks are actually
>done. The one I'd most like to see explained is how it "knows" about
>data which is embedded in between a couple of code blocks. Something
>like
>
> LDA #$00
> JMP $1234
> .BYTE "This is some data...", $9B
>
>will not be handled correctly by most disassemblers. They'll disassemble
>the JMP instruction, and then blindly charge ahead and attempt to
>disassemble the ASCII text string which follows it. The "smart"
>disassembler would realize that there might not be valid code
>immediately after the JMP, and would also follow the JMP to determine
>the target EA and continue disassembling from that point.
>
>Anyone interested in discussing how such features might be implemented?
>Anybody care? ;-)
>
>

You could try to keep a table of JMP/JSR/branch addresses so you at least
know where code definitely starts (unless the programmer was generating garbage
in the first place 8-)). Also, commands like RTS and JMP signal the end
of a code block, so if the next byte does not appear in the table, it could
very possibly be data. One nice option would be for the disassembler to
interpret, say, the first 20 bytes of an unknown code block to the screen
and ask the user if it wishes to continue disassembling. Of course, this
doesn't take into account the possibility the program's first instruction
is not in the first block of code.
```

2586. Re: Infocom...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 18:40:09 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <BqxIIy.918@news.cso.uiuc.edu>
Source record: 110684

bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:

>Hey, where are Infocom these days?

Out of business, unfortunately. The rights to their games were bought by some other company, and some are being re-released (at least for some platforms) as a big bundled package called "The Lost Treasures of Infocom" or something like that.

>Anybody know where I can get such stuff as Zork I or HitchHiker's
>Guide to the Galaxy??

Well, I just happwn to have original copies of both of those games for the 8-bits. I'd be happy to trade one of them for, say, Journey to the Planets...

If you're interersted in a swap, email me.

--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2587. Re: Hyper E: and C-KEY.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 18:42:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qgcgNB3w164w@cyberden.uucp>
Source record: 110688

How exactly does Hyper E: speed up the E: handler? Is this just a case
of "inefficiently designed" stuff for the 8-bit (like my 1200xl's video,
or most of the 8-bits keyboards (snicker)). It sounds cool. Is it PD?
Where can one get it?
thanx bill

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 5, 1992

2588. Re: 8-bits left abandoned

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 18:47:38 UTC
From: ahansfor@hikita.wpi.edu
Message-ID: <AHANSFOR.92Jul5134738@hikita.wpi.edu>
Source record: 110683

>>>>> On Sat, 04 Jul 92 16:55:48 PDT, moon!cyberden!phbill@well.sf.ca.us said:

phbill> ahansfor@parrot.wpi.edu (Andrew L. Hansford) writes:

>
> The 8-bits (800 c-64 and Apple \\ ) were doomed to be dead ends from
> the start.
>
> Andrew Hansford

bill> Yeah, but did they know that THEN? sorta like when they thot
bill> they overshot by giving 16k to a cartridge..? bill

bill> ____________9_year_veteran_ ||| __
bill> PhBill: Bill Kendrick / | \
bill> moon!cyberden!phbill@well.sf.ca.us
bill> ___________________________________
bill> July 4, 1992 (yipee)

Some knew it then. But it wasn't an issue. Some knew that the 8-bit architecture was not extensible. But with no real 16 bit microprocessors available at a reasonable price when Apple, Commodore, and Atari designed their machines processor expansion was not considered.

That was the right decision. As was moving to the 680x0 family for each of them? What's the next non-compatible jump? Power-PC? 88100? Transputer? Who knows?

No matter what you buy today, it will be obsolete (maybe usable and even fine for your needs though) in 5 years or less.

-- Andrew Hansford
ahansfor@wpi.wpi.edu

2589. Re: t1000.arc (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 18:53:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TZcgNB5w164w@cyberden.uucp>
Source record: 110687

I've used this system to uudecode my t1000.arc message and it came out ok. From there I arclisted it and it too came out ok. Now all I have to do is use my 8-bit to test the file, but from how it looks, that message is a working uuencoded file! (hurray!) Get it if you want. I'm sorta proud at my 3rd shot at animation! :)
bill

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

July 5, 1992

2590. Re: t1000.arc (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 19:35:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JXegNB2w164w@cyberden.uucp>
Source record: 110689

Ok...here's the deal. It works... IF you replace the file "t1000.obj"
with TurboBASIC XL's runtime package (that's all the file was in the
first place). The only other bug is a tiny chunk of mess on the last
frame of the animation, but it's not very important. Sorry about all
this! :) This is my first BIG uuencoded post/mail. ugh.
later bill

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 5, 1992

2591. Re: Infocom...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 21:33:53 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul5.213353.3113@ucsu.Colorado.EDU>
Source record: 110691

In article <9207051025.AA13775@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:
>Hey, where are Infocom these days?
>I S-mailed a letter to their address from 1986 since that's the last I
>heard about them (er, my last Analog..) and it bounced back.
>I checked and double-checked, I got their addr ok.
>Anybody know where I can get such stuff as Zork I or HitchHiker's
>Guide to the Galaxy??

Infocom is (unfortunately!) defunct; I believe American Techna-Vision bought out their entire stock and are now selling what they have left. You can write them at:

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579

According to recent ads they have Zork I (and about 9 others), but no Hitchhikers or Starcross or Stationfall, unfortunately. Zork I is listed at US$9.95, shipping outside the US extra (they didn't specify how much). Hope this helps.

>If they aren't for sale ANYWHERE... Can anyone Diskcomm and Email me
>a copy of the above stuff?? (I ruined my copy of Zork I by SAVEing a
>game over the original disk!! Although it was copied from a friend..)
>No, don't start lecturing me on piracy, I've heard it all before!!
>Bye fellas!!
> -Itay

Far be it from me to lecture... after all, I'm looking for someone to send me Stationfall and/or an original Starcross package (or at least the navigational numbers from the chart!). TNX

>--
>bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
>__ InterNet!! __ ------------ |||
>AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __
>

--Michael

Michael Hill <>< Isaiah 9:6 | "Give me one more chance to do things right/
hill@spot.Colorado.EDU | Just one more chance, I'll follow the light/
Ball Aerospace Systems Group & | But there's no second chances, the Host of
University of Colorado@Boulder | heaven cried/ No second chances, you listened
$ mv net.flames /dev/null | to lies!" --Whitecross, "No Second Chances"

----------Jesus Christ is the Way, the Truth, and the Life!----------
Did you ever notice that everybody in favor of abortion has already been born?!

2592. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 22:15:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61551@cup.portal.com>
Source record: 110686

Jeff, it was me who said the 65816 was used in the SNES. There was an article about it in one of my sons Gamer mags. I'm sure the story of the 6502 would be very interesting "IF" the truth would ever come out. For instance, I'm the reason why it's in Apples is because of the two Steves doing work for Atari so they had better access/info. It goes a little farther if you realize that the guy in Ariz(?) that designed the 65816 is the same guy who did the 6502 at MOS Technologies. I believe Rockwell even came out with a version that was essentially two 6502s in a 64 pin(?) package that could be run as two seperate 6502s or combined to operate on 16 bit data. One of the less sucessful game machines, NEC's, just used 2 6502's.
As the story goes, TI almost chapter 11'd Uncle Jack @ Commadore by not suppling him with chips for his calculator line in the early 70's. Part of his revenge was to buy MOS so he'd have his own supplier of chips. He then proceeded to drive TI out of the home computer market with the VIC-20 & C-64. I've asked Bill Wilkinson in the last week if he could shed any light on what Uncle Jack did to MOS & the 6502 designer to cause them from being one of the leading suppliers of microprocessors to an also ran with the designer feeling he had to form his own company, but he hasn't responded.
I've got nothing against any microprocessor. I like memory mapped I/O, but some of the calculator chips like the 4004/8080 etc aren't that bad either. All things be equal, I think there should've be a 50 mHz 6502 by now. I've heard the T-400 & T-800 RISC processors are derivitive of the 6502, but who knows.

2593. DiskComm File Format, Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-05 23:35:23 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <Bqxw70.DDF@news.cso.uiuc.edu>
Source record: 110690

I'm wondering if anyone out there knows the file format used by the DiskComm utility. I've downloaded version 3.2 of the program, but the included documentatioin mentions nothing about the format of *.DCM filesd. What I'd like to do is be able to copy a .DCM disk image file onto my PC and manipulate it with various tools (e.g. a disassembler). Why do it on the PC? Speed, more speed, and memory capacity. If anyone can tell me the specs on the file or knows where I can obtain said specs, I'd appreciate it very much.

Does Bob Puff have an email address somewhere? I'm sure he would know the specs on .DCM files. ;-)

--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2594. P: R: Connection FOR SALE....

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 00:45:13 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jul6.004513.18015@ucsu.Colorado.EDU>
Source record: 110692

```
FOR SALE>>>

P:R: connection
-allows for 2 RS232 ports
-also has printer port
-has all original software and docs
-original box
-works great

Asking price $35 + shipping / OBO.

Thanks,
Jonathan
krakover@spot.colorado.edu
```

2595. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 00:49:24 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92187.194924JJMCWILL@MTUS5.BITNET>
Source record: 110693

Rick,

Hmm, most interesting. I knew about William D. Mensch's past because it talks about it in the Eyes and Lichty book on 65816 programming. Actually, that guy was also part of the original design team for the 6800. It says they left Motorola and joined Mos Technology and then did the 6502. What you said about the two Steves sounds about right, coupled with what Mr. Mensch says. He says MOS was able to offer the 6502 for $25.00 when Motorola and Intel were asking $375.00 for the 8080 and 6800. His mini-autobiography was signed in 1985, and he predicted that in 10 years the 65C02 would consume less than 1uA of current, and that Microprocessor cache operation would reach 100mHz. WDC is very much a family run business according to the text. His sister is Secretary and the design manager, and his wife is Treasurer. Of course, that was '85, but I suspect WDC is still a small company.

The preliminary for the 65832 said speeds up to 10mHz, I too am surprised they're not making them faster.

So Mr. Wilkinson is still around hey? What is he doing these days?

Jeff

2596. Re: Infocom...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 12:40:53 UTC
From: jewison@aurora.physics.utoronto.ca
Message-ID: <BqywK5.33E@helios.physics.utoronto.ca>
Source record: 110694

In article <9207051025.AA13775@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:
>Hey, where are Infocom these days?
>I S-mailed a letter to their address from 1986 since that's the last I
>heard about them (er, my last Analog..) and it bounced back.
>I checked and double-checked, I got their addr ok.

* *
Although I have seen a couple of replies to Itay's initial message, here is probably the definitive answer on Infocom, taken from the <blush> comp.sys.ibm.pc.games FAQ file (keep in mind this applies to primarily PC's)...

14: Where can I get Infocom games? Can somebody mail me a copy (since they're out of business anyway (Is that legal?) What happened to them anyway?

A: [Thanks to Dave Lebling (Infocom co-founder) for the definitive info on this]

The Lost Treasures of Infocom is now available at Software ETC, Electronic Boutiques and other fine stores everywhere.
$59.95 list, EB price is $54.95. 20 Infocom games included - all the Zork series, HHGTTG, etc. Whatta deal - less than $3.00 a game!

Lost Treasures has (according to rumor) been successful enough that Activision (they've changed the name _back_ from Mediagenic) plans to rerelease more of the old games. Maybe they'll all be available soon.

In addition to The Lost Treasures, Activision recently released a sequel to Leather Goddesses of Phobos, written by Steve Meretzky. It's a hypercard-esque interface, not a text adventure. This was release under the Infocom label. Also under the Infocom label is a line of other non-text games (Battletech, etc).

Check out the stuff from Legend Entertainment. It's the closest thing to the old Infocom stuff around now. (Titles include Spellcasting 101 and 201, Timequest, and Frederik Pohl's Gateway).

Infocom never went out of business. It went deeply into debt to develop a database product (named Cornerstone) that was a commercial flop. It went shopping for a merger and found Activision, which later changed its name to Mediagenic. What did happen is that in May of 1989 Mediagenic closed down the "real" Infocom in Cambridge, MA, and laid (almost) everyone off. All the releases up through Zork Zero, Shogun, Journey, and Arthur were developed in Cambridge.

[Nathan Torkington writes]

Infocom were bought by Mediagenic, and are now simply a label under which games are released. The most recent Infocom releases are graphical adventures.

UK readers will be happy to learn that the games are available from Virgin Mastertronic (a budget software house in the US). I'll include a copy of my personal FAQ on how to get the games from Mastertronic.

[Dave Lebling writes]

Mediagenic licensed the UK rights to the games to Virgin Mastertronic about two years ago.

Mediagenic went nearly bankrupt, was taken over by outside investors, and taken through a so-called "pre-packaged Chapter 11 bankruptcy" in January, 1992. As part of that process, they changed their name back to Activision, moved from Silicon Valley down to LA, and recently merged with a company owned by the investors (called The Disc Company).

[Nathan Torkington writes]

Douglas Adams' "Hitchhiker's Guide to the Galaxy" adventure game is being reissued by Virgin Mastertronic. Their advertisement in the Aug/Dept 1991 "XS NRG" magazine (hey, it's not mine! - I wouldn't buy something with that tacky a title) shows the covers to
The Hitchhiker's Guide to the Galaxy
Zork I
PlanetFall
Wishbringer
Leather Goddesses of Phobos
Zork II
Zork III
Enchanter
Sorcerer
Deadline

and the text reads:
Ten good reasons to use your imagination
Classic infocom interactive fiction is back -- at an irresistible price.
Available on PC, Amiga & ST : #9.99 (# == British pound)
INFOCOM from Mastertronic
For further information please contact:
Customer Services
Virgin Mastertronic Ltd
16 Portland Road
London W11 2LA
Tel: 071 - 727 8070

I hope this helps. Remember that if you write to them asking how to order the game, it would be a good idea to let them know how much you enjoy interactive fiction (text adventures). That way they may (re?)release more ..

* *

- Mike Jewison
David Dunlap Observatory
University of Toronto
jewison@centaur.astro.utoronto.ca

*** DISCLAIMER: I'm not an astronomer, but I play one on TV. ***

2597. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 15:01:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61585@cup.portal.com>
Source record: 110695

I believe he's part of a programming team working on an application in C++ for a UNIX box. He dropped out for a while, but occasionally logs into BAAUG's BBS or makes a meeting. He's a little frustrated with the way things went in the Atari World, but has a "Life goes on" attitude. It's funny to get some of his insights <sic>, life OSS was offered GFA Basic & turned it down. But he thinks there's probably only going to be two platforms that survive; UNIX & DOS with maybe a minor presence by Mac so everything he comments about anything that went wrong or was a mistake usually has, "but it doesn't really matter" appended to the end.

2598. Character set + player/missile memory layout - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 15:28:23 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul6.152823.8914@news.uit.no>
Source record: 110697

Would someone please be so kind to teach me a little about the innards of the 8bits?

I think character sets are done as on the C=64, with hires straight bit-to-pixel mapping, and lores combining to bits into one doublewidth pixel.

But what is the size of the sprites, and how are they stored in memory? Are player and missile sprites different?

Does there exist any textfiles describing hardware and OS(calls, parameters etc) that can be gotten from somewhere ftp?

(email happily accepted)
Thanks in advance
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

2599. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 15:40:58 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul6.154058.13215@exu.ericsson.se>
Source record: 110698

In article <61585@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>I believe he's part of a programming team working on an application in C++
>for a UNIX box. He dropped out for a while, but occasionally logs into
>BAAUG's BBS or makes a meeting. He's a little frustrated with the way things
>went in the Atari World, but has a "Life goes on" attitude.

It's always sad to see people from the "one guy can make a difference"
days of home computing get absorbed into the big, faceless corporate
programming environment. Once of the nice things about the Atari
world was/is that software from little companies always recieved
just as much press and the big players: Kyan Pascal, Draper Pascal,
The First XLent Word Processor, etc. In PC-land, you're completely
out of the running if you don't get Borland or Microsoft to pump
millions of advertising dollars into it.
--
James Hague
exuhag@exu.ericsson.se

2600. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 15:43:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61590@cup.portal.com>
Source record: 110696

You could be right about them being a "ME TOO" feature.
IMHO: Somewhere along the line in the Warner Atari they decided to go with only 2 joystick ports. No data on why, could be no one was playing 8 player paddle games. I imagine 'they' decided to go for the business market so they added the cursor movement, display off for faster processing, etc to the function keys. More IMHO: The 1200 was really a better computer then people gave it credit for. But I remember even after they discontinued it & had a fire sale on them they were still going for $279 W/O BASIC. BASIC was still a $50 add-on, 1010's were about $100. Some of the 1200's competition at the time were $50-$100 TI99/4's, <$200 C-64's, Timex Sinclair 1000 for $50-$150. I think the only computers that were more expensive then the discontinued 1200 were Apples & IBMs. If they could of set a realistic price on the 1200 it may have sold better, but with the bloated overhead that was Warner it was doomed. I've been there before with another company & it's not fun. You work your butt off to get a product out & after the bean counters add 600% overhead to the cost of manufacturing, YOU'RE DEAD <g>. Figure the Warner Atari was about 7,000 employees while the current Atari is about 200.

2601. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 17:34:15 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92188.123415JJMCWILL@MTUS5.BITNET>
Source record: 110699

Gee, walking around all day saying it doesn't really matter is kind of depressing if you ask me. It's like walking around saying all you've accomplished is pointless, because the sun is going to explode eventually anyway... yikes... does he still have an 8 bit, or does he consider it a forgotten part of his past?

Jeff

2602. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 17:37:47 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92188.123747JJMCWILL@MTUS5.BITNET>
Source record: 110700

Yeah, I think the 1200XL is a good machine too. Although I wish it was a 1400XL, if only for the addition of the Parallel Bus. Sure, you can add one to the 1200XL, with one TTL chip and a lot of wire, but it would have been nice for it to be just sitting there. I think your guess is correct, looking at the 1400 and 1450, it's kinda obvious these machines were gonna be more business oriented and less of a game machine . Why else would you have speech synth. and a built in modem, and high capacity disk drives?

I still hope Bob Woolley will make either a really small floppy interface board, or IDE controller board, because then I can mount a floppy or HD inside my 1200XL. That would be great. That is one of my biggest turnons about the machine, there is actually some room in there to throw in homebrew circuitry. Hook up an external +5V power supply, and remove the internal AC->DC conversion stuff, that huge heatsink, and the RF box, and you have even more room.

Jeff

2603. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-06 20:13:03 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <c1e502oG180e01@JUTS.ccc.amdahl.com>
Source record: 110649

Yes, I just recently added a Newell Fast Chip $19.95
Isn't it funny how everything in the US is $19.95 - I have the
suspicion that Ronco has something to do with this price setting.
(If you have watched late night TV in the US you'd understand)
Anyways, I opened the top of my 800 for adding this chip. There were
only 4 or 5 boards - this was disapointing. But this fast chip is
supposed to speed the floating point calculations, up to 5 times as fast.
But I haven't noticed. In fact I wrote a tiny program in BASIC to test
before and after: 10 for x = 1 to 3000
20 a = a + 1.03456
30 next x
But there was no inprovement. Isn't line 20 using the floating point chip?
It took 15 seconds before and after I installed the chip. What's the deal?
Is this chip really made by Ronco?

2604. OmniComm and the 850.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 00:34:10 UTC
From: a644690c@edinboro.edu
Message-ID: <0095D2F3E5E0F960.20801E2B@edinboro.edu>
Source record: 110701

First a question about OmniComm: Has anyone ever fixed the Character set
so that the vt100 graphics work properly. (ie. The inverse characters are not
full height so a block of inverse characters appears to have lines running
through it.) I usually use K65 because of the better graphics but Omnicomm
seems more flexible.

On to the real info: OmniComm works fine at 2400 baud for me (using an MIO).
There should be no problem with an 850 either. Here is a list of parameters
for setting the XIOs in Omnicomm:

XIO 36 - Baud Rate (aux1. bits: 3,2,1,0)
- $00 : 300
- $09 : 600
- $0A : 1200
- $0C : 2400
- $0D : 4800
- $0E : 9600

- Word Size (aux1. bits: 6,5,4)
- Add $00: 8 bits. (no bit set).
- Add $10: 7 bits. (bit 4 set).

- Stop Bits (aux1. bit 7)
- Add $00: 1 Stop bit.
- Add $80: 2 Stop bits.

- DSR, CRX, CTS (Aux2. 2,1,0).

I can't remember off hand what Omnicomm asks, but these are the primary
things. For Example: 2400 baud, 8 bits, 1 stop bit = $0C + $00 + $00
or $0C for XIO 36 aux1.

I have never had the need to set the following:

XIO 38 - Translation (aux1.)
- Add $00 Light ATASCII/ESSAY.
- Add $10 Heavy ATASCII/ESSAY.
- Add $20 No Translation.
- other values control Parity etc.

XIO 34 - Controls XMT, RTS, XMT.
- (I'm not sure if this is asked for.)

XIO 40 - For Concurrent/Nonconcurrent mode I/O
- (Not asked for in OmniComm but may be useful to some.)

I hope some of this helps.....

```
Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.
```

2605. Re: 8-bit Programming/developing resource text-files

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 00:56:10 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05e0@abcd.Houghton.MI.US>
Source record: 110702

Has anyone thought of trying to get Compute!, Antic Publishing, and LFP (last owners of ANALOG) to release free reprint rights (if not release outright into public domain) all their published programs, articles, and books for the Atari 8-bit? Now THAT would be a resource.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2606. Re: Question: DOS Binary Headers

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 01:08:10 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05e6@abcd.Houghton.MI.US>
Source record: 110703

In a message dated Mon 6 Jul 92 15:01, Etxansk@garbo.ericsson.se wrote:

E> I converted some games from tape to Atari DOS 2.x format last
E> summer, and then I noticed that the binary header identifier
E> bytes 255, 255 are necessary only in the leading chunk of
E> binary data.

E> Like this:

E> <255> <255> Identifies binary file.
E> <first addr lo> <first addr hi> Start address of first part.
E> <last addr lo> <last addr hi> End address of first part.
E> <data ...> First part's data.
E> <255, 255> This pair of 255s is optional.
E> <first addr lo> <first addr hi> ...
E> <last addr lo> <last addr hi> ...
E> <data> ...
E> <etc> ...

E> Could someone please tell me, what does Atari binary format specs
E> say about the 255, 255 byte pairs (except that one is always
E> needed in the initial binary part).?

You have answered your own question: binary (i.e. machine language program) files must START with a dual $FF $FF (<255> decimal), all other references are optional. Each memory block loaded must have its own load range listed. Assemblers such as the MAC65 tended to create many more load blocks than needed (it often breaks consecutive memory addresses into multiple blocks) which slows load time. BTW, I wrote a BASIC program several years ago called *BFAR.BAS which reads a ML file and indicates all load ranges AND detects INIT and RUN addresses. It was a blessing when I had to modify someone's code to run under SpartaDOS X. I *think* I uploaded it to ICD's BBS, and I definetly uploaded it to the SPACE BBS (St.Paul) [612-488-5973].

*Binary File Address Reader

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2607. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 03:19:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61629@cup.portal.com>
Source record: 110704

Sold his 8-bit stuff to SJC as a trade in. Said he got the equivalent of a $150 for computer, couple of drives, & 10 meg hard drive. Used it as a trade in on a ST for his son so he could do some animation stuff, but it seems like he uses it for modeming more. It's been a year or so since he I've talked to him in person so I'm sure I've got a few things wrong, but.... The doesn't really matter comments came after he'd made a few comments about decisions he'd made at OSS. It came out more in the vein, "You know you can do your best but things outside your control can cause you to fail through no fault of your own" It was understood that things like IBM moving into the PC market place, Warner, Tramiel(s), dram shortage, etc. were what he was talking about. I think he offered the source code for Atari Basic on disk & a few other choice items to any interested kid (I definately was to old for that one <g>) & got no takers. Right now he's trying to convince Phone Bill to buy Basic XL, but Kendrick's putting up a real fight. The new officers of BAAUG are trying to change the "Mention anything about an 8-bit & be trashed" rep of the club, so I think Wilkinson even offered to let them reprint his Insight Atari columns if they can get Compute to approve it. I really wish he was still writting SOME WHERE! I doubt if he has the time, but I'd renew my subscription to Dr. Dobb's if were were to do a tutorial on Pascal or Forth or C++ or anything else for that matter. I really enjoy his sense of humor & style.

2608. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 03:21:05 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jul07.032105.4736@vpnet.chi.il.us>
Source record: 110618

In article <1992Jul1.201736.27925@usenet.ins.cwru.edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
>>(included text deleted)
> Hate to tell this to you, but Omnicom does that Ctrl^s and Ctrl^q trick,
>and it does NOT work, at least not with any of my unix accounts, or even on
>the Cleveland.Freenet system at 2400. It sends the ctrl^s but the other
>machines just keep on chugging away at spewing data out.
>
I have used OmniCom for over 5 years (although I usually use my TT now :-), and I rarely had a problem with its ^S and ^Q "trick." OmniCom, running at 2400bps, using that flow control, worked fine (and still does on the rare occasion I use it) with various Unix systems (all SysV-flavor Unix), several BBSs, and Delphi. I did run into a problem on our user group's BBS - if _I_ used ^S and ^Q to pause output, I would end up in a "fight" (I don't recall exactly what I thought was happening) with OmniCom's flow control. The solution was not to press <CTRL>S and <CTRL>Q, but to use the HELP key (which pauses/resumes output _locally_ to the Atari display on an OmniView-equipped machine; like <CTRL>1 on a stock machine) and let OmniCom handle the flow control. That seemed to work perfectly. I wish OmniCom had more than plain vanilla 128-byte block Xmodem, and Kermit; but then again, I haven't had much luck with Xmodem-1K or Ymodem (dare I try Zmodem :-) using my TT....

OmniCom - one of the best 8-bit terminal programs, especially if one needs 80 columns.

Nick DiMasi

2609. Re: Character set + player/missile memory layout - info wante

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 03:44:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61633@cup.portal.com>
Source record: 110605

I only know a little about the C-64 sprites. As I recall the are something like 8X8 or 16X16 blocks that can be positioned both vertically and horizontally by writting to a single register. I don't think they can be more then one color, but they can have 4 or so on the same line or in the same area to make a multi-color/multi-sprite character. P/M on the other hand are vertical bars that run the height of the screen & then some. You're limited to 4 player strips with 4 missles or 5 players. By writting a DLI you can have a number of incarnations of players at different positions vertically, but it's tough to get more then the standard number on the horizontal. I'd have to look it up to be sure, but I think PM's must start on a 1 or 2k boundry depending on the rez you're using. I don't know anything about C-64 character sets. We have the Antic so it converts the value in screen memory to it's bit mapped image, but it isn't really a bit mapped image in the Mac sense. It's still only 960 bytes even though the rez is comparable to graphics(8). I'm not sure if the commie can do multi colored characters either. If you need to know how GR.(12) or GR.(13) characters get their color, let me know. I've got a number of goofy utilities for doing things like converting a micro Illustrator .PIC to a character set.

2610. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 03:55:11 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61636@cup.portal.com>
Source record: 110606

As regards ^S/^Q handshaking between the Atari and a Unix system, or between anything else and a Unix system, which "works at 1200 but doesn't cut it at 2400:" It sounds like there's some "typeahead buffering" going on on that Unix system, such that by the time the Atari (or whatever) sends that ^S, the Unix system has already buffered up a slew of characters and it is, literally, TOO LATE to stop them from spewing forth. The usual solution to this is to have the Atari (or whatever) send that ^S BEFORE its buffer actually fills up, and to have the Unix system (if possible; I don't know Unix very well) reduce the size of ITS output buffer, so that the Atari's buffer always has room for the maximum possible number of characters the Unix system can be expected to send AFTER receiving the ^S.

Did that make sense? It's getting late and I'm babbling just a bit.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

(PS - Hey Khan, Portal "doesn't support" signature FILES, either - I sign 'em BY HAND. ;-))

2611. Re: DataQue?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 04:23:21 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61641@cup.portal.com>
Source record: 110607

Gary Duzan (duzan@cis.udel.edu) writes:

> I'm afraid I have been out of it relative to Atari 8bits lately, though
>I used to be rather heavily into them. Right now my dead Atari equipment
>consists of a 400, 800XL w/256K, 130XE w/Turbo-816. I think my US Doubled
>1050 and 1 Meg MIO still work. Right now all I have is an HP2621P terminal.

Ooh. Sorry to hear your equipment died; wondered where you'd gone. Welcome
back though!

> Has there been any word lately on DataQue's newer projects? They were
>either going to build a 130XE card for a PC or an 8Mhz 65816 machine with
>a PC bus/case. Does anyone know what came of these projects? I would be
>interested in the later as a hacker's machine. Thanx.

I'm probably going to EITHER start a riot OR duplicate an article already
here that I haven't read yet -- but I just read this morning on Bob Puff's
BBS that the "8MHz 65816 machine with PC bus/case," or a reasonable fac-
simile thereof, judging from the posted description, exists. Now, I don't
remember paying attention to the earlier rumors, and I don't know if what
I read today is really a "done deal," an "available product," or a tenth-
generation rehash of what you, Gary, already have heard -- but I can prob-
ably ASCII-capture the text I saw an re-upload it here for general gnawing.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2612. Re: Infocom...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 04:33:34 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61642@cup.portal.com>
Source record: 110608

I've got Hitchhiker's Guide... and never play it. Would probably be willing to sell it for a pittance as I picked it up FREE from a GARBAGE PILE the day I moved out of the dorms at Ball State University back in '86... :-) I do NOT have any of the cutesie little "props" I've heard were originally sold with it -- pocket lint, towel, etc. -- not even a box or any instructions. If that suits anybody, make me an offer and send your address. First non-zero offer with a legible address takes it.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2613. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 04:38:16 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61643@cup.portal.com>
Source record: 110609

Hey gang, here's a cool thought for some future generation of Atari 8-bit reincarnated dream machines... I just read in Digital News this week that somebody (HP?) has come out with a 1.21 meg hard drive that is about 1" by 1" by 2". Yes, that's INCHES. The damn thing is about the size of a match-box. Development calls for a 5meg, 10meg, and 20meg unit with similar di-mensions within the next few years; it's targeted at putting HDs into hand calculators.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2614. Re: 8-bit Programming/developing resource text-files

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 04:44:22 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92188.234422JJMCWILL@MTUS5.BITNET>
Source record: 110612

Excellent question. I would like to see more from Compute's
days when Bill Wilkinson was writing for it. I didn't get compute! very
much back then..

Maybe a better question is, do they really care at this point about
having their material reprinted? I guess it would be a dangerous
assumption to say that they don't.

Jeff

2615. Re: Question: DOS Binary Headers

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 04:46:42 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92188.234642JJMCWILL@MTUS5.BITNET>
Source record: 110611

Another useful thing to keep in mind is that if after your Binary file
ends, it if is followed by E2 02 E3 02, which means that that the next two
bytes will be a run address that will be executed immediately.
If instead you have E0 02 E1 02, then the address following this will
be executed upon completion of the file being loaded. I discovered that
if SpartaDOS X doesn't fine one of these, it assumes the program
starts executing at the Load address. This proved fatal for the ST mouse
handler I posted earlier. The code loads into page 6, but the first
5 bytes are for variable useage. The code was designed to just be loaded, and
then executed from a BASIC USR call later on. Anyways, X crashed pretty
badly, wiping out the RAMDISK every time. By appending a E0 02 E1 02 to
the end of the file, followed by the address of an RTS in the code,
the handler now loads just fine for Sparta X.
I wasn't aware of these Init and Run vectors until I read through the Omnimon
XL documentation, which talks about it. Thanks to Newell for supplying me with
an answer to a nagging problem I had...

Jeff

2616. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 04:53:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92188.235340JJMCWILL@MTUS5.BITNET>
Source record: 110610

Rick,

Hmm, okay, I understand his comments better now. I didn't get Compute! back when he was writing for it, and now I feel like it's a part of my archival library that I am sorely missing. From his intro in Mapping the Atari, he sure seems to have a great writing style.

Just what did happen to him at OSS? I musta missed out on that one.

Jeff

2617. Re: Infocom...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 06:03:40 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <Br08u5.96@news.cso.uiuc.edu>
Source record: 110613

Chris_F_Chiesa@cup.portal.com writes:

>I've got Hitchhiker's Guide... and never play it. Would probably be willing
>to sell it for a pittance as I picked it up FREE from a GARBAGE PILE the day
>I moved out of the dorms at Ball State University back in '86... :-) I do
>NOT have any of the cutesie little "props" I've heard were originally sold
>with it -- pocket lint, towel, etc. -- not even a box or any instructions.

TOWEL?!?!?!? That original box must have been pretty big if you could fit a
towel inside of it...

;-)

Actually, for you nostalgia buffs in the audience, here's a complete list of
trinkets from the HHGTTG box (Atari version):

- Game disk (of course) - 2 sided.
- Peril-Sensitive Sunglasses (actually made of black construction
paper, so they are always pitch black and impossible to see through). "Not
recommended for driving," says the fine print.
- Destruction orders for Arthur Dent's home and the planet Earth (the
orders for Earth are written in what I assume is Vogon).
- A "Don't Panic!" button.
- No tea (just like the kind professional hitchhikers don't carry).
- A microscopic space fleet in a small plastic bag.
- A quick refernce card.
- An instruction booklet with humorous late-night-Ginsu-knife-TV-ad-
spoof intro section hawking a Hitchhiker's Guide to the Galaxy for the low low
price of 59.99 Altairian Dollars.
- An mail-in card for Infocom hint books.
- A Warranty Card.

--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2618. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 08:14:42 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92189.031442JJMCWILL@MTUS5.BITNET>
Source record: 110621

Hmm, I think Bob Woolley is currently toying with a 2" 40 meg hard drive
or something... drooling over putting it in even a 130XE or 800XL, because
it is so small. Heck, I could squeeze one of those and a 3.5" floppy
into a 1200XL! Just need the hardware/firmware to access the stuff...

J.

2619. To dawn scotting

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 11:32:10 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207071131.AA08213@brachot.jct.ac.il>
Source record: 110614

```
This message is directed to Dawn Scotting, since I sent a message and it
bounced, as in "host unknown".
Yes I'd like you to send me some of those games you mentioned, but
I'd rather have them by E-mail, not Snail!!
And, about Jokers, no. Cards are not mfgd. in Israel, so there's nothing
I can do about it (sorry!) :-)
And I think your signature is the thing that's making you broke!!! :-]

-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2620. 80-column

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 11:37:13 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207071136.AA08244@brachot.jct.ac.il>
Source record: 110615

```
Hey,
80-column screens, do NOT have to be slow! I've already made a program
that reads a file from disk and prints it to screen in 80-col (in
M/L of course!! :) ). As soon as it is perfected I'll send it to the
archive. And boy, It's FAST!! It twiddles around with LMS instructions
in the DL to acheive fast scrolling, and it's really cool.
I even have a delay that waits for the vbi, to slow down the scrolling!
(note, the scroll's fast - the print routine's the slow part!!) :)
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2621. Re: 8-bit Programming/developing resource text-files

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 13:52:15 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul7.135215.24577@exu.ericsson.se>
Source record: 110616

Jeff McWilliams writes:
>
>Excellent question. I would like to see more from Compute's
>days when Bill Wilkinson was writing for it. I didn't get compute! very
>much back then..
>
>Maybe a better question is, do they really care at this point about
>having their material reprinted? I guess it would be a dangerous
>assumption to say that they don't.

COMPUTE! is still being published, so it shouldn't be too hard to
ask them. ANALOG and Antic are a different story. ANALOG gave
authors the option to either sell or keep their rights (with the
former paying slightly more). And when they went under did
all rights revert to the authors anyway? Does anybody know
the whereabouts of Lee Pappas? (Seeing as Bill Wilkinson has
resurfaced lately...)

Antic Publishing somehow transmogrified into a different
company which puts out that awful PC Home Journal magazine.
James Capparell is still in charge, so once again somebody
could call him up and ask (don't believe anything you don't
get in writing, of course).

--
James Hague
exuhag@exu.ericsson.se

2622. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 16:01:35 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61649@cup.portal.com>
Source record: 110617

Well, like I said, I wouldn't use me as a reference in an encylopedia but:
I think Bill chaulked it up to 3 or 4 things. Sequence went something like;
when the price of 8-bit computers (remember OSS had Apple products too)
dropped there was a general resistance to spend more for a cartridge then you
could buy the computer for. I think he guessed the ratio at about 1/5. Thus
people will spend $100 for Turbo C for their $500-$4000 clone, but they won't
give more then $20 for a cart for their $100 Atari. This wasn't even enough
to cover the cost of manufacture for a 16k banked switched cart! I guess
he kept 8-bit programmers on the payroll as long as possible which also hurt.
Most of the people that used OSS carts were developers so when they moved on
to other platforms, that hurt. Remember OSS Personal Pascal for the ST? I
think he also counted on what the Tramiels said they were going to do with
the ST in the USA, so when the ST never really became a market force it
hurt. I think he said the final straw was a Mac product they cam out with,
a Modula II compiler. It cost something like $30000 to develop & never
covered those cost. I guess he also had some problems with German programmers
that he never really spelled out (late, buggy code, ???).
I guess the thing is there were a lot of changes that could have made the
company more successful. How about distributing Personal Pascal with the ST
instead of that feable Basic they come with, for example? But the end would
still be the same. Even if everyone that had anything to do with Atari made
nothing but "RIGHT" choices, IBM would still crush them in the business
market place => home users would want a computer compatable with the one at
work => no room for anyone else. It's not a matter of how hard you try or
how good you are, it's just a matter of time.

2623. col80.obj

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 16:27:46 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207071627.AA10132@brachot.jct.ac.il>
Source record: 110619

Hey everybody,
I just gave John Dunning a prog to post on the archive. It's supposed to be called "col80.obj" (in 8bit/new) and it's a fast 80-col file displayer. How to use: load with option L of DUP.. (It's in M/L!) This prog has been tested against Mydos only, but it should work with the Atari DOSes.
All it does is first prompt you: do you want Unix or Atascii EOLs? This means does the file have a 10 (^H) to end a line, or a regular <RETURN> (155 or $9B)? The only special chars it recognizes are the EOL you specified, and TAB, which is 127. (same for both modes.)
After this, it'll ask you for a filename. Specify Dev:filename in standard format. The file will begin loading into the buffer, and then immediately start spewing stuff out. Note: if the buffer got full before the EOF, (it's quite big - from about $3000 to $9000) it'll print everything and then refill the buffer, until the EOF. When the EOF comes, it'll empty the rest of the buffer to the screen, print a small message and prompt you to press [RESET] to restart.
A few things A) the program is Reset-proof. On a press of Reset, the DOS will Init, and you'll be back at the prompts.
B) You can press Ctrl-1 to pause the printing at anytime.
A few notes:
Look at the speed!! It sure is a good example for those who want to write a 2400 baud terminal emulator!!
It was acheived by rolling around the LMSs and clearing the line that gets to the bottom. I never really scroll 8K! ha ha ha ha! :-)
Now remember, this program was meant only to demonstrate a point, never to be a commercial program. I whipped it up in two days.
It should serve an example for all followers who want to create a good 80-column screen. And who knows? I just might expand it to make a really good README'er. Bye!!
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
__ InterNet!! __ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | __

2624. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 17:05:25 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul7.170525.3812@exu.ericsson.se>
Source record: 110620

In article <61649@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>
>I guess the thing is there were a lot of changes that could have made the
>company more successful. How about distributing Personal Pascal with the ST
>instead of that feable Basic they come with, for example? But the end would
>still be the same.

If OSS had ventured into the MS-DOS world (ugh) they might have
been able to stay afloat. There still isn't anything along the
lines of MAC/65 with Action!'s text editor for the PC. In 1986
this would have made a killing. (I really can't believe that
no one has ever written an integrated assembler/editor/debugger
for the PC). Or imagine a beefed-up version of Action! The
MS-DOS world has only known one really fast little compiler
with an integrated editor (Turbo Pascal), but it has gotten
bloated in recent years.

I second the wish that Bill W. would write a column or book
or something.
--
James Hague
exuhag@exu.ericsson.se

2625. Atari User Group Meeting - Wed July 8/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 17:36:07 UTC
From: daroloso@math.waterloo.edu
Message-ID: <Br14w9.1s5@math.waterloo.edu>
Source record: 110623
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit,kw.micro,ont.micro

In July, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have an informal general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our disk-of-the-month.
Our 8-bit library is also available at this meeting.

We will also give attendees the July issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, July 8, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

2626. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 20:25:10 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92189.152510JJMCWILL@MTUS5.BITNET>
Source record: 110622

Hmm, sounds like there were a lot of horribly tough breaks.

I agree with what you said about people not wanting to pay more than $20.00 for a $100.00 machine. But that base system price is misleading, by the time you add a TV or monitor, and a floppy drive, you're up to about $300.00 + which is what comes in a PC system at the very least.. so I think that if people has considered their total system price as a basic of comparison with prices for software, then paying $40.00 for an application or programming language isn't so bad.

It is really too bad that Atari didn't incorporate BASIC XL into 800XL machines, and BASIC XE into XE machines. That is what should have been done IMHO, and I think I heard a similar comment a while back. Same goes for Personal Pascal for the ST.

I've now got almost everything OSS had put out for the 8 bit, I think, except for the MAC/65 toolkit and the Monkeywrench. The stuff I have is all very high quality. The only thing I don't like about their BASIC XL/XE is the way they had implemented local variables and Procedures. It's a step up from what TurboBASIC XL supports, but the parameter passing was always a bit confusing to me. Which I found strange, because I am getting along quite well dealing with Action! parameter passing, etc.

If that user group does start reprinting the Insight Atari columns, please post something here, to let us all know. I'd hate to miss it a second time.

Jeff McWilliams

2627. 800(xl) software needed.....

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 20:46:25 UTC
From: c3460350@fsu1.cc.fsu.edu
Message-ID: <1992Jun30.180223.23882@mailer.cc.fsu.edu>
Source record: 110624

Hello...

I am back to the Atari scene (again!). I put my 800xl
in the closet when i got my XT three years ago. Well
needless to say I am back. My problem is that my dad
has thrown out/given away/written over all my software.
I have probably over 350 disks. I am now trying to get
software, so I can use the XL. I have dos 2.5, unarc,
Bob term 1.22a (I can't get it to talk to the modem!)
discomm 3?, and that's about it. As hardware goes, I
have a 800xl, 1050, monitor, P:R: connector, 2400baud
modem (for the XT, but I can use it on teh Atari(I think))
joysticks..

I am in DESPERATE NEED for some software! If you could
help me, i will greatly apreciative! If you could help
me get the modem to work with the XL, the same thing!

Well I am glad I am back (as long as I can get some software!)

-Scott B.
-c3460350 @ Fsu1.Cc.Fsu.Edu

PS> I have a 800 w/ 48k and a Percom Disk Drive for sale.

2628. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-07 21:11:49 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul7.211149.13974@exu.ericsson.se>
Source record: 110625

In article <92189.152510JJMCWILL@MTUS5.BITNET> Jeff McWilliams
>
>I agree with what you said about people not wanting to pay more than $20.00
>for a $100.00 machine. But that base system price is misleading, by the time
>you add a TV or monitor, and a floppy drive, you're up to about $300.00 +
>which is what comes in a PC system at the very least.. so I think that if
>people has considered their total system price as a basic of comparison
>with prices for software, then paying $40.00 for an application or
>programming language isn't so bad.

And people will gladly pay for quality software. All MS-DOS C
compilers are just loaded with bugs and are s-l-o-w and bulky, but
that doesn't seem to stop people from dropping $300+ to get one
(and I'm not just talking about developers either, but college
students, etc.).

--
James Hague
exuhag@exu.ericsson.se

2629. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 00:19:53 UTC
From: risner@ms.uky.edu
Message-ID: <1992Jul7.201953.18941@ms.uky.edu>
Source record: 110626

tmkk@uiuc.edu (Khan) writes:

>Let's face it, if you're reading text from some remote service, you
>can't read much faster than 2400bps anyway. You'll be pausing and
>unpausing the display far more often so YOU can keep up. And for
>downloading files, the speed of the screen is irrelevant since the data
>goes straight into a memory buffer and then onto disk.

Personally I think you had better go out and buy a 300 baud modem.
I will sell you one; only $75 dollars.

< 9600 is useless.
If you log into a machine many times you are displaying information
you have already read (Menus and such) ans at 2400 it can be a PAIN.

Risner

2630. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 01:26:45 UTC
From: bmarcum@world.std.com
Message-ID: <Br1qoM.3y2@world.std.com>
Source record: 110629

One problem with ^S/^Q is that on a lot of systems, control-S pauses the output, then any character received will start it again, even another ^S, or line noise. And many systems will unpause after a certain number of seconds.

Bill Marcum

2631. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 02:25:28 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <Br1tEH.3w5@news.cso.uiuc.edu>
Source record: 110628

exuhag@exu.ericsson.se (James Hague) writes:

>this would have made a killing. (I really can't believe that
>no one has ever written an integrated assembler/editor/debugger
>for the PC).

Borland comes as close as most people need with Turbo Assembler and Debugger,
and when you couple these two with Brief you have a MUCH better package
than MAC/65 ever was. Now that Borland owns Brief, I wouldn't be surprised to
see Brief bundled with the Turbo Assembler, Debugger, Profiler, and other
tools, and certainly with the next version of Borland C++.

I agree, however, that had Wilkinson switched to the ISA camp back in '86
he'd still have been able to keep doing development tool type packages.
Turbo Debugger didn't come out until 1988 or thereabouts, and CodeView,
like anything else from Microsoft, was way overpriced. OSS had a nice
niche to slide into, had they been interested in beating Borland to the punch.

Ah, well...
--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2632. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 02:27:35 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <Br1tI1.3xH@news.cso.uiuc.edu>
Source record: 110627

exuhag@exu.ericsson.se (James Hague) writes:

>All MS-DOS C
>compilers are just loaded with bugs and are s-l-o-w and bulky

And just when I thought that this group was immune from the childish and
uninformed "PEE-CEE" bashing which is so prevalent in the Amiga groups.

Sheesh!
--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2633. Atari 8-bit system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 02:49:33 UTC
From: ekrimen@wet.COM
Message-ID: <4085@wet.UUCP>
Source record: 110630
Cross-posted to: comp.sys.atari.8bit,ba.market.computers,misc.forsale.computers

I'm posting this for a friend. Reply to me however. I don't know anything about the system other than what's listed here. Would prefer selling the system as a package, i.e. not selling items separately. COD-cash payment is preferred.

FOR SALE

Atari 1200XL
Atari 1050 Disk Drive
Atari 1027 Printer
BMC 12" Monochrome monitor

Manuals and power supplies for above. [He may have original boxes for them, too; I'm not sure. I can find out if necessary. -- Ed]

30-50 disks, most with programs.

Everything's in good working order. [I don't think the stuff has really been used much.]

Best offer plus shipping. [The person who's selling this is in Concord, California, so if you're nearby, you could probably pick it

2634. seedfill in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 06:47:03 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92190.014703JJMCWILL@MTUS5.BITNET>
Source record: 110631

Attached is a seedfill I found by looking in a recommended FTP site
mentioned in COMP.Graphics.

The routine is written in C, and I plan on taking a shot at porting it over
to Action!
Converting the actual code over won't be too hard. The Action! manual shows
how to access to array or records, which is what the Struct array stack is.
I plan on probably using all cards for my y,xl,xr,dy since my virtual page
is larger than a 320x192. But that could be changed to handle just
a gr.8 screen where all the variables except x could be BYTEs.
The problem is memory allocation. The code is working with an array
holding 10000 elements, which if Shorts are two bytes long, means
that it actuallyis 80000 bytes large. Obviously the code was written for
a workstation, or something larger.
I don't think it need to be that big, but there is still the problem of
allocating memory for the thing. Can it be done dynamically in Action?

I think the Toolkit has some allocation routines, but they are pretty poor,
since you have to type a command from the Action monitor, and I would like
this seedfill code to be put in a standalone program that will be compiled
with the Runtime package.

One thought I had was to dedicate a 16K XE type bank to the Stack array.
I think 16K would be large enough for my purposes.

Translating the code from C won't be a problem for the most part, except
for the afore mentioned memory handling problem. But I am afraid that perhaps
the resulting code could end up to be quite slow. Is there a machine language
guru who is looking for a challenge and would like to implement this seedfill
routine in 6502 code?

Jeff McWilliams

code follows....

```
/*
A Seed Fill Algorithm
by Paul Heckbert
from "Grahics Gems", Academic Press, 1990
*/

/*
* fill.c : simple seed fill program
* Calls pixelread() to read pixels, pixelwrite() to write pixels.
*
* Paul Heckbert 13 Sept 1982, 28 Jan 1987
*/
```

```
typedef struct { /* window: a discrete 2-D rectangle */
int x0, y0; /* xmin and ymin */
int x1, y1; /* xmax and ymax (inclusive) */
} Window;

typedef int Pixel; /* 1-channel frame buffer assumed */

Pixel pixelread();

typedef struct {short y, xl, xr, dy;} Segment;

/*
* Filled horizontal segment of scanline y for xl$<=$x$<=$xr.
* Parent segment was on line y-dy. dy=1 or -1
*/

#define MAX 10000 /* max depth of stack */

#define PUSH(Y, XL, XR, DY) /* push new segment on stack */ \
if (sp<stack+MAX && Y+(DY)>=win->y0 && Y+(DY)<=win->y1) \
{
sp->y = Y;
sp->xl = XL;
sp->xr = XR;
sp->dy = DY;
sp++;
}

#define POP(Y, XL, XR, DY) /* pop segment off stack */ \
{
sp--;
Y = sp->y+(DY = sp->dy);
XL = sp->xl;
XR = sp->xr;
}

/*
* fill: set the pixel at (x,y) and all of its 4-connected neighbors
* with the same pixel value to the new pixel value nv.
* A 4-connected neighbor is a pixel above, below, left, or right of
* a pixel.
*/

fill(x, y, win, nv)
int x, y; /* seed point */
Window *win; /* screen window */
Pixel nv; /* new pixel value */
{
int l, x1, x2, dy;
Pixel ov; /* old pixel value */
Segment stack[MAX], *sp = stack; /* stack of filled segments */

ov = pixelread(x, y); /* read pv at seed point */
if (ov==nv || x<win->x0 || x>win->x1 || y<win->y0 || y>win->y1)
```

```
return;
PUSH(y, x, x, 1); /* needed in some cases */
PUSH(y+1, x, x, -1); /* seed segment (popped 1st) */

while (sp>stack) {
/* pop segment off stack and fill a neighboring scan line */
POP(y, x1, x2, dy);
/*
* segment of scan line y-dy for x1<=x<=x2 was
* previously filled,
* now explore adjacent pixels in scan line y
*/
for (x=x1; x>=win->x0 && pixelread(x, y)==ov; x--)
pixelwrite(x, y, nv);
if (x>=x1) goto skip;
l = x+1;
if (l<x1) PUSH(y, l, x1-1, -dy); /* leak on left? */
x = x1+1;
do {
for (; x<=win->x1 && pixelread(x, y)==ov; x++)
pixelwrite(x, y, nv);
PUSH(y, l, x-1, dy);
if (x>x2+1) PUSH(y, x2+1, x-1, -dy); /* leak on right? */
skip: for (x++; x<=x2 && pixelread(x, y)!=ov; x++);
l = x;
} while (x<=x2);
}
}
```

2635. phone

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 09:41:02 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <710603602.F00001@tdkt.kksys.com>
Source record: 110633

to: umn-cs!Chris_F_Chiesa@cup.portal.com
Oh, aint that weird. so your friends phone number is the same as flight line right? That is unusual but coinsidental. Stuff like that just happens.
You live in Rochester, NY? dosnt Bob Puff live there? Do you know him personaly? Hes suposed to make a speech at my atari club meeting next september(SPACE).
Its kindof wierd talking about someone who created the term program im using to type this message!

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2636. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 13:48:45 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul8.134845.10371@exu.ericsson.se>
Source record: 110632

Scott Coleman writes:
>
>James Hague writes:
>
>>All MS-DOS C
>>compilers are just loaded with bugs and are s-l-o-w and bulky
>
>And just when I thought that this group was immune from the childish and
>uninformed "PEE-CEE" bashing which is so prevalent in the Amiga groups.
>
>Sheesh!

Whoa, relax! I *own* a PC and use it almost daily. And I
don't have any major complaints about it. But unfortunately
it seems that it is the acceptable norm for development
software to (1) require a 40 MHz 386 to run at a decent speed,
(2) have many bugs because new versions are released every
few months, and (3) require the purchase of a new bookcase
to hold the manuals. IMO if an assembler requires 500+ pages
of manuals to describe it properly, then something is wrong.

Back to the interesting Atari discussions...

--
James Hague
exuhag@exu.ericsson.se

2637. Re: 8-bit Programming/developing resource text-files

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 17:46:14 UTC
From: greg@godzilla.quotron.com
Message-ID: <1992Jul8.174614.4396@godzilla.quotron.com>
Source record: 110634

James Hague writes:
>Antic Publishing somehow transmogrified into a different
>company which puts out that awful PC Home Journal magazine.
>James Capparell is still in charge, so once again somebody
>could call him up and ask (don't believe anything you don't
>get in writing, of course).

Don't believe anything you DO get in writing, either. James Capparell
is the biggest slimeball I have ever met and little things like
contractual obligations mean nothing to him. My guess would be that
he won't answer any letters about something that doesn't promise to
turn him a profit.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@{duke|godzilla}.quotron.com so I doubt he'd agree with me.

2638. Making a monitor cable - what are the pinouts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 18:12:07 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul8.181207.22246@news.uit.no>
Source record: 110635

My 800XL just arrived and I thought it would be a good idea to hook it up
to my Commodore 1702 monitor.

The problem is that I don't know what the pinouts are! Can somebody please
help be make my cable?

Thanks
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

2639. Custom chip addresses ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 19:04:52 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul8.190452.28920@news.uit.no>
Source record: 110636

I'm looking at some code for the 8bits, but unfortunately it contains lots of addresses with meaningful names.

I know that the soundchip(pokey?) is from $d000-$d00f (coerrect?), but there are lots of references to other $dxxx addresses, and also some $04xx and $0dxx-$0fxx.

Can somebody please send me a short list of the major areas, and how/where to read the joysticks/keyboard?

Thanks!
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

2640. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 22:29:32 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13311@mindlink.bc.ca>
Source record: 110637

> moon!cyberden!phbill@well.sf.ca.us writes:
>
> When flipped back and forth, as well as scrolled 2 color clocks (or even just
> by having two character sets, one left, one right, then flipping location 756
> between the two), you have a (probably somewhat flickery, but none the worse
> for wear) 40 column speed 80 column screen. Still not the greatest LOOKING
> text, but at least it will allow people to bust the 2400 baud 80 column
> boundary.

It would work, but I don't think I could tolerate the flicker for very long.
Your character set will still be as ugly and hard to read (because of the 3x8
pixel limit), but with serious flicker added on top? What prices we pay for
speed. :)

> Applications like ANSITerm can't use this idea because it needs the ability
> to print out all of the graphics characters and then some (I think), so it
> needs a graphics screen.

The Atari has a 256-byte character set. So is the IBM extended character set.
It doesn't require graphics to display all the wierd characters, just a
redefined set.

2641. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-08 22:39:46 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13312@mindlink.bc.ca>
Source record: 110638

> Andrew Huie writes:
> You could try to keep a table of JMP/JSR/branch addresses so you at least
> know where code definitely starts (unless the programmer was generating
> garbage
> in the first place 8-)).

Building a symbol table is a good idea, yup. Allow the user to move back and forth over the code, renaming generated labels to more meaningful ones. Display the binary data as disassembled code, ATASCII, bytes, or words. The user can mark a range and define it as one of those types, and that info is also added to the symbol table. Once in a while the file will have to be rescanned for building new labels, because it makes mistakes until the ranges have all been defined correctly.

2642. Re: Glad to know ya!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 00:02:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JaBmNB13w164w@cyberden.uucp>
Source record: 110643

That system sounds pretty cool. Weak little me has a:
1 stock 1200xl
2 stock 1050s
1 1010
1 xmm801
1 sx212
1 Parrot
1 computereyes

Too many disk fulls of stuff. Damn I need a HD!

If you weren't into games, what did you make? Why'dya leave the 8-bit
community? Whatcha use now??
later
phbill (mr.basic...needing
action! or quick)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 8, 1992

2643. Re: Faster modem needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 00:08:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TkBmNB14w164w@cyberden.uucp>
Source record: 110642

garrick@acsu.buffalo.edu (sean garrick) writes:

All you do is send mail to atari@atari.archive.umich.edu (??) and tell it
to send you files. I'm DEFINITELY not an expert with Bart (the sender
software that the archive uses) and have had alot of trouble w/ it.
Anyways, all you need is to be able to uudecode the files (you can use
YAU.COM (which you get from there.. first you use a BASIC uudecoder to
decode YAU.COM, then just chuck the BASIC one because you wont need it
after that).. or if your site/bbs you use/whatever can uudecode for you,
more power to ya! (the BBS I use can do it.. it's a life(disk!)saver))

Anyways. welcome back. have fun!

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

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July 8, 1992

2644. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 00:17:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4yBmNB15w164w@cyberden.uucp>
Source record: 110644

killer@jhunix.hcf.jhu.edu (Francis J Park) writes:

> What were the premises behind the fkeys on the 1200? I always thought they w
> a cheap shot at the c64, but were there any programs that used them?
>
> Thanks in advance,
> Francis

I'm guessing no- mainly because the 1200xl's were only in production
for...oh...2 months..? The only other 8-bits that had them were the
1400xl and 1450xld, which I believe were never "officially" released.
(tho they'd've been pretty impressive.... anyone know why they dropped
them.... !!-> let alone how much they cost to design!?!?! <-!! esp.
back then! wheew!)

If any was, I'll bet you anything that it was re-made to be compatible
with f-key-less systems (pretty much everything BUT the 1200xl/14//xl's)

I still like changing the character sets, turning off the key-click,
locking up the keyboard, and being able to manually turn off the ANTIC
chip... (AND turn it back on when I'm bored... :))

am I wrong here? if so, whatever became of the f-key software!??

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

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July 8, 1992

2645. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 00:23:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <i0BmNB17w164w@cyberden.uucp>
Source record: 110646

Rick_Michael_Cortese@cup.portal.com writes:

> I believe he's part of a programming team working on an application in C++
> for a UNIX box. He dropped out for a while, but occasionally logs into
> BAAUG's BBS or makes a meeting. He's a little frustrated with the way things

I'll take it you're talking about my idol Bill WIlkinson...??? :)
I chat w/ him alot on BAAUG.
later

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 8, 1992

2646. Re: Character set + player/missile memory layout - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 00:55:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qqDmNB18w164w@cyberden.uucp>
Source record: 110645

Well.. I hope nobody minds the post:

Here's all ya ever wanted to know about character sets and p/m's.. (well, just the basics...) (btw: we'll do it IN basic)

The character sets seen on your display are set by a pointer location at address 756. Normally, it's 224. If you want the international character set, you change it to 204. Most people usually choose to set their character sets relative to the top of RAM (address 106 points to that). I usually choose 16 pages above it. (you'd say "CH=(PEEK(106)-16)*256" and then set the pointer with "POKE 756,CH/256") It'd be a bit tough to stick a character set within string memory, because they move around alot. They're also not always sitting EXACTLY on a page (if it didn't matter, you would POKE 2 pointers (LSB,MSB format) to the character set. That'd be pretty nice for scrolling all the characters around... but why would you want to do that?) BTW: another note: in normal text mode, if the pointer points above the page that the character set sits at anywhere from 1 to 3 pages (not positive about this) the character set will not change. If it's in GRAPHICS 1 or 2 mode, then the non-text window characters will become the 2nd half of the character set (uppercase = lowercase, control characters replace a bunch of the punctuation/#s, etc.) when you move the character set pointer 2 pages. (ie, POKE 756,226 would give you lowercase...spaces would be hearts, etc.))

Anyways... you're right about how characters are made.. You'll need alot of practice or a chart to figure out what characters sit where. Space is character #0, not #32 like in AtASCII. (this is just like when you POKE/PEEK to screen memory.. if that info. helps you). I'll take it you also know how to make multicolor characters, so I wont get into that either.

Now for player/missles. They're a bit more complicated.
(getting out his notes on the subject...)
Your first job is to find yourself some free RAM. You can do this just like with the character set. You might need an extra 4 pages (1K) if you use the hi-y-res mode. (Xx192 instead of Xx96 for resolution).
Here's the steps in setting up the p/m's:
find free RAM
POKE 54279,freepage this location works alot like the character-set pointer at 756
POKE 559,46 or 62 this depends on the res. 46 is low, 62 is high
remember that you can still adjust the other
bits of 559 to set playfield, etc.etc.etc.
but 46 and 62 I believe are equivalent to 559's

default of 34, except with the p/m bits on
POKE 53277,3 this turns on the players (I'm not sure what
any other values do to it.. 0 is off, default)
POKE 704+sprite,color location 704 is the color register of player 0
as well as missle 0 (unless you have the missles
set up as a 5th player.. I forget how to do this-
all I remember is that it's color becomes the
same as color 3 at location 711)
POKE 53256+player,width this sets the width of each player (note: sprite
(player/missle) values are from 0 to 3! not 1-4!)
0 = normal, 1 = double and 3 = quad (2=normal)
POKE 53248+player,pos. this sets the X-position of the players. it
ranges from 0 to 255. 48 being leftmost, right
where the playfield starts (inside the left
border) and the playfield is given a width of 160
(just like med.res graphics) and if you dont want
the player going off into the right border,
you've got to calculate where it goes into it,
because it all depends on it's width.
POKE 623,priority this selects the priority (who goes over who
when two players/missles overlap each other
and/or the background) See Mapping the Atari
for more details, or ask me and I'll post/mail
the info. I believe 17 is normal. (???)

Now for making the players (I won't get into details about missles,
because they get complicated). Here's a memory map of who goes where
when you have location 54279 set to the variable "PM":

double-line res (559 set to 46):
PM -------------
^ | |
| | un-used |
| | |
v |___________|
PM+384 |M3|M2|M1|M0| - the missles.. hard to explain...
^ | | | | |
v |__|__|__|__|
PM+512 | player #0 |
^ | |
v |___________|
PM+640 | player #1 |
^ | |
v |___________|
PM+768 | player #2 |
^ | |
v |___________|
PM+896 | player #3 |
^ | |
v |___________|
PM+1024

As you can see, each player is 128 bytes long. This spans from above the top of the screen, to below the bottom of the screen. Pretty tall players, eh? Their only flaw (?!) is the fact that they can only be 8 bits (1 byte) across! (geez. reminds me of the Amiga's tall sprites!)

in single-line res., the unused stretches ALL THE WAY down to PM+768, where the missles start. In this mode, (since the p/m have twice the resolution) the p/m's are 256 bytes long. The missle stretch from +768 to +1023
player 0 : +1024 -> +1279
player 1 : +1280 -> +1535
player 2 : +1536 -> +1791
player 3 : +1792 -> +2047

When you want to move a player up or down, you have to rewrite all of it's bytes (not ALL 128 or 256, unless the actual image within the player is that big!... just the image's size, remembering to erase above and below it, as not to leave a trail). In double-res mode, the 1st byte of pixels to appear below the top border start at PM+offset (see above) + 16. And, you guessed it! :) In single-res mode, it's +32!

Well.. I hope this taught you at least a little. It's help me get through the hell we call player/missles. (hell at least in BASIC! :)) Some nice effects if you need less than 4 players is to mix players together to make them either wider w/o loosing resolution (quad looks disgusting!) or have more colors, if you can create the byte values correctly. I suggest getting a good player/missle editor. I believe someone on the Net was working on one...?

Well.. that's my $.2 on the subject. good luck

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

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July 8, 1992

2647. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 00:57:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZTDmNB19w164w@cyberden.uucp>
Source record: 110648

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> Gee, walking around all day saying it doesn't really matter is kind of
> depressing if you ask me. It's like walking around saying all you've
> accomplished is pointless, because the sun is going to explode eventually
> anyway... yikes... does he still have an 8 bit, or does he consider it
> a forgotten part of his past?
>
> Jeff

Naw. He doesn't have an 8-bit anymore. He has an ST. He still helps
out (very nicely.. he still writes like he used to for Compute!) when
someone asks for help w/ the 8-bit. Amazing how much he remembers,
seeing as he's been programming about 500,000 lines of C lately! wheew!

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 8, 1992

2648. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 00:58:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7VDmNB20w164w@cyberden.uucp>
Source record: 110647

YOU CALL THAT ROOM! Geez. I'm glad I haven't got an 800xl! hehe.
Yeah. Do you have any docs. on adding a PBI? later

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

_____
July 8, 1992

2649. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 01:41:07 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jul8.204107.11697@miavx1.acs.muohio.edu>
Source record: 110640

In article <92188.123747JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> I still hope Bob Woolley will make either a really small floppy interface
> board, or IDE controller board, because then I can mount a floppy or
> HD inside my 1200XL. That would be great. That is one of my biggest turnons

I could really go for a cheap way to hook up standard drives! (I am
a poor college student, after all!)

> about the machine, there is actually some room in there to throw in homebrew
> circuitry. Hook up an external +5V power supply, and remove the internal
> AC->DC conversion stuff, that huge heatsink, and the RF box, and you have
> even more room.

I was just inside a friends 1200XL and was surprised about all the
room. I thought about getting a hold of a broke 1200XL and either a
800XL or 600XL (would prefer a 600) to stick inside the 1200 case. Then
you would have the PBI and a whole lot more room!!

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}((((((((((((((({{{{{{{{=======--------

2650. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 01:43:10 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jul8.204310.11698@miavx1.acs.muohio.edu>
Source record: 110639

In article <61643@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
> Hey gang, here's a cool thought for some future generation of Atari 8-bit
> reincarnated dream machines... I just read in Digital News this week that
> somebody (HP?) has come out with a 1.21 meg hard drive that is about 1" by
> 1" by 2". Yes, that's INCHES. The damn thing is about the size of a match-
> box. Development calls for a 5meg, 10meg, and 20meg unit with similar di-
> mensions within the next few years; it's targeted at putting HDs into hand
> calculators.

It's called the "kittyhawk" drive, and its produced by HP, although
Citizen actually does the manufacturing. The way I read about it in Byte
was that it was already a 20 meg unit.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))){{{{{{{{=======--------

2651. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 02:19:19 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61744@cup.portal.com>
Source record: 110641

Re: James & Jeff. I asked Bill why he didn't come out with an Action! for the ST & he replied something like, "Consider Personal Pascal an Action! derivitive for the ST"
I've got Turbo C 1.5 & ran it from a 1.4 meg floppy. I'd agree it's not as much fun as Action!, but remember: We can do something stupid with an Atari & just hit the reset key most of the time & our source code is still sitting there. The slighest mung on an IBM & it's reboot time. I've frequently managed to get the sucker to not even respond to ^<ALT><DEL>!

2652. Re: 8BIT TO IBM

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 04:29:58 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05g3@abcd.Houghton.MI.US>
Source record: 110651

YES! There is a way for an IBM drive to read/write an 8-bit Atari disk. Several translators are available from GEnie or Compuserve. Most require the Atari disk to be in MYDOS single sided, double density format. Most also offer the choice of translating to/from Atari EOL ($9B) and CR/LF character sequences at the time of transfer. Yes theycan also move non-text file formats between the machines, but of course the code cannot be run except on the machine it was written for. Back in the bad ole days, I used to do this all the time. You can even move datafiles using the DIF format between the machines (if the software on both machines supports DIF files).

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2653. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 04:33:35 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05g9@abcd.Houghton.MI.US>
Source record: 110652

There is a software only 80column term program for the 8bit called
"Term80". Better yet it is in the public domain. It only supports upto
9600 bps and needs a monochrome monitor to have a useable display - but it
works quite well and is very cheap.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2654. gif pictures, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 06:45:20 UTC
From: tac10@isuvax.iastate.edu
Message-ID: <1992Jul9.064520.11367@news.iastate.edu>
Source record: 110650

What is the format of a binary 'gif' file? Are there any
utilities for translating them into some atari displayable format?
Someone loaned me their spiffy printer, and if I knew the
way binary picture files were formated, I could write something
to print them, or crunch them into some 8bit display, or show
only parts... I have no experience with downloading and displaying
images of any sort; but this old 800 is just a tool waiting to
be used. Please give me any information you can.
Paul

The fact that there is so much support and information available
for the 8bits is quite amazing to me. Im not anachronistic, but
if the old Impala still runs and gets me from place to place, why
buy a new one?

2655. Atari 850 specifications

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 08:43:55 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul9.084355.10877@sactoh0.sac.ca.us>
Source record: 110505

From an Atari Product Catalog, circa 1982, here is some blurbs
about the 850 and the serial ports.

Features
* Direct serial interface to ATARI Home COmputer
* Programmable
* Four serial interface ports for use with the ATARI 830 Acoustic
Modem and other EIA RS232C-compatible peripherals: All have Send
and Receive data signals. Port on has five additional control
signals (Data Terminal Ready, Data Set Ready, Clear to Send,
Request to Send, and Carrier Detect). Data Terminal Ready and
Data Set Ready signal readiness on ports 2 and 3. 20mA current
loop is connectable on port 4 for teletype.
* 8-bit parrallel (Centronics type) interface port for use with
ATARI 825 80-column printer
* Automatic telephone answering when used with an appropriate
modem.
* Full duplex operation
* Programmable Baud rate on any port, including 75, 110, 134.5,
150, 300, 600, 1200, 2400, and 9600 bits per second. Baudot
speeds of 60, 66, 75, and 100 words per minute.
* Baudot support for radio-teletype (RTTY).

Hope this is useful.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

2656. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 12:26:13 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jul9.122613.28986@usenet.ins.cwru.edu>
Source record: 110653

stupid question: What the heck is a Newell Fast Chip?
I've never noticed that you can add something like this to the
8bit Atari.

Marek Tomczyk
uj1g@dkauni2.bitnet

2657. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 13:58:42 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <362202od19.O01@JUTS.ccc.amdahl.com>
Source record: 110508

>stupid question: What the heck is a Newell Fast Chip?
>I've never noticed that you can add something like this to the
>8bit Atari.
>
Its a chip that replaces your standard floating point chip that claims to
do floating point math much faster than the standard chip.

2658. Anybody using UNIX?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 14:14:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.091413JJMCWILL@MTUS5.BITNET>
Source record: 110506

There is a ftp site 128.112.128.1 which has some source code for three
books: Graphics Gems I, II, and III. Unfortunately, the files
are names filename.tar.Z and when I transferred one to my IBM mainframe
account, it was garbage. SO I suspect the files are compressed somehow.
I also suspect somebody on a UNIX machine can uncompact them, and I am
wondering if there are any UNIX account users out there who would be willing
to do me the enourmous favor of converting the files to ASCII and emailing
them to me. The files are just supposed to be C source code.
I got most of the Files from Gems I, because they were available as
either ASCII or compacted files, but the other two books they decided to
compact the files.

Many, many many thanks in advance.

Jeff

2659. Archive reorg

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 14:28:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920709142812.4.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 110512

Archive watchers may notice a bit of turmoil going on in the 8-bit section on ATARI.ARCHIVE.UMICH.EDU. I decided that atari/8bit/ was getting too big (mostly when the FTP server started croaking trying to do directory listings) so I've started creating subdirectories and moving things into them. For starters, I'm creating things that are fairly analogous to the ST directory, ie telecomm/, utilities/, etc. If anybody has better ideas about how to organize things, send 'em to me. Sorry for the confusion, hopefully I'll have this settled in a couple days.

2660. Announcing the Classic Atari Game Collectors Digest

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 14:52:44 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul9.145244.8754@infonode.ingr.com>
Source record: 110507
Cross-posted to: rec.games.video,comp.sys.atari.8bit

```
ANNOUNCEMENT:

The Classic Atari Game Collectors Digest
is now available by mailing list subscription.

This is a semi-erratic newsletter for
Classic Atari Game Collectors, Traders, and Users.

Systems covered include the 2600/5200/7800/XEGS.

To subscribe, send email to Ted Drude (drudetb@ingr.com)

Submit articles, comments, etc. to Ted Drude (drudetb@ingr.com)

If there is enough interest, we may cross-post the newsletter

to rec.games.video. Send your comments to email address above.

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2661. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 15:21:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.102116JJMCWILL@MTUS5.BITNET>
Source record: 110509

In article <1992Jul8.204107.11697@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
> I could really go for a cheap way to hook up standard drives! (I am
>a poor college student, after all!)
>
Yeah, I hear you there!

>
> I was just inside a friends 1200XL and was surprised about all the
>room. I thought about getting a hold of a broke 1200XL and either a
>800XL or 600XL (would prefer a 600) to stick inside the 1200 case. Then
>you would have the PBI and a whole lot more room!!
>
Yeah, but then you gotta mess with bringing out all the ports,
and wiring up the keyboard.... but it would be neat!

Jeff

2662. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 15:23:36 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.102336JJMCWILL@MTUS5.BITNET>
Source record: 110510

Bob Woolley just wrote in the Latest SLCC Journal about doing a 2.5" HD
in the Atari 1200XL. Sounds like he is serious, he is wiring up an EEPROM
to the D600-D7FF area, which is gonna hold his HD code. I guess the drive
he is talking about is about the size of a pack of playing cards. Not bad.
He says the drive, was it 10 or 20 meg? Anyway, it was about $120.00,
for IDE, and he hopes the entire modification should cost around $200.00.
Boy, what I wouldn't do to scrape up the 200 bucks!

Jeff

2663. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 15:26:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.102640JJMCWILL@MTUS5.BITNET>
Source record: 110511

Rick,

Hmm, interesting note about Personal Pascal. It is nice that the 8 bit is pretty crash proof. If I had to program on an IBM, in ML, with my awful style, Heck, I'd probably end up bringing it to its knees quite regularly.

:)
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
"Atari 8-bit die hards never run out of power"

You never know what you've got until you've lost it.

2664. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 16:10:51 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jul9.161051.10931@usenet.ins.cwru.edu>
Source record: 110513

John Ferrell Jr. writes:
>Its a chip that replaces your standard floating point chip
>that claims to do floating point much faster than the standard
>chip

wait a moment!
Do you mean this is a new version of the ROM chip with rewritten
floating point routines?

Marek

2665. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 17:26:36 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <43mu02Cz19O901@JUTS.ccc.amdahl.com>
Source record: 110518

```
>>that claims to do floating point much faster than the standard
>>chip
>
>wait a moment!
>Do you mean this is a new version of the ROM chip with rewritten
>floating point routines?
>
>Marek

Yes. It is supposed to speed the routines up.
It is for the 400/800.
```

2666. Trade Atari 400 for Intellivison, 7800, Colecovision?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 17:33:25 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <n37rij0@zola.esd.sgi.com>
Source record: 110514
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I have an Atari 400 that I would like to trade for an
Intellivision, Atari 7800, or Colecovision system and/or
software.

I have many books, programming manuals, and productivity
software for the Atari. I also have cartridge and disk
games for the Atari that I'm willing to part with, as well.

Note that the Atari 400 has four controller ports, making
it an ideal machine for running M.U.L.E. (unfortunately,
I am not parting with my copy of the game!).

If there is interest, I will make a list of everything
I have available. I'd like to find people willing to
make a deal before I go through the effort of categorizing
all of the stuff I have.

I might also be interested in selling stuff outright,
though I would really like to trade.

thanks,
m.

--
Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

2667. Re: Making a monitor cable - what are the pinouts?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 17:45:41 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61793@cup.portal.com>
Source record: 110516

Congrats on the 1702, I've had one for years & it's never skipped a beat.
From Mapp'n the Atari, looking at the connector from the back:

3 1
5 4
2
1=>composite lum
2=>ground
3=>Audio
4=>composite video
5=>Composite Chroma

2668. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 17:55:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61794@cup.portal.com>
Source record: 110517

I recall having trouble getting it to run. For compatability with carts, I think about the only thing you can do is get another OS chip. There's only about 3 or 4 things I remember not being able to run. Demon Attack, Attack on Epgyx (?) Four, GORF. The translator will only run with software that lets you boot DOS (For a cart) or is a disk file itself. Nobody recomends pulling/pushing carts with the power on, but a lot of people do it.

2669. Re: Trade Atari 400 for Intellivison, 7800, Colecovision?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 17:56:05 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <n38grac@zola.esd.sgi.com>
Source record: 110515
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <n37rij0@zola.esd.sgi.com>, portuesi@tweezers.esd.sgi.com
(Michael Portuesi) writes:
|> I have an Atari 400 that I would like to trade for an
|> Intellivision, Atari 7800, or Colecovision system and/or
|> software.

I forgot to mention in my first "forsale" message that
the Atari 400 has a special 48K memory board installed. This is
important, as several games require that much memory, and
the 400 is normally limited to 16K memory.

Please send email if you are interested.

--
Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

2670. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 19:03:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.140304JJMCWILL@MTUS5.BITNET>
Source record: 110519

The Newell Fastchip is a rewritten portion of the OS that handles floating point. In the 800, there is actually a separate ROM just for this code, if I remember correctly, so the original was dubbed the Fastchip.
The fastchip routines were also included in the two OS alternatives that Newell Industries offers for the XL/XE computers, the Omnimon XL and the Omniview 256 chip. The fastchip routines claim to gain up to 500% speed over the standard routines.

Jeff McWilliams

2671. Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 20:46:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-07-09-13:46:40.78*UJ1G"@DKAUNI2.BITNET>
Source record: 110654

Recently I've aquired an old cartridge with the game Demon Attack
from Imagic. It was really cheap (less then 1DM) but came without
any docs and boxes. I've tried to plug it into my 130xe but it
didn't work. Now I'm not sure if the cartridge is defective or
if it just requires the old operating system.
Anybody knows what's wrong?
BTW: I've tried loading the Translator disk prior to inserting
the cartridge. Now the whole screen turned to red accompanied by
rubbish on the screen but nothing else happened.

Another question: what do you think about inserting cartridges
while the power is on? Is it dangerous for the computer?
I know the newer version of the operating system is supposed to
check if a cartridge has been inserted during the system's VBI
in order to jump though the "cold boot" vector.
This doesn't work either. Inserting a cartridge causes the system
to lock up, there is no power up routine afterwards.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2672. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 21:43:47 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul9.214347.17772@exu.ericsson.se>
Source record: 110521

Jeff McWilliams writes:
>
>The fastchip routines claim to gain up to 500%
>speed over the standard routines.

Remember that there is a downside as well. Atari BASIC uses the
floating point routines for everything, especially the fp-to-integer
routine; many timing dependent BASIC utilities and games will run too
fast. (I know it seems like a minor point, but there are a lot of such
programs out there.)
--
James Hague
exuhag@exu.ericsson.se

2673. TI phone number?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 21:53:09 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.165310JJMCWILL@MTUS5.BITNET>
Source record: 110520

It is what is says, anybody got a phone number for Texas Instruments?

How about the company that makes the 65xx chips, Rockwell I think it was
wasn't it?

Jeff McWilliams

2674. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 23:39:59 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.183959JJMCWILL@MTUS5.BITNET>
Source record: 110522

Marek,

Newell's fastchip is anything but new. It's been out for years.
The fastchip routines were then incorporated into the XL operating
system chips he also sells. I remember reading a review of one of
the fastchip products in Analog long ago, and in there they posted
some comparitive benchmarks.

For the person who just told BASIC to add some numbers, try giving
it a real workout, like multiple iterations of taking a FP number
to a power, square root, division, multiplication, etc.
The addition routine may not have been as improvable as the other routines
in the OS.

Jeff

2675. Parallel Bus Standards

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-09 23:43:41 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92191.184341JJMCWILL@MTUS5.BITNET>
Source record: 110523

I haven't heard much along the lines of developing the PBI standard
we talked about here a week or so ago. I would be willing to
create a file containing the following information, to help people
come up with a standard..

1090XL preliminary specifications
Antic 4 part series on the Parallel Bus, including some large pic files
that print out the schematics
The Analog article on the parallel Bus
A commented disassembly of the OS ROM PBI handler code, sent to me by
Bob Woolley. Basically, he ran a disassembler on it, and commented
in Pen next to the printout to explain what was going on.

Back when I suggested that there be one register, containing an interrupt
bit for each expansion board plugged into the PBI. The 1090XL specs
in one sections states that $D1FF is the device select mask, but by reading
to it, you read a register as described above, where each bit corresponds
to an interrupt generated by its respective Parallel Bus Device.

The 1090XL docs are somewhat confusing, as it starts out being just
a backplane with some decoding, and by the last revision, it is actually
an intelligent device itself, with a microprocessor and RAM/ROM and
stuff. I talked to the person on Genie who posted the specs, as he
owns a 1090XL, and he said his didn't even include a printer port or the
two Rs232 ports that were stated in the earliest specs, so I guess by the
end the couple 1090's that were made were just dump backplanes or something.

Oh, Bob Woolley is talking about adding a ROM to his IDE parallel bus
hard drive, which would contain the handler code for the bugger.
He is gonna take up all of $D600-$D7FF. That is just about all the
register memory available for the PBI. Meaning a person doing this mod.
wouldn't be able to add our standardized Parallel BUS expansion box.
The only other place is
$D100-$D1FE. Unless there is a way to utilize the block of memory
at D500-D5FF. I read that this is a cart enable line or something.
Could that be further decoded, so that only one address is for the
cart enable, and the rest is free to wire up some hardware I/O
stuff? Of course along the same alongs, as long as I am talking
about getting decode happy here, the $D300-$D3FF block
could be fully decoded. Currently the PIA resides here, being
only partially coded so that any write to the D3xx writes to
one PIA register or another.

I realize there may be some legalities involved in reproducing the
Analog and Antic stuff, but I am willing to take the chance of mailing
such a file to a few people in there is genuine interest in it.

I don't think I will get killed for such an act, as long as I give credit to the sources. Or would I?

Jeff McWilliams

2676. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 03:37:22 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <61828@cup.portal.com>
Source record: 110524

Marek Tomczyk writes:

>Recently I've aquired an old cartridge with the game Demon Attack
>from Imagic. [...] I've tried to plug it into my 130xe but it
>didn't work. Now I'm not sure if the cartridge is defective or
>if it just requires the old operating system.
>Anybody knows what's wrong?

I believe I have also had problems running Demon Attack on my 800XL.

>BTW: I've tried loading the Translator disk prior to inserting
>the cartridge. Now the whole screen turned to red accompanied by
>rubbish on the screen but nothing else happened.

This also sounds familiar, but I can't comment on the details of EXACTLY
what is happening. I've never had, or taken, the time to investigate here.

>Another question: what do you think about inserting cartridges
>while the power is on? Is it dangerous for the computer?

I've been doing it for years and have never done any noticeable damage
to any of the computers or carts...

>I know the newer version of the operating system is supposed to
>check if a cartridge has been inserted during the system's VBI
>in order to jump though the "cold boot" vector.
>This doesn't work either. Inserting a cartridge causes the system
>to lock up, there is no power up routine afterwards.

I wasn't aware that the check-for-cartridge-during-VBI had anything
to do with jumping through the "cold boot" vector. I CAN confirm that
"hot-plugging" (inserting with power on) a cartridge into the 800XL
always causes the system to lock -- but if you load up the Translator, i.e.
get the "original 800" OS back in place, and are careful to plug the
cartridge STRAIGHT in, so that all pins engage simultaneously, you can
do it and retain control of the system. (It helps if the system is
running a tight, do-nothing ML loop, with all interrupts disabled, at the
time you plug the carridge in. This tight loop should check a console key
(START, e.g.) and restore interrupts and return control to you if it sees
that key. This way you can fire up the tight loop, ram the cartredge in, hit
START (or whatever), and regain control of the system with the cart now
mapped into memory. You're after looking into Demon Attack code, I assume
;-). I assure you, it CAN be done this way.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2677. Re: 8bit emulation on the ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 14:13:27 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05gz@abcd.Houghton.MI.US>
Source record: 110525

I agree with Darek in so far that the ST is a completely different architechture than the 8-bit machines and therefore the only way to run 8bit code is to develop an emulator - which was successfully done, right Darek?
(As Darek said the entire 80x86 cpu line IS still an 8086/8088, no emulation required.)
Now the thing is, the 680x0 line has more than enough horsepower to "waste" emulating the 8bit (the 6502, ANTIC, 130XE and other supporting chips), and especially the newer chips in the line have the speed to run at full 8bit speed. But I doubt it was worth Atari's effort - however, their mistake was in making it legally impossible for someone else to do so. I feel they could have made a couple bucks on royalties at no expense to ST sales or software development.
Lets face it, the Tramiels had NO vested interest in the 8bit machines. They really wanted to bring the Amiga to market (which was designed by a team originally under contract to the old Atari), and had to do some quick peddling to develop the ST when the Amiga slipped away from them. Just my opinion, but I don't think Jack ever wanted to seriously compete with his first success - the VIC20/C64 line.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2678. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 15:32:27 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jul10.153227.14793@usenet.ins.cwru.edu>
Source record: 110526

This Newell Floating Point chip brings me to another question.
Would it be possible to make a 'software version' of that chip?
You could boot a disk with some FP routines which than hide under
the OS-ROM and simply replace the old routines.
I know that writing new FP routines isn't an easy task, not to
say a lifetime job, but you could just start with some routines
and do the rest when you've some spare time. The new routines
weren't limited to space available in this few KB of FP-ROM
You could simply make a jump to somewhere else in the RAM area
with more KB available for more capable FP routines.

Marek

2679. Re: 8bit emulation on the ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 16:00:40 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul10.160040.20077@exu.ericsson.se>
Source record: 110527

Jim Johnson writes:
>
> Now the thing is, the 680x0 line has more than enough horsepower to
>"waste" emulating the 8bit (the 6502, ANTIC, 130XE and other supporting
>chips), and especially the newer chips in the line have the speed to run at
>full 8bit speed.

You need a whole lot of processor power to emulate something as
"simple" as the Atari graphics hardware. Think about it: one
write to a single memory address on the lowly Atari 400 can cause
the entire screen to change. If it could be done, then it would
be easier to program PC clones using the Atari 8-bit emulator
than to just use their native graphics capabilities...
--
James Hague
exuhag@exu.ericsson.se

2680. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 17:57:59 UTC
From: barry@sphynx.NoSubdomain.NoDomain
Message-ID: <1992Jul10.175759.14330@infonode.ingr.com>
Source record: 110528

In article <1992Jul10.153227.14793@usenet.ins.cwru.edu>, bn137@cleveland.Freenet.Edu (Marek Tomczyk) writes:
|>
|> This Newell Floating Point chip brings me to another question.
|> Would it be possible to make a 'software version' of that chip?
|> You could boot a disk with some FP routines which than hide under
|> the OS-ROM and simply replace the old routines.
|> I know that writing new FP routines isn't an easy task, not to
|> say a lifetime job, but you could just start with some routines
|> and do the rest when you've some spare time. The new routines
|> weren't limited to space available in this few KB of FP-ROM
|> You could simply make a jump to somewhere else in the RAM area
|> with more KB available for more capable FP routines.

Have you heard of Turbo Basic? It's a PD version of BASIC for the XLs that probably does just what you describe- it's a lot faster than regular BASIC in almost all respects, including floating point calculations. (And it does use the RAM under the operating system.)

2681. Re: Character set + player/missile memory layout - info wante

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 18:39:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qoLPNB6w164w@cyberden.uucp>
Source record: 110530

Rick_Michael_Cortese@cup.portal.com writes:

> doing things like converting a micro Illustrator .PIC to a character set.

Wouldn't this take up the same amout of memory? You'd us a multiple DLI
to change the ch.set pointer down the screen at certain points to get a
full screen.. The thing is, you'd probably set the DLI every 3 lines
(chset=128 characters, 3 lines=120 characters)... that means you'd need
24/3=8k already! That's more than a GR.15 screen!! Unless of course you
made some sort of utility that utilized the ability to use one character
more than once, but that'd be hard. I suppose for Koala type pics (with
the dithering) it might save a little space, but I think that pic ->
chset'd only be good for say a small picture on a text screen or
something.

This is just from what I know. Is there really a good use for
pic->chset'ing???

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 10, 1992

2682. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 18:44:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HwLPNB7w164w@cyberden.uucp>
Source record: 110531

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> Just what did happen to him at OSS? I musta missed out on that one.
>

1) I'll ask him about it.
2) I don't even recall that he worked for OSS..?? err.... no!
1 thing I didn't know about him..

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 10, 1992

2683. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 18:46:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <k1LPNB8w164w@cyberden.uucp>
Source record: 110533

exuhag@exu.ericsson.se (James Hague) writes:

> I second the wish that Bill W. would write a column or book
> or something.
> --
> James Hague
> exuhag@exu.ericsson.se

Hehe.. I'll tell him that! :) Yeah... how about his biography!? :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 10, 1992

2684. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 18:49:00 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <D5LPNB9w164w@cyberden.uucp>
Source record: 110532

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> Hmm, I think Bob Woolley is currently toying with a 2" 40 meg hard drive
> or something... drooling over putting it in even a 130XE or 800XL, because
> it is so small. Heck, I could squeeze one of those and a 3.5" floppy
> into a 1200XL! Just need the hardware/firmware to access the stuff...
>
> J.

I'd settle for a 3.5" in the top of the thing. Like the 5.25" on the old
1450xld. Did that thing come in two versions: 1 drive and 2 drives??
From the old pic. in an Atari Age from back in..well..the Atari ages
(hehe - close to the last ice age...sorry) it had 1 on the right and
..well... an empty space on the left..!? I think I saw a pic.of one w/ 2
drives..

or was that just a dream??

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 10, 1992

2685. Re: 800(xl) software needed.....

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 18:54:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <uDmPNB10w164w@cyberden.uucp>
Source record: 110534

You said you were in desperate need for software.
Well.. if you really want, I could give you the names/addresses of all
the 8-bit s/w sellers I know of...but my first suggestion is to figure
out the atari-archive. It's a place accessable by ftp or you can send
mail to it for it to send you files!! wowee. It's sorta as if c.s.a.8
was a message base on a bbs, and the archive was the file area. Anyways-
mail to "atari@atari.archive.umich.edu" and in the body of the message
write "help". It'll mail you back w/in 24 hours w/ a help file.

Welcome back. Sorry to hear about the loss.

Btw: another good resource is BBSs. I've gotten most of my newer
software from BBSes. I've only purchased a few programs (years ago!).

Hehe. I could start a PD library! well.. maybe not. :)

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 10, 1992

2686. Re: 80-column

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 18:57:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RimPNB11w164w@cyberden.uucp>
Source record: 110535

bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) writes:

> (note, the scroll's fast - the print routine's the slow part!!) :)
That's why I thot of the "80 column on a text screen" idea. 1/2 byte
poking is a slow deal.
why've I gotten no comments on this idea!? is it really all that
bad!?!?!? <sob sob>

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 10, 1992

2687. Colorizer 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 19:08:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <u1mPNB12w164w@cyberden.uucp>
Source record: 110536

I've completed and am nearly finished bug-testing Colorizer 1.0.
Would anyone out there like to test it for me? It lets you add color to
Graphics 9 images. It loads Graphics 9, APAC-2, Prizm and APAC files and
saves APAC-2, Prizm, and APAC files. The screen is displayed in APAC-2
mode (80 x 96 x 256 colors) and switchable to a half & half mode which
has the color data on the top of the screen and the b/w data on the
bottom and has two cursors.

Drawing commands include:
draw
line
ray
outline
fill
circle
ellipse
replace

other commands include:
global replace
clear color data
capture screen to undo buffer
rewrite captured screen from undo buffer

it also has the following menu screens:
status (informs all the info. you'd wanna know as well as letting you
adjust some of the info.)
save (lets you set the save-mode, save-name, and of course save the file)
replace (sets the replace/global replace values)
dos interface (lets you do a disk dir, and delete, rename, lock, and
unlock files)

The program has been written to be pretty foolproof. It's very versatile
and once you get used to it, it's pretty easy to use. If a certain key
does a certain command one place, it does it everywhere else as well.

Anyways... anyone who has TurboBASIC XL's runtime package and a few b/w
images they wanna color are welcome to test it. I might not even need
testers, but I decided I'd plug the program anyways. ;)

It requires at least 32k (possibly 48k??) and an XL/XE. The final
package will include:

full docs.
Main program (compiled TurboBASIC XL)
TurboBASIC XL's runtime package

demo. pictures

Thanx for any interest. This program's been fun to make (so far
:)). My first version was 0.1 (I made it about a week ago) and the new
version (which I started from scratch yesterday-only took about 8-10
hours to make/test) is 1.0. Still more features are planned for later
versions, but I'm not going to get to those for a while.

later-on Bill Kendrick

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 10, 1992

2688. Re: Parallel Bus Standards

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 19:41:44 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61861@cup.portal.com>
Source record: 110529

I've been doing some shopping & some of my assumptions about IDE connectors was wrong. They make 50 pin & 64 pin devices, so you couldn't use IBM proto cards W/O putting a spacer in or something. Prices for connectors is $1.29 for 50 pin, $2.99 for 64 pin, so I'm not really shure that should be the way to go. Maybe, since the decoding has been done on the 1st connector, you wouldn't need the upper 8 bits of address lines so they could become CS logic for the next 8 boards. Glad to here about Bob & the IDE drives, I haven't made it to a meeting for about 6 months <g>. Shouldn't be a major problem since Bob always includes source code, it could just be relocated or boot from floppy with it loaded in ram. I found a source of Apple 50 pin W/W boards for $9.95. I'm really leaning that route for now.

2689. Re: 8BIT TO IBM

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 23:40:08 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul10.234008.28897@ucsu.Colorado.EDU>
Source record: 110537

In article <Jim_Johnson.05g3@abcd.Houghton.MI.US> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
>YES! There is a way for an IBM drive to read/write an 8-bit Atari disk.
>Several translators are available from GEnie or Compuserve. Most require
>the Atari disk to be in MYDOS single sided, double density format. Most
>also offer the choice of translating to/from Atari EOL ($9B) and CR/LF
>character sequences at the time of transfer. Yes theycan also move
>non-text file formats between the machines, but of course the code cannot
>be run except on the machine it was written for. Back in the bad ole days,
>I used to do this all the time. You can even move datafiles using the DIF
>format between the machines (if the software on both machines supports DIF
>files).
>
I wonder with the new GEMULATOR and then ATARI 8 Bit emulator for the ST,
if a person could run ATARI 8-BIT software on the PC.

2690. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-10 23:44:12 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul10.234412.29316@ucsu.Colorado.EDU>
Source record: 110538

In article <92191.140304JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>The Newell Fastchip is a rewritten portion of the OS that handles floating
>point. In the 800, there is actually a separate ROM just for this code,
>if I remember correctly, so the original was dubbed the Fastchip.
>The fastchip routines were also included in the two OS alternatives that
>Newell Industries offers for the XL/XE computers, the Omnimon XL and the
>Omniview 256 chip. The fastchip routines claim to gain up to 500%
>speed over the standard routines.
>

Is there any place that may still have these chips? I have a 800xl that
I would like to add some jazz to.

2691. Pilot cart. wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 00:49:43 UTC
From: tom@felix.filenet.com
Message-ID: <18808@fritz.filenet.com>
Source record: 110539

My son has 'discovered' my old Atari 800. He likes programming in
Basic. I was wondering if anyone had the Pilot language cartridge
and manual they would be willing to sell?
I would also be interested some other game cartridges, too.
Cartridges will have to do, since my old Rana disk drive only works sometimes.

Thanks,
Tom Lockwood
tom@filenet.com or ...!hplabs!felix!tom

2692. T1000 demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 05:14:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <o4eqNB7w164w@cyberden.uucp>
Source record: 110541

Mike Todd was nice enough to download and uudecode my T1000.ARC file (which was a bit screwed up), fix it (by adding a fresh copy of RUNTIME.OBJ to it), adding DOS to it, DiskComming it up, uuencoding it, and mailing it to the archives.

So now if you didnt want it before because you had to WORK to get IT to work, never fear, it's up good old Atari@atari.archive.umich.edu.

(thanks mike!)

enjoy.

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 10, 1992

2693. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 05:29:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92193.002901JJMCWILL@MTUS5.BITNET>
Source record: 110540

Chu,

Yes, Newell Industries still sells two Operating system ROMS, the Omniview 256 and the Omnimon XL. The first has a built in 80 column E: handler, similar to what you get when running vt10squared, Omnicom, or Kermit65.
It also has a built in Ramdisk handler for Newell 256K upgrades, and a monitor program called ATRMON, which was used for running CPM on the ATR8000 in 80 columns.
My friend uses it for his ATR8000 is CPM every now and then and he really likes it.
The Omniview 256 also uses the older 800 version of the OS, to solve those compatibility problems with some software. It also can automatically copy the OS into the RAM under the OS ROM area, for whatever reason you would want to do this.

The Omnimon XL chip is also an 800 OS, and has a very nice machine language monitor/debugger built in.

The address phone number is as follows:

Newell Industries
P.O Box 253
Wylie, TX 75098
214-442-6612

Jeff McWilliams

2694. GIF viewer for Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 08:39:43 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul11.083943.18768@sactoh0.sac.ca.us>
Source record: 110543

I have an (old) program (1988) that lets you view GIFs on an 8 bit.
Titled AT8GIF it can be an AUTORUN.SYS program. Looking at the
screen (I booted up the 800XL- I use my Megas more) it will let you
convert a GIF to a Micropainter (non-compressed, non-Koala format)
picture, change horizzontal and vertical ratios, enlarge or reduce
the image.

This can be found (?) on CompuServe.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file #####################

2695. Re: Colorizer 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 08:53:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <78oqNB4w164w@cyberden.uucp>
Source record: 110542

Colorizer 1.0 is finished and I'll see if I can >somehow< get it onto the archive. (this'll be only my 2nd upload there- I won't even be uploading it! ;) (thanx again Mike! :))) I hope someone gets some use out of it.
later

_____9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

July 11, 1992

2696. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 15:34:28 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <97B502L019rQ01@JUTS.ccc.amdahl.com>
Source record: 110544

Ok, I wrote a more complex fp function and the results were more conclusive.
the Newell Chip 13sec, Atari 31.5sec. Thats 2.42 times faster.

```
10 for x = 1 to 100
20 a = 1.2345/2.3456*3.4567+a~1.0123
30 ? a
40 next a
```

One interesting thing though, the Newell Chip didn't stop with error 11
when it reached overflow like the Atari Chip did. It just wraped.
How can Newell get away with this? And isn't this bad?

2697. Re: Pilot cart. wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 16:13:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61911@cup.portal.com>
Source record: 110545

Try B&C @(408)986-9960, I think they had both Pilot & Logo for about $20 each. These are probably new in box. They have just about every cart ever made for the 8-bit, prices range from $5 to $25 for games. They will probably send you a catalogue if you ask, so you won't run upp your phone bill.

2698. To dawn scotting

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 18:44:15 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207111843.AA04871@brachot.jct.ac.il>
Source record: 110546

```
- to dawn scotting -
Your address seems to remain inaccesible... What to do? :-)
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2699. News access.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 18:46:36 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207111846.AA04880@brachot.jct.ac.il>
Source record: 110547

```
Anybody know of a place I can Telnet to and get UseNet access? This means
direct access to places like comp.sys.atari.8bit. I am NOT talking about
the info-atari8 digest! I mean some freenet computer that has Usenet.
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2700. How much Atari 800 worth? / Sources for programs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 20:23:38 UTC
From: odenm@prism.CS.ORST.EDU
Message-ID: <1992Jul11.202338.3876@CS.ORST.EDU>
Source record: 110548

I am considering selling my Atari 800 set up. I loaned it out for a couple of years and had forgotten about it. I would like to keep it but I have no real use for it. So if someone could give me an idea how much it is worth, or would like to make an offer...

Atari 800 48k:
Power Supply
Indus GT 5.25" Disk Drive: (Black)
- Single or Double Density (90k/180k)
- Two Digit LED: displays Unit#, Track#, and DOS Error Codes
- Front Panel Buttons for "Protect" "Drive Type" "Track" and "Error"
Cable
Power Supply
Manual
Rugged Carrying Case / Shipping Container (Black)
Software:
BASIC Computing Language Cartridge (CXL4002)
DOS XL w/Manual
GT Albert E. Spread Sheet w/Manual
GT Data Manager w/Manual
A few other programs

Also, if I keep it, I would like to find sources for software. I know the atari archive is a good source, but I don't know if I can tranfer it to my Atari. (If you have details on transferring from an IBM 5.25" 360k drive to the 90k/180k format please send them).

-Miles Oden

2701. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-11 20:25:07 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jul11.202507.23143@vpnet.chi.il.us>
Source record: 110553

In article <"92-07-09-13:46:40.78*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>Recently I've aquired an old cartridge with the game Demon Attack
>from Imagic. It was really cheap (less then 1DM) but came without
>any docs and boxes. I've tried to plug it into my 130xe but it
>didn't work. Now I'm not sure if the cartridge is defective or
>if it just requires the old operating system.
>Anybody knows what's wrong?
> ....
>Another question: what do you think about inserting cartridges
>while the power is on? Is it dangerous for the computer?
> ....
>Marek Tomczyk

A few years ago I bought a used game cartridge, "Astro Chase." It _did_ come with a manual, but wouldn't work on my 130XE. I suspected that the program in the cart was incompatible with the XL/XE OS, and when I asked about this on Delphi, someone told me about a translator program called UltraFix/XL, and someone (perhaps the same person) uploaded it to Delphi. (I think the file was TRANSX.??) This translator runs cartridge based programs that are incompatible with the XL/XE OS. But the catch is, after running the program and pressing the HELP key (if I recall correctly), and the screen turns green, you have to then insert the cartridge. I played the game several times this way, until I asked Matt Ratcliff (also on Delphi) if inserting the cartridge with the power on really was dangerous to the cartridge and/or the computer. I knew that _removing_ a cart with the power on was not a good thing to do. Matt told me that neither inserting nor removing a cartridge with the power on should be done. He said his son (?) pulled a cart out of an 8-bit with the power on, and the computer needed serious repair after that. (I don't remember any more details.) So I gave up playing the game and sold the cartridge (got a whopping $.50, yep fifty cents, for it - seems few folks in our user group have old 400/800s these days). Inserting a cart with the power on may not be _as dangerous_ (may be more likely to damage the cart than the computer), but why take the risk?

Nick DiMasi
nickd@vpnet.chi.il.us
Delphi: TURBONICK

2702. Re: GIF viewer for Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 00:25:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <gDwRNB5w164w@cyberden.uucp>
Source record: 110484

Yeah. I have AT8GIF also. It was the first viewer I got. It's DEFINETLY not very good UNLESS you have some 320 x 200 + resolution mono images. It did it's best with the RGB'ing. This was before APAC was talked about in ANALOG magazine. If you want a kick-ass GIF viewer, get Jeff Potter's APACView (v.2.3 is the latest I believe). It converts them to 256 colors in 80 x 96 mode as well as letting you make Pryzm and Interlaced APAC pictures (80 x 192 x 256) and viewing them AND luminence only (grey shade) or color only 80 x 192 x 16 pics >AND< red-only, green-only, and blue-only pics. so you can use Colrview (another of Jeff's programs) to see them in 80 x 192 x 4096 or 160 x 192 x 64 mode.

Very good program. He also made a program to view Amiga IFF (ILBM) files called ILBM Read. I've made a program to colorize 16 grey shade pics. into color in 80 x 96 x 256 (APAC) mode which'd be good if you dont like the colors you get in the GIF. It's also GREAT if you have ComputerEyes. It's called Colorizer (currently v.1.1) and'll hopefully soon be up on the archives as well. (hehe btw: I think all 3 of Jeff's programs I mentioned are there.. I got them from BBSes here and there as well as him via uuencoded mail)

BTW: Jeff- ever going to make it load up different screens from GIFs? If I ever get Frame Maker working, you might be able to view multiple-screen GIFs really fast (no conversion needed). It might just get me to work on this program! :)

later

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 11, 1992

2703. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 00:26:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <DFwRNB6w164w@cyberden.uucp>
Source record: 110482

jwf10@ccc.amdahl.com (John Ferrell Jr) writes:

> One interesting thing though, the Newell Chip didn't stop with error 11
> when it reached overflow like the Atari Chip did. It just wraped.
> How can Newell get away with this? And isn't this bad?

Perhaps the chip has a settable mode? I'm just guessing- I've never
seen/used one of them.

___________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 11, 1992

2704. ugh. now it's at 1.1!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 00:30:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5LwRNB7w164w@cyberden.uucp>
Source record: 110485

I made a REALLY dumb mistake which ended up in an occasional program abort w/ Colorizer 1.0. It's up to 1.1 w/ no extra features, but it does work a tad bit better. I might also redo the Docs. (at least split them into two files so I can load them correctly into AtariWriter+ ... btw: anyone know how to set margins on TextPro!? :) - I have no Docs for the thing!!)

I'll see if I can convince Ed Krimen or Rick Cortese(sp?) whom I know from BBSes here in sunny CA. to upload it to the archives since BobTerm's being a naughty little terminal and cant upload huge ASCII's correctly.

Anyways.. END OF NEWSFLASH!
bill

```
____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_________________________________
July 11, 1992
```

2705. Making ColrView images w/ ComputerEyes

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 00:39:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B2wRNB8w164w@cyberden.uucp>
Source record: 110483

Jeff Potter described to me what types of filters are good for making ColrView images using ComputerEyes, but I looked around a little (calling a few camera centers, etc) and couldn't find any PLUS I know that they're going to be expensive. Anyways- has anyone had any luck with 3d glasses!?!? :) It came to me yesterday that there are three types of 3d glasses. Dark/Clear, Red/Blue and Red/Green. If I were to get a pair of the Red/Blue and Red/Green then I'd have all 3 colors needed: red, green, and blue! BUT: I'm not sure if they'll exactly work right and except for a few REALLY small photos that I want to make into ColrView pics, 3d glass lenses aren't the best choice. Is there anywhere where I can get LARGER strips/sheets (not HUGE, of course!) of red, green, and blue clear-plastic (not sure of the techincal term for 3d glass lenses!)??? Especially for a REALLY nice and low price ;). I suppose if worse comes to worse I can just capture a grey shade and colorize it, but I've not been the best at doing lips and just last night I saw a REALLY nice ColrView picture of a scene from that old Dire Straights video (damn forgot the name!) I've also made a few nice looking ColrViews from GIFs, but that's sort of useless since I've yet to see a GIF with more than 256 colors which APAC handles w/o using up 24k! :)

ANYWays.. any suggestions? Are "professional" color filters really in fact cheap, and this fear of expense is just a dilusion? :)

thanx in advance

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 11, 1992

2706. Re: How much Atari 800 worth? / Sources for programs?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 02:24:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <61950@cup.portal.com>
Source record: 110549

Just an opinion, not to hurt your feelings, but I bought 2-800's from a local wharehouse for $15 each & they still have one with basic, Star Raiders, & Pac Man for $20. You can get a recon'd one for less then $60. The Indus is probably worth $40 to $80. You may get offers as low as $20, but I wouldn't take less then $40 if I was you. Mino problem with Indus they became Future Systems which I think isn't around or supporting some of the older stuff (???). Once it breaks, it's broke.
Rick

2707. Inserting cartridges with power on (was Re: Demon Attack cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 03:20:25 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <1992Jul12.032025.27596@constellation.ecn.uoknor.edu>
Source record: 110550

In article <61828@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Marek Tomczyk writes:
>
>>BTW: I've tried loading the Translator disk prior to inserting
>>the cartridge. Now the whole screen turned to red accompanied by
>>rubbish on the screen but nothing else happened.
>
>This also sounds familiar, but I can't comment on the details of EXACTLY
>what is happening. I've never had, or taken, the time to investigate here.

Often, the case is that the cartridge overwrites $D301, which of course instantly wreaks havoc with XL/XE high memory space (e.g. the operating system). It seemed common practice in many programs I saw to initialize all hardware registers via code such as:

```
LDX #0
TXA
LOOP: STA $D000,X
STA $D100,X
STA $D200,X
STA $D300,X
INX
BNE LOOP
```

(Wow, I thought I'd forgotten 6502 mnemonics.) The STA $D300,X is the culprit in this example. STAR RAIDERS, I believe, has code of exactly this sort. Changing the $D300 to $D302 (so that $D301 is safely skipped) often solves the problem.

>>Another question: what do you think about inserting cartridges
>>while the power is on? Is it dangerous for the computer?
>
>>I know the newer version of the operating system is supposed to
>>check if a cartridge has been inserted during the system's VBI
>>in order to jump though the "cold boot" vector.
>>This doesn't work either. Inserting a cartridge causes the system
>>to lock up, there is no power up routine afterwards.
>
>I wasn't aware that the check-for-cartridge-during-VBI had anything
>to do with jumping through the "cold boot" vector.

I looked at this code once in the 800XL OS. (Unfortunately I've forgotten the address). The code in the VBI calculates a checksum every 1/60th of a second and stores it somewhere in low memory. If the computed checksum differs from the value in low memory, then a cartridge was inserted. If this is the case, it sets the computer to cold boot when RESET is pressed,

and jumps into an infinite loop so that any executing program halts.

>I CAN confirm that
>"hot-plugging" (inserting with power on) a cartridge into the 800XL
>always causes the system to lock

Agreed; see above.

>-- but if you load up the Translator, i.e.
>get the "original 800" OS back in place, and are careful to plug the
>cartridge STRAIGHT in, so that all pins engage simultaneously, you can
>do it and retain control of the system.

Actually, I've found that it's better NOT to insert the cartridge straight in, but to tilt it to the RIGHT as you're inserting it, so the rightmost pins engage first, then push on the left side to engage the pins quickly from right to left:

(forgive crude ascii art)

```
/\
push /c \
/ / a \ push right side in first, then quickly
/ / r \ apply pressure leftwards
| / / t /
|__ / /
/ /
============================================================
| FRONT OF COMPUTER |
============================================================
```

Hope this helps.

Norman Lin
norlin@uokmax.ecn.uoknor.edu / norlin@129.15.20.2

2708. More about INIT and RUN (was Re: Timeout for a philosphical question!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 03:43:08 UTC
From: andrewh@panix.com
Message-ID: <1992Jul12.034308.21731@panix.com>
Source record: 110552

```
One more thing about the INIT and RUN addresses: after the two bytes for the
INIT address is loaded, the computer automatically does a JSR to that address.
If the computer eventually encounters an RTS from that, DOS then resumes
loading (or else it goes back to DUP.SYS or whatever). On the other hand,
the RUN address is used only after the file is loaded. What's peculiar is
that SDX is breaking the rules when no INIT or RUN address is specified --
the "normal" behavior (of 2.0) should be to simply return to DOS.

.
```

2709. Re: Inserting cartridges with power on (was Re: Demon Attack cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 04:00:11 UTC
From: sourada@iastate.edu
Message-ID: <sourada.710913611@vincent1.iastate.edu>
Source record: 110551

In <1992Jul12.032025.27596@constellation.ecn.uoknor.edu> nlin@alliant.backbone.uoknor.edu (Norman Lin) writes:

>In article <61828@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

>>I CAN confirm that
>>"hot-plugging" (inserting with power on) a cartridge into the 800XL
>>always causes the system to lock

>Agreed; see above.

I have "hot-plugged" cartridges into both my 800XL and 130XE with success. I've done it both while at the DOS prompt and while in a debugger, so I don't think the code in the VBI caused a problem. (Incidentally, I don't think it would be calculating the entire checksum in that code, that would be ~40k cycles per VBI. Maybe I'll have a look at that code...). I've actually done the old trick of saving a cartridge to disk and reloading it from a file.

>Norman Lin
>norlin@uokmax.ecn.uoknor.edu / norlin@129.15.20.2

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

2710. col80.obj v1.1

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 13:01:48 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207121301.AA20131@brachot.jct.ac.il>
Source record: 110554

```
Hi guys,
I have a newer, rehacked ver of col80 in the archive.
Should be called "col80.obj" in atari/8bit/new at the archive.
If the file you get, when binary loaded says "ver 1.1" it means bingo,
if not it means John Dunning didn't put it yet. Download again later.
This ver has a better ch-set, removes stupid bugs (the prompts, a strange
block character instead of the "insert" char, "tab" nt doing anything etc.)
Please, notify bugs direct to me, NOT to c.s.a.8.
The reason is that I don't read c.s.a.8, only the digest, and very
infrequently.
Bye!
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2711. Re: Inserting cartridges with power on (was Re: Demon Attack cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 14:15:03 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.710950503@vincent1.iastate.edu>
Source record: 110455

In <sourada.710913611@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>I have "hot-plugged" cartridges into both my 800XL and 130XE with success.
>I've done it both while at the DOS prompt and while in a debugger, so I
>don't think the code in the VBI caused a problem. (Incidentally, I don't
>think it would be calculating the entire checksum in that code, that
>would be ~40k cycles per VBI. Maybe I'll have a look at that code...).
>I've actually done the old trick of saving a cartridge to disk and
>reloading it from a file.

There is a way to get the disk to boot with a cart inserted,
and therefore eliminating the need to "hot-plug" the cart.
The os checks a couple of addresses in the cart to verify
if it is a cart, and to see whether to boot. if you disable
one of the data lines from the cart (how is up to you),
you can fool the os into thinking there's no cart.
Then you can save it to disk, or whatever you need to do.

later,
--
Todd Greenfield
tgreen@iastate.edu

2712. Re: Inserting cartridges with power on (was Re: Demon Attack cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 15:26:36 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <1992Jul12.152636.9286@constellation.ecn.uoknor.edu>
Source record: 110456

In article <sourada.710913611@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>(Incidentally, I don't
>think it would be calculating the entire checksum in that code, that
>would be ~40k cycles per VBI. Maybe I'll have a look at that code...).

Good point; however, if I remember correctly, it only calculated a checksum on the upper part of the cartridge memory. It's been years since I touched my 800XL, so this may be wrong.

Norman Lin
norlin@uokmax.ecn.uoknor.edu / norlin@129.15.20.2

2713. Inserting cartridges with power on (was Re: Demon Attack cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 15:52:54 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <1992Jul12.155254.11249@constellation.ecn.uoknor.edu>
Source record: 110457

In article <1992Jul11.202507.23143@vpnet.chi.il.us> nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
>I asked Matt Ratcliff (also on Delphi) if inserting the cartridge
>with the power on really was dangerous to the cartridge and/or the computer.
>I knew that _removing_ a cart with the power on was not a good thing to do.
>Matt told me that neither inserting nor removing a cartridge with the power
>on should be done.
>Inserting a cart with the
>power on may not be _as dangerous_ (may be more likely to damage the cart
>than the computer), but why take the risk?

I couldn't find the article, but Bill Wilkinson (of former Optimized Systems Software) wrote a regular column in COMPUTE! magazine called "Insight: ATARI." One of these columns covered this very topic. (The particular issue was one of the later ones, in the days when COMPUTE! seriously started to 'thin out', though as I said I couldn't find it just now.)

He says it's fine to do this, at least on XL machines. He said that if it would cause serious (or any) damage, why would Atari have made the 800/600XL's with the cartridge sticking out of the top where any 4-year old could knock it out of place? Why didn't they cover the cartridge slot up as they did with the 400/800, unless it was safe to remove/insert cartridges with power on?

This reasoning does not, as you see, apply to the 400/800, since the cartridge door normally powered off the computer before you could insert/remove a cartridge; however, from personal experience, I've done it with no problem.

On the other side of the coin, an old issue of "Creative Computing" had an "Outpost: Atari" column about this same subject. I only saw the article briefly, so I can't remember if it was talking about inserting cartridges with power on with the XL series or with the old 400/800. Whichever it was, though, I remember seeing the words "potential," "spike," and "zap" in the article. To be honest, though, I usually took "Creative Computing" articles with a grain of salt. I had a bad experience building their light pen and diddling with it for weeks before deciding it simply didn't work. Years later I happened upon the correction article in the library while browsing back issues of the magazine. Sigh.

(shrug) Believe what you will, and use at your own risk...

>Nick DiMasi
>nickd@vpnet.chi.il.us

>Delphi: TURBONICK

Norman Lin
norlin@uokmax.ecn.uoknor.edu / norlin@129.15.20.2

2714. Re: 800XL monitor help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 17:25:11 UTC
From: rkim@CALSTATELA.EDU
Message-ID: <199207121725.AA02949@opus.calstatela.edu>
Source record: 110458

In article <61793@cup.portal.com> Rick writes:

```
|
| Congrats on the 1702, I've had one for years & it's never skipped a beat.
| From Mapp'n the Atari, looking at the connector from the back:
|
| 3 1
| 5 4
| 2
| 1=>composite lum
| 2=>ground
| 3=>Audio
| 4=>composite video
| 5=>Composite Chroma
|
```

Fine, except the 800XL didn't have a Chroma (pin 5) signal hooked up.
You then had two choices...

1) Reroute the jack from composite video (pin 4) to the Chroma input.
Simple, but don't expect terrific results.

2) Build a real, working Chroma (pin 5) signal. Here's one that's
worked quite well for me...

```
3 1

5 4 R 64
| +--/\/\/---....
| 2 .01 mF |
+-------------------------||-------+
| R 97
+--/\/\/---....
```

Attach a ceramic disc capacitor to the spot where R64 and R97
are connected. Then attach the other end of the capacitor to
pin 5 of the monitor jack. (I bought one from Radio Shack,
part no. 272-131)

Hope this helps,
Rich K.

email > rkim@opus.calstatela.edu

2715. To dawn scotting

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 17:33:22 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207121732.AA21604@brachot.jct.ac.il>
Source record: 110459

```
To dawn scotting:
Please tell me your address in numbers (4 numbers seperated by dots.)
It gives me a "no address associated with name" meaning it knows the name
but not the address. I don't know why.
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2716. Re: News access.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 19:58:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jul12.195842.213@usenet.ins.cwru.edu>
Source record: 110460

In a previous article, bruck@BRACHOT.JCT.AC.IL (Itay Chamiel) says:

>Anybody know of a place I can Telnet to and get UseNet access? This means
>direct access to places like comp.sys.atari.8bit. I am NOT talking about
>the info-atari8 digest! I mean some freenet computer that has Usenet.
> -Itay

You can telnet to the Cleveland Free-Net at freenet-in-{a,b,c}.cwru.edu.
Type "go usenet" once logged-in. You will not be able to post to Usenet
until you get your own Free-Net account, but you can read all newsgroups as
a first-time guest user.

Not only that, but you can join the Free-Net's Atari SIG at the same
time! (go atari).

Watch for a press release announcing the NEW Cleveland Free-Net Atari SIG
featuring an EXPANDED 8-Bit Computers Support Area to be posted here soon.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2717. The DFxx block.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 21:16:16 UTC
From: a644690c@edinboro.edu
Message-ID: <0095D78F3EBA9C40.20804E22@edinboro.edu>
Source record: 110464

> [Stuff deeleted........]
> On the 800xl at least any access to the $D500-$D5FF pull CCTL low.
> It's built onto the board that way. I do not know what the line is
> used for though. Could someone please explain and list the cartridges
> that use it. If no cartridges use it then the $D5XX area is up for
> grabs.
> [More stuff deleted.......]

Sparta DOS X uses this area. SDX is probably the best DOS I have ever seen
for any PC (except UNIX or *maybe* OS/2). SDX uses this area a lot to bank
the Cart. and access its built in CAR: device. If ICD would ever relese
any specs., people would be able to develop software that remained compatable.
Frankly.... My Atari 800xl _became_ a PC when I obtained SDX.

> Andrew Hansford
> ahansfor@wpi.wpi.edu
>

-Adam Conover.

2718. test

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-12 21:40:44 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <1992Jul12.214044.4577@usenet.ins.cwru.edu>
Source record: 110461

. . .

2719. Term80

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 03:34:47 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05hu@abcd.Houghton.MI.US>
Source record: 110463

To: mtu.edu!.utk.udu!gatherings

(Sorry, I don't have access to private mail)

In response to your question on finding the public domain software only 80column terminal emulator Term80, for the Atari 8bit:

I'm really not certain what Atari 8bit files are available through the network. One source for Term80 is the St. Paul Atari Computer Enthusiasts (SPACE). It is available as one of the club's Disk of the Month. You can contact SPACE very easily via their BBS at 612-488-5973.

The software requires an 800XL with at least 64K or newer machine. The disk also includes Read80, which allows the user to read ASCII text files, which have been "printed to disk" with no more than 80 columns per line, on the screen.

Although both of the above are software only packages, a composite monochrome monitor is needed for legible 80 column text. Most televisions or color monitors will be too fuzzy.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2720. Atari monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 04:42:37 UTC
From: killer@jhunix.hcf.jhu.edu
Message-ID: <1992Jul13.044237.26103@jhunix.hcf.jhu.edu>
Source record: 110462

I once had a Recoton 5-pin monitor cable which had pinouts to both a chroma and a luma input...but unfortunately, I lost the cable. Since I've been reading c.s.a.8, I've revived my flagging interest in the Atari, and as a result, I'm looking for a monitor cable, preferably for a chroma and luma connection, although I'll settle for the old CX17 (I think) cable if I can get one. I just need one...

Thanks in advance...

--

Francis Park Internet: killer@jhuvms.hcf.jhu.edu
S-1, Pershing Rifles, Co E, 8th Rgt WWIVLink: 106@14055

2721. Re: col80.obj v1.1

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 10:46:00 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92195.054600JJMCWILL@MTUS5.BITNET>
Source record: 110469

I ftp'ed to the archive just a few minutes ago, and I didn't see even the old version of the col80.obj program. Has anyone else seen this on the archive? Or did John just not post it there yet.

Jeff McWilliams

2722. Function Keys

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 12:04:10 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92195.070410JJMCWILL@MTUS5.BITNET>
Source record: 110471

Someone asked for me to post the 1200XL function key upgrade modification for XL/XE computers, so here it is.

This is from Michigan Atari Magazine, October 1987.
By Charles Cherry, reprinted from ABACUS, August 1987.

You all know that I love to cut up my computers and solder in all kinds of weird things. To me the word hacker refers to violent physical activity. I know that not all of you feel the same way. You like computers that work. Well I've found the perfect modification for XL and XE owners to get their feet wet.

I was reading a letter to the Editor of Current Notes (the newsletter of the Washington, D.C. area users) from Roger Tolbet of Ozark, Alabama. It seems he grafted a 1200XL keyboard into an 800XL and discovered the 800XL operating system supports the 1200XL function keys! "So what," I hear you say. "No one ever wrote any software for the function keys." True. But the function keys do some pretty interesting things all by themselves. Like controlling the cursor. No more holding down the control key. I immediately opened my brother's 256KXL (formerly an 800XL), drilled four holes in it for push buttons, and wired them in.

It works like a charm. This is something I have to have. Guess what. It works on my 320XE (formerly a 130XE) too. Here's how to do it.

Get four normally open push button momentary switches (Radio Shack 275-1547 -- $2.69 for 4). Decide where you want to put them. I put them in a diamond shape above the CONSOL keys of my brother's XL. I put them on the side of my XE. Open up your computer and take off the metal RF shield. Install the buttons. Find U24 and U25 on the XL. I don't know the chip numbers on the XE, but they are easy to find. They are 16 pin chips and are near where the keyboard connector attaches to the motherboard. They should say 4051 somewhere on them. Use the one closest to the front of the computer as U25 and the one behind it as U24. Wire the buttons as follows:

Button U24 U25
Up 1 4
Down 12 4
Left 1 5
Right 12 5

[I did this on a 600XL, and moved from pin 12 to pin 13 on U24 to make it work... Jeff]

(each button connects to both chips. One contact connects the indicated pin on one chip, the other contact connects to the indicated pin on the other chip.)

This is a real easy project and the rewards are great. I encourage you to try it.

[See either the 1200XL addendum to the Atari 400/800 Technical Reference Notes, or the revised edition of Mapping Atari for details on what the function keys do. In Mapping the Atari, see the XL/XE Appendix under memory location 96 and 97.

Does anyone have a copy of the article to graft a 1200XL keyboard onto an 800XL?

Jeff
]

2723. ANTIC & a question

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 12:04:54 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92195.070454JJMCWILL@MTUS5.BITNET>
Source record: 110472

Does anyone have specs on the Antic chip?

What I am wondering is this:

Most public domain memory upgrades don't allow for true 130XE compatibility. What I mean by this is that you can't tell just the Antic chip to see the extended memory, or just the CPU to see extended memory. The two implementations I've seen are as follows:

ANTIC always follows the CPU... RamboXL and other PD upgrades

ANTIC always sees main memory...Newell with optional switch installed

What would it take to design an upgrade which was truly 100% XE compatible in this regard. I am actually thinking of using a second PIA for BANK control, but the hardware design would be the same as if it were done as $D301, just that I would have more bits to select, and thus more banks available, by using a separate PIA port. Of course, it also means that RAMDISK handlers would have to be patched, etc. No big deal, just replace the occurrences of "$D301" with "$D3xx".

I know that Antic takes over the BUS via DMA control to access the display list and screen memory, so is there just like a DMA line that can be watched, and then LOGIC designed to watch for either CPU or Antic memory access, and depending upon the Address range, and the setting of the CPU Bank Enable Bit and Video Bank Enable bit; make sure that the propery memory appears on the bus?

On a further note, are there any articles that go into the theory of how the standard 256K upgrade works? Like what the pinouts are of that MMU chip that the RamboXL and other PD boards plug into, and how the signals are used to produce a 256K upgrade. I've seen the original Claus Bucholz article entitled "The Quarter Meg 800XL" from Byte Magazine way back when, but not even it goes into how it really works, so that somebody could modify or improve upon it. Perhaps having a SAMS manual or something would be of help to me, but at moment I can't afford to pick one up, and they are probably going fast.

Jeff McWilliams

jjmcwill@mtus5.cts.mtu.edu

2724. Re: The DFxx block.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 12:08:52 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92195.070852JJMCWILL@MTUS5.BITNET>
Source record: 110465

Adam,

Agreed, SDX has a lot of goodies in it, that make it pretty much the best
DOS to work with, now if we could only get those specs!!!

Jeff McWilliams

2725. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 12:37:08 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jul13.123708.25606@usenet.ins.cwru.edu>
Source record: 110466

Could someone please upload the UltraFix/XL translator to the
archive. I'd like to try if Demon Attack will work with this
translator.
Thanx

Marek Tomczyk
uj1g@dkauni2.bitnet

2726. Re: Atari monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 12:40:49 UTC
From: fontana@condor.cis.ohio-state.edu
Message-ID: <1992Jul13.124049.3583@cis.ohio-state.edu>
Source record: 110467

killer@jhunix.hcf.jhu.edu (Francis J Park) writes:

>I once had a Recoton 5-pin monitor cable which had pinouts to both a chroma
>and a luma input...but unfortunately, I lost the cable. Since I've been
>reading c.s.a.8, I've revived my flagging interest in the Atari, and as a
>result, I'm looking for a monitor cable, preferably for a chroma and luma
>connection, although I'll settle for the old CX17 (I think) cable if I can
>get one. I just need one...

I don't have any kind of reference handy. I always thought the 5-pin DIN
connector offered: chroma, luma, composite, sound, and ground. Is this
true? If you do in fact have separate chroma and luma output, how simple
would it be to connect it to the SVHS input of a VCR? Has anyone done this
already?

Mark

2727. Re: Inserting cartridges with power on (was Re: Demon Attack cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 12:54:02 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jul13.125402.27008@usenet.ins.cwru.edu>
Source record: 110468

```
It has been a very long time since I've been looking at the
VBI code, but I'm not sure if calculates any checksums to
check if a cartridge has been inserted.
All I remember is just writing a non-zero and non-$FF value
to the address where the cartridge is expected.
Then the OS simply reads the same location and compares it
with the written value. If it turns out to be the same
than you've RAM and no cartridge. You can't change somethig
that is written in ROM.

It would be like the following:

LDA #$AB ;just a random value
STA $8000 ;cartridge area (not sure)
CMP $8000 ;check if STA changed something
BNE CARTRIDGE--> ;cartridge inseted
.
. ; else
.

This is at least the way _I_ would do it.

It doesn't take much time.

Marek Tomczyk
uj1g@dkauni2.bitnet
```

2728. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 13:23:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jul13.132300.28661@usenet.ins.cwru.edu>
Source record: 110470

In a previous article, bn137@cleveland.Freenet.Edu (Marek Tomczyk) says:

>
>Could someone please upload the UltraFix/XL translator to the
>archive. I'd like to try if Demon Attack will work with this
>translator.
>Thanx

There is a file called translat.arc, have you tried it?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2729. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 14:13:59 UTC
From: bbs@neb
Message-ID: <1992Jul13.141359.28461@neb>
Source record: 110480

I have an 800xl w/256k and omniview but havent yet been able to figure
out how to make use of the omniview functions. How do I go about getting
the 80 column display, etc..?? I got a word processor (OMNIVIEW or
something), but it doesnt seem to want to load properly. It loads about
3/4 ways then locks up with two atascii diamonds on the screen.

Posted by BBS User: James King

2730. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 14:57:59 UTC
From: tmkk@uiuc.edu
Message-ID: <BrC1Kn.GD6@news.cso.uiuc.edu>
Source record: 110473

In article <61636@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>As regards ^S/^Q handshaking between the Atari and a Unix system, or between
>anything else and a Unix system, which "works at 1200 but doesn't cut it
>at 2400:" It sounds like there's some "typeahead buffering" going on on that
>Unix system, such that by the time the Atari (or whatever) sends that ^S,
>the Unix system has already buffered up a slew of characters and it is,
>literally, TOO LATE to stop them from spewing forth. The usual solution to
>this is to have the Atari (or whatever) send that ^S BEFORE its buffer actu-
>ally fills up, and to have the Unix system (if possible; I don't know Unix
>very well) reduce the size of ITS output buffer,

Exactly - in other words, it's a configuration problem. Reducing the
UNIX machine's output buffer and/or increasing the Atari's input buffer
should do the trick.

> (PS - Hey Khan, Portal "doesn't support" signature FILES, either -
> I sign 'em BY HAND. ;-))

Hey, whatever roasts your weenie. ;-)

2731. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 14:58:09 UTC
From: tmkk@uiuc.edu
Message-ID: <BrC1L0.GE9@news.cso.uiuc.edu>
Source record: 110474

In article <1992Jul7.201953.18941@ms.uky.edu> risner@ms.uky.edu (James Risner) writes:
>tmkk@uiuc.edu (Khan) writes:
>
>>Let's face it, if you're reading text from some remote service, you
>>can't read much faster than 2400bps anyway. You'll be pausing and
>>unpausing the display far more often so YOU can keep up. And for
>>downloading files, the speed of the screen is irrelevant since the data
>>goes straight into a memory buffer and then onto disk.
>
>Personally I think you had better go out and buy a 300 baud modem.
>I will sell you one; only $75 dollars.
>
>< 9600 is useless.

My, aren't we being elitist?

>If you log into a machine many times you are displaying information
>you have already read (Menus and such) ans at 2400 it can be a PAIN.

Is this your personal definition of "useful?" If so, it's a rather
limited one. Hoo-Ray for you if you can afford a 16.8KBPS modem
(although if you're using it on an Atari I doubt you're using the full
bandwidth the modem is capable of), but the vast majority of modems in
use today are still 2400BPS or less.

2732. Atari monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 15:14:57 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207131514.AA01654@brachot.jct.ac.il>
Source record: 110475

```
Aw, come on! I picked up a fully compatible monitor cable in a local
electronics shop! It's pretty much a standard - you only have to
describe it correctly to the shop's owner.
Just say, in one side there's a 5pin DIN plug, and on the other side
four wires, using the middle pin as ground. You should get the right
type - and you do NOT have to build it yourself!
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2733. RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 15:30:23 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207131529.AA01761@brachot.jct.ac.il>
Source record: 110476

```
If you want to keep your sanity ok, do NOT I repeat do NOT get a 300
baud modem!!!!!! It takes a full THREE SECONDS to write a full 80-column
line!! This means... hmm... 3*25=75.. 75 SECONDS TO WRITE A FULL SCREEN!
And I'm thinking of getting news... Ha! The only way I read news is
downloading the Digest onto a disk (at jct - not with my modem)
and reading the disk at home!
It's clearly not useful for anything except, er... well... nothing,
actually, unless you have unlimited time on your hands!! (and your
wallet!)
Ah... I needed that!! :-)
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2734. News access

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 15:37:02 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207131536.AA01790@brachot.jct.ac.il>
Source record: 110477

```
Nope - cleveland free-net doesn't let me read news.
I have to apply for an account first - but I already got to some
other, more convenient bbs, that let me read (but not post) mesgs.
-Itay
--
bruck@brachot.jct.ac.il --> Itay Chamiel of Jerusalem, Israel! |||
\__ InterNet!! \__ ------------ |||
AAA TTT AAA RRR III !!! !!! 8bit -- the best! __/ | \__
```

2735. Re: Parallel Bus Standards

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 16:08:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62018@cup.portal.com>
Source record: 110478

The Apple boards are 3"X8" with a 34 pin connector comming off it. Not that I'm being indecisive or anything, but like I said, one of my buddies that works for a IC test equipment manufacturer says minimum run on a PC board would be $500. A 62 pin device makes a lot of sense, you could even use AT type boards with the extra 36 pin connector for I/O. It's just the price thing that has me down. I've got PC Board designer, but never really got good at using it. It might not be a bad idea to put a couple of weeks into learning it so photo copies could be sent out for a nickel each, but still: I think people would balk at spending $30 for a blank WW board. I was just trying to keep the cost down to the point where everyone who wanted one wouldn't think twice about cost. What we seem to have here is one guy trying to do it right & another trying to do it cheap <grin>. BTW: I picked up an extra 1772 disk controller by mistake. This is the same puppy that is in the ST & XF551. Set me back $25, but if you want to try to wire it on the bus, you welcome to it. I don't have any docs for it, the only ones I've seen are the Abacus ST stuff for about $25. I'm going to send in for the ST developer kit so I'll get some more info but not much. Anyway, if you have info sources, you may want to try it. I KNOW I won't get to it in the next year. But then you don't have a buss do you?

2736. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 16:26:13 UTC
From: tmkk@uiuc.edu
Message-ID: <BrC5nu.HtG@news.cso.uiuc.edu>
Source record: 110479

In article <13312@mindlink.bc.ca> Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>> Andrew Huie writes:
>> You could try to keep a table of JMP/JSR/branch addresses so you at least
>> know where code definitely starts
>
>Building a symbol table is a good idea, yup. Allow the user to move back and
>forth over the code, renaming generated labels to more meaningful ones.
>Display the binary data as disassembled code, ATASCII, bytes, or words. The
>user can mark a range and define it as one of those types, and that info is
>also added to the symbol table.

Here's what I have so far:

The disassembler allocates a full 64K chunk of memory for the entire Atari address space (this may seem wasteful, but will be important for later stages of the project). Several lists are set up: a location list (for the targets of branches, jumps, and subroutines), a data list (for the targets of loads/stores/other memory accesses), and a range list (containing information on which address ranges are code, which are data, etc.) Each chunk (for want of a better term) in a binary load file is read into the 64K memory image buffer (MIB), and the INIT and RUN addresses are inserted into the location list.

The way the disassembler works is to take an address from the location list and trace through the code beginning at that point. As each instruction is encountered, addresses are saved either in the location list (if they are JMPs, JSRs, or relative branches) or in the data list (if they load, store, or manipulate memory contents as data, such as LDA, STA, EOR in absolute mode, etc.). When a JMP, RTS, RTI, or similar instruction is encountered, that is considered the "end" of that particular block of code. Execution tracing stops at that point, and the range of addresses just traced is added to the range list. Note that all the lists only add addresses or ranges if they are unique; thus, if there are seven places in the code which jump to one particular address, that address will only appear once, not seven times.

Once a particular address has been traced, that starting address is flagged as "used" and the next unused address in the location list is used as the starting place for the next call to the trace routine. This is repeated until all addresses in the location table have been traced. The end result is a range list containing a series of known code ranges, as well as a data list of known data locations. The last step is to generate the actual assembly language source output, which generates either instructions or .BYTE/.WORD pseudo-ops depending upon whether the address falls into a CODE or DATA range. Note that the location and data

tables also contain labels for each address, and that these tables may be pre-loaded with meaningful labels for common locations. When the assembly language output is generated, these labels are inserted in the listing automatically.

That's the plan. At this point, I'm working on range collisions, i.e. what to do when you have ranges which overlap in the range table. Due to the way most assembly language programs are written, as well as the way the disassembler traces code, there will be many ranges which overlap. These overlaps should be resolved into either merged ranges or split ranges. I haven't come up with an efficient way to do this yet, but I'm working on it as I find the time. I do have the disassembler and code tracing portions working now, as well as some code to read binary load files (thanks to the person who posted the information here a couple weeks ago). If anyone has any suggestions on the code range problem, I'd love to hear them.

BTW, the range data structure is as follows:

```
// ADDR is a 16 bit 6502 address
struct range {
ADDR start_address;
ADDR end_address;
byte type; // range type, e.g. CODE or DATA
};
```

I need to a) detect and b) resolve overlapping ranges of possibly different types, e.g.

```
start_address = $0600
end_address = $06FF
type = CODE
```

and

```
start_address = $0610
end_address = $06FF
type = CODE
```

When the second range is added to the range list, the insertion code should detect that the ranges overlap, and further that the new range is a subrange of the existing one and not add the new range. If, on the other hand, the second range is already in the list and the first range is added, the insertion code should "know" that the new range is a superset of the existing range and extend the existing range accordingly.

Other problems crop up with various combinations of ranges, especially when they are of different types (i.e. if overlapping ranges are of different types, which type should have priority?)

I hope this is clear to those interested enough to read this far. If not, just ask and I'll attempt to clarify. ;-)

2737. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 18:51:36 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92195.135136JJMCWILL@MTUS5.BITNET>
Source record: 110481

Not quite sure if you covered this indirectly, but what if you have some
code like this:

```
BEGIN LDA DOSINI
STA JMPDOS+1
LDA DOSINI+1
STA JMPDOS+2
LDA #OURPRG&255
STA DOSINI
LDA #OURPRG/256
STA DOSINI+1
RTS
OURPRG NOP
NOP
JMPDOS JMP $0000
END
```

I think I got that right, it's self modifying code, putting the OURPRG
routine into the RESET vector, and putting the old vector address into where
JMPDOS sits, so that after our routine executes, it resumes executing
the regular DOSINI routinens. Not sure If I got the ADDRESS&255 part right,
but hopefully you get the point I am trying to get across. Now since
the assembler will see JMPDOS being STA'd to, but it also has a JMP there,
will it consider it code or data? Same with OURPRG. Although it may look like
data at first, to a disassembler, since you are only storing its address
somewhere, there is actual code there. Don't get me wrong, not trying
to put down your efforts or anything, quite the contrary! I just
wondered if you have decided how to handle such cases. I guess
disassembly can be pretty ugly.

Jeff McWilliams

2738. Re: Inserting cartridges with power on (was Re: Demon Attack cartrid

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 19:41:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4i9uNB11w164w@cyberden.uucp>
Source record: 110492

tgreen@iastate.edu (Todd Greenfield) writes:

> The os checks a couple of addresses in the cart to verify
> if it is a cart, and to see whether to boot. if you disable
> one of the data lines from the cart (how is up to you),
> you can fool the os into thinking there's no cart.
> Then you can save it to disk, or whatever you need to do.

So you don't know exactly how to do this???
To tell you the truth, I'd rather burn emproms of files I have than make
them into files, but since about 99% of my s/w is on disk, I'd rather do
everything disk-based (ie from DOS).
thanx bill

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 13, 1992

2739. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 20:36:16 UTC
From: tmkk@uiuc.edu
Message-ID: <BrCH8H.MBy@news.cso.uiuc.edu>
Source record: 110486

In article <92195.135136JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

[example omitted]

>I think I got that right, it's self modifying code, putting the OURPRG
>routine into the RESET vector, and putting the old vector address into where
>JMPDOS sits, so that after our routine executes, it resumes executing
>the regular DOSINI routinens.
>Now since the assembler will see JMPDOS being STA'd to, but it also has a
>JMP there, will it consider it code or data? Same with OURPRG.

That's an excellent question. My hunch is that code ranges should have higher "priority" than data ranges, so that when there is a conflict, the code interpretation will take precedence. This is as it should be in the case of self-modifying code.

As long as SOME known starting address eventually leads through the self-modifying section, the address range will be interpreted correctly as CODE (although the instructions in that section may or may not generate the proper disassembled instructions without some manual tweaking).

>I guess disassembly can be pretty ugly.

Yeah, but this project is turning out to be a very interesting one. Already I've learned more about the 6502 instruction set than I ever wanted to know. BTW, I seem to recall that there are some undocumented "instructions," i.e. opcodes that are officially undefined by MOS but nonetheless do various semi-useful things when the processor executes them (bizarre combinations like "exclusive or the following absolute address with the accumulator, rotate the result through the carry by 4 bits, and copy the result from the accumulator to the flag byte" or something equally strange). Anyone have any pointers to more info on these? I doubt if they're worth supporting, but I'd be interested to learn more about them.

2740. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-13 23:24:24 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.711069864@pv1786.vincent.iastate.edu>
Source record: 110489

In <BrCH8H.MBy@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:

>That's an excellent question. My hunch is that code ranges should have
>higher "priority" than data ranges, so that when there is a conflict,
>the code interpretation will take precedence. This is as it should be in
>the case of self-modifying code.

>As long as SOME known starting address eventually leads through the
>self-modifying section, the address range will be interpreted correctly
>as CODE (although the instructions in that section may or may not
>generate the proper disassembled instructions without some manual
>tweaking).

have you looked at how some of the ibm disassemblers handle
this? The ones I've used usually have the user set the
block types, and allow for dumping in ascii or hex to
assist in determining the type for each block. they also
generate different labels for code references and data
references. I haven't seen one that tried to do it all
automagically. It sounds like a cool project, and it'll
be interesting to see what you come up with.
--
Todd Greenfield
tgreen@iastate.edu

2741. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 00:07:43 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul14.000743.26662@exu.ericsson.se>
Source record: 110487

Khan writes:
>
>BTW, I seem to recall that there are some undocumented
>"instructions," i.e. opcodes that are officially undefined by MOS but
>nonetheless do various semi-useful things when the processor executes
>them (bizarre combinations like "exclusive or the following absolute
>address with the accumulator, rotate the result through the carry by 4
>bits, and copy the result from the accumulator to the flag byte" or
>something equally strange). Anyone have any pointers to more info on
>these? I doubt if they're worth supporting, but I'd be interested to
>learn more about them.

These opcodes were documented in COMPUTE! way back when (1983?). They
are usually combinations of various instructions, like loading both the
accumulator and y register at the same time. And there are
nonsensical addressing modes for some instructions, along the lines of
"STA #imm". IMO they look like side-effects of the hard-coded design of
the 6502. That is, *every* byte loaded as an opcode will do something,
but only some of them were given actual names. If you study the
numerical organization of the instruction set, you can predict what
the missing instructions will do.

Supporting these instructions is probably not a good idea because they
don't exist on the 65C02 used in later machines. (Too bad the
800 didn't use a 65C02. I really liked the extensions, especially
"LDA (zeropg)"
--
James Hague
exuhag@exu.ericsson.se

2742. To dawn scotting

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 00:32:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <711170905.F00001@tdkt.kksys.com>
Source record: 110388

Itay; have read several of your posts. If you need, want, or desire help drop me your address and we can correspond.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2743. modplus

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 00:49:50 UTC
From: drobnies@saturn.sdsu.edu
Message-ID: <1992Jul14.004950.18672@newshub.sdsu.edu>
Source record: 110488

1. can you download a file in xmodem protocol from a machine which
which only has kermit installed?

2. What terminal emulation modes are available in modplus?

Thanks for any help.

2744. Re: Inserting cartridges with power on (was Re: Demon Attack cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 02:40:31 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <1992Jul14.024031.10330@constellation.ecn.uoknor.edu>
Source record: 110490

In article <1992Jul13.125402.27008@usenet.ins.cwru.edu> bn137@cleveland.Freenet.Edu (Marek Tomczyk) writes:
>All I remember is just writing a non-zero and non-$FF value
>to the address where the cartridge is expected.
>Then the OS simply reads the same location and compares it
>with the written value. If it turns out to be the same
>than you've RAM and no cartridge. You can't change somethig
>that is written in ROM.

This assumes, however, that "no cartridge" is equivalent to "RAM in $A000-BFFF." On the XL series, no cartridge usually means built-in BASIC in $A000-BFFF (unless OPTION was held down during boot). Yet, the computer does detect when you insert a cartridge, which replaces built-in BASIC ROM with different ROM. It seems that a checksum of some sort is being calculated.

Norman Lin
norlin@uokmax.ecn.uoknor.edu / norlin@129.15.20.2

2745. To Itay Chamiel

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 02:46:13 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <9973.19592424@kcbbs.gen.nz>
Source record: 110494

>- to dawn scotting -
>Your address seems to remain inaccesible... What to do? :-)

I've sent you email but in the meantime maybe you could relay a message
to me through one of the other users in this newsgroup. Maybe Jeff
McWilliams if he doesn't mind (ok with you Jeff?), he's an old hand at
this sort of thing! His address is:- jjmcwill@mtus5.cts.mtu.edu

--- KCReader v0.95 beta

2746. To Itay Chamiel (Who's Elad Bruck?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 02:46:17 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <9977.19592431@kcbbs.gen.nz>
Source record: 110493

```
>To dawn scotting:
>Please tell me your address in numbers (4 numbers seperated by dots.)
>It gives me a "no address associated with name" meaning it knows the name
>but not the address. I don't know why.
I'm sorry but I have no idea what you mean!

--- KCReader v0.95 beta
```

2747. XE game cartridges that run on the 800. Battlezone does. What else?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 03:18:23 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <cbfd02Ow19TO01@JUTS.ccc.amdahl.com>
Source record: 110491

I have Atari's Battlezone XE cartridge and it runs fine on my 800. So I bought Crystal Castles XE and nothing happens, blank screen. So I returned the cartridge and asked for a cartridge that they have verified to work and they gave me one they verified but it doesn't work. So this brings me to the question: do all XE cartridges run on the 800 and if not which ones don't? Also does anyone want to buy this Crystal Castles (Airball type) game for $11 postage paid?

2748. 1450XLD and disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 08:54:27 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul14.085427.12880@sactoh0.sac.ca.us>
Source record: 110495

The 1450XLD had a metal case, so that you can rest a monitor on top of it. It also had a built-in double-sided, enhanced density drive, with a shielded bay for disk storage, or the installation of another drive.

A few trivia points...
The disk drive was a faster parallel drive, as opposed to the serial drive that everyone has.

The double sided drive was WEIRD, that one side was D1:, and the other side was D2:. (To maintain compatibility with the older drives?)

DOS 3 was designed with the XLD in mind, you can see it in some of the menus for copying files and duplicating disks. (I still use DOS 3 exclusively)

The 1450XLD also had a built-in 300 bps modem, and speech synthesis.

The 1450XLD can be regarded as one of Atari's Holy Grails for collectors, the other the equally elusive 815 double disk drive.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

2749. Real Atari 8 bit monitor cables (BNC, UHF, RCA)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 09:00:49 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul14.090049.12981@sactoh0.sac.ca.us>
Source record: 110496

Weird Stuff in Santa Clara has the actual (ancient) Atari monitor cables. I think they are going for a couple of bucks each. It has the adapters for BNC, UHF, or RCA (?) connections.

They also bought a ton of Atari's AC adapters for the equally ancient 830 modems.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ##################

2750. Re: XE game cartridges that run on the 800. Battlezone does. What else?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 13:34:50 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul14.133450.19192@exu.ericsson.se>
Source record: 110499

John Ferrell Jr writes:
>
>So this brings me
>to the question: do all XE cartridges run on the 800 and if not which
>ones don't?

I remember reading in ANALOG's "Video Game Digest" years ago that
many later Atari cartridges were designed for the XE/GS and wouldn't
work on the 400 and 800. This is presumably because they use the
RAM hidden underneath the OS ROM. I can tell you for sure that
XE Ballblazer works on the 800. I think there *may* have been
problems with Food Fight and Barnyard Blaster, but I never tried
these games for myself.
--
James Hague
exuhag@exu.ericsson.se

2751. Re: XE game cartridges that run on the 800. Battlezone does. What else?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 13:38:05 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul14.133805.19400@exu.ericsson.se>
Source record: 110500

```
James Hague writes:
>
>I remember reading in ANALOG's "Video Game Digest" years ago that
>many later Atari cartridges
^^^^

That should be "some."
--
James Hague
exuhag@exu.ericsson.se
```

2752. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 13:52:14 UTC
From: tmkk@uiuc.edu
Message-ID: <BrDt73.9x@news.cso.uiuc.edu>
Source record: 110497

In article <tgreen.711069864@pv1786.vincent.iastate.edu> tgreen@iastate.edu (Todd Greenfield) writes:
>In <BrCH8H.MBy@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:
>
>>That's an excellent question. My hunch is that code ranges should have
>>higher "priority" than data ranges, so that when there is a conflict,
>>the code interpretation will take precedence. This is as it should be in
>>the case of self-modifying code.
>
>>As long as SOME known starting address eventually leads through the
>>self-modifying section, the address range will be interpreted correctly
>>as CODE (although the instructions in that section may or may not
>>generate the proper disassembled instructions without some manual
>>tweaking).
>
>have you looked at how some of the ibm disassemblers handle
>this? The ones I've used usually have the user set the
>block types, and allow for dumping in ascii or hex to
>assist in determining the type for each block. they also
>generate different labels for code references and data
>references. I haven't seen one that tried to do it all
>automagically.

Sourcer is the IBM disassembler which serves as the model for ReSource/65 (my disassembler). Sourcer can start with nothing more than the executable, and will generate a definition file automatically along with the assembly language listing. You can go in with a text editor and tweek the definition file, then run the disassembler again in an interative fashion until you finally get a usable source listing.

My goal here is to have the disassembler make a "best guess" as to which ranges are code and which are data, and allow the human to override this later if necessary. Same with the labels for code and data locations: external references (such as OS calls) will have predefined labels, but internal references will have generic labels generated automatically by the disassembler which can be replaced by a human with more meaningful ones in the definition file. The next pass through the disassembler will then incorporate the new labels into the output.

Just out of curiosity, how many of you out there have IBM PCs in addition to your Ataris?

2753. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 13:52:23 UTC
From: tmkk@uiuc.edu
Message-ID: <BrDt7C.Ar@news.cso.uiuc.edu>
Source record: 110498

In article <1992Jul14.000743.26662@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
>Khan writes:
>>
>>BTW, I seem to recall that there are some undocumented
>>"instructions," i.e. opcodes that are officially undefined by MOS but
>>nonetheless do various semi-useful things when the processor executes
>>them
>
>These opcodes were documented in COMPUTE! way back when (1983?). They
>are usually combinations of various instructions, like loading both the
>accumulator and y register at the same time. And there are
>nonsensical addressing modes for some instructions, along the lines of
>"STA #imm". IMO they look like side-effects of the hard-coded design of
>the 6502.

Yeah, that makes sense.

>Supporting these instructions is probably not a good idea because they
>don't exist on the 65C02 used in later machines.

I doubt I'll add them to the disassembler's opcode table, but there might be some situations where adding a comment to the code might be helpful, i.e. there is an address which is known to be within a block of code, but still is an undefined opcode and is not the target of any known memory access, perhaps the disassembler should generate a .BYTE pseudo-op along with a "; Loads accumulator and Y simultaneously" type comment. This is definitely one of the lower priority features, however. ;-)

2754. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 15:36:27 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul14.153627.24904@exu.ericsson.se>
Source record: 110362

Khan writes:
>
>Just out of curiosity, how many of you out there have IBM PCs in
>addition to your Ataris?

I do, but for some reason the PC just isn't as fun--I can't put
my finger on why. Perhaps it's the feeling of "one person can
make a difference" and the more tightly-knit user community
in the Atari world.

Owning a PC has definitely reminded me how far ahead of its
time the 800 was. And that a computer system is exactly
that, a system, and not a collection of independent parts.
--
James Hague
exuhag@exu.ericsson.se

2755. Re: 1450XLD and disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 17:19:31 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92196.121931JJMCWILL@MTUS5.BITNET>
Source record: 110501

Mark,

Well, as you expected, I agree on all points except using DOS 3.
For me, it's SpartaDOS X or 3.2d, then Mydos 4.5 1M in order of preference.
DOS 3 I never really did like, and I think I formatted my DOS 3 disk for
something or other. DOS 3 left you stranded with their custom disk format,
as did, I believe, DOS XE. WHen I first got DOS XE, I was rather excited,
but I discovered it was quite confusing to use and so it went into the archive
box.. along with a non-official of OS/A+ and other DOS oddities.

The parallel drive feature is the most interesting in the 1450XLD.
This would make I/O awfully fast. Ben Poehland recently commented
that his 1.44 meg floppy drives on his Black Box are really fast as well,
again, partially because the data goes through the parallel bus.

Jeff McWilliams

2756. Re: XE game cartridges that run on the 800. Battlezone does. What else?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 19:36:38 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Jul14.193638.1952@merrimack.edu>
Source record: 110358

In article <cbfd02Ow19TO01@JUTS.ccc.amdahl.com>, jwf10@ccc.amdahl.com (John Ferrell Jr) writes:
> I have Atari's Battlezone XE cartridge and it runs fine on my 800. So I
> bought Crystal Castles XE and nothing happens, blank screen. So I returned
> the cartridge and asked for a cartridge that they have verified to work
> and they gave me one they verified but it doesn't work. So this brings me
> to the question: do all XE cartridges run on the 800 and if not which
> ones don't? Also does anyone want to buy this Crystal Castles (Airball
> type) game for $11 postage paid?
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

2757. Re: XE game cartridges that run on the 800. Battlezone does. What else?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 19:36:56 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Jul14.193656.1953@merrimack.edu>
Source record: 110359

In article <cbfd02Ow19TO01@JUTS.ccc.amdahl.com>, jwf10@ccc.amdahl.com (John Ferrell Jr) writes:
> I have Atari's Battlezone XE cartridge and it runs fine on my 800. So I
> bought Crystal Castles XE and nothing happens, blank screen. So I returned
> the cartridge and asked for a cartridge that they have verified to work
> and they gave me one they verified but it doesn't work. So this brings me
> to the question: do all XE cartridges run on the 800 and if not which
> ones don't? Also does anyone want to buy this Crystal Castles (Airball
> type) game for $11 postage paid?
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

2758. Re: 256K 600XL???

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 20:50:33 UTC
From: ibc@stc10.ctd.ornl.gov
Message-ID: <1992Jul14.155033.1@stc10.ctd.ornl.gov>
Source record: 110502

In article <9207012340.AA12714@smithkline.com>, poehland%phvax.dnet@SMITHKLINE.COM writes:
> So far this year I've acquired a couple 600XL's & am fascinated by the pos-
> sibilities of the 600XL's small "footprint". Both of my machines have 64K up-
> grades, but I'm addicted to RAMBO on my 800XLs & was wondering if it's possible
> to install 256K into a 600XL.
...

> - BEN POEHLAND
> The Alchemist

I also have an old 600XL but I'm still stuck with 16K. I'd love to upgrade to 64K, but I don't know how to perform the upgrade that Ben suggests. Is this something a novice could do? I would highly appreciate any help or a suggestion as to where this might be documented.

Thanks,
Brian Casey

2759. WANTED: Atari, Colecovision, Intellivision carts - buy/trade

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 21:27:54 UTC
From: bs066@cleveland.Freenet.Edu
Message-ID: <1992Jul14.212754.25692@usenet.ins.cwru.edu>
Source record: 110357
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.wanted,comp.sys.atari.8bit,misc.forsale.computers

*** Wanted: Used/new Atari 2600/5200/7800 games, Intellivision,***
*** Colecivision and XEGS/Atari computer cartridge games. Will***
*** trade new/used/rare games or buy games. ***

Wanted: Atari 7800/5200/2600, Intellivision, and Colecovision video
game cartridges. I would like to trade/buy games. I can get new
2600/7800 games at some local stores and would like to trade those
for games that I do not have.

I will also pay a reasonable price for the games (depends on
the game) and pay shipping.

Please send me a list of the games that you would like to
trade/sell and what games/price you would want.

I am no longer just just selling games. It ends up being too much
of a hastle and too many people decide at the last minute (after
I have already bought the games) that they do not want the games.
I may change this for special reasons though. E-Mail me.

Here is a list of the games that I have available for trade for
2600/5200/7800, Intellivision, and Colecovision games. (All of
the 2600/7800 games are new, in the boxes, come with manuals, and
most are still shrink-wrapped) I also have a small number of used
games without manuals or boxes. Ask for particular titles if you
are interested. The normal used games are $1-$4 each. I also
have a few rare titles for trade only. If you are interested in
trading, E-Mail me and we can swap lists of games for trade.

New Atari 7800 games for trade:

_____
Ballblazer Tower Toppler Donkey Kong (Rare)
Donkey Kong Jr. (Rare)Joust Dark Chambers
Pole Position II Asteroids One-on-One Basketball
Centipede Robotron 2084 Crossbow
Xevious Choplifter Karateka
Dig-Dug Hat Trick Realsports Baseball
Jinks Galaga Impossible Mission (Rare)

New Atari 2600 games for trade:

_____
Desert Falcon Q*bert Gravitar
Pole Position Venture Sprint Master
Super Football Jungle Hunt Centipede (Rare)
Crossbow Crystal Castles Super Breakout

Battlezone Jr. Pac-Man (Rare) Solaris
Millipede (Very Rare) Kangaroo R.S. V-ball(VeryRare)
Secret Quest Space Invaders Asteroids
Ms.Pac-Man Vanguard Dark Chambers
Pheonix (Very Rare)

New XEGS games for trade:

Rescue on Fractalus Archon Ball Blazer
Gato

The ones with (Rare) next to them are ones that I have seen, but in limited quantity (should still be available, but may not be). The ones with (Very Rare) are so rare I have only seen them at one to two stores, but may be still available (no gaurantees). All games are new and in the box with manuals.

I can also upon occasion come accross NEW 7800s and 2600s at very reasonable prices. Mail me if you are interested but I can make no guarentees. Prices are $25 for a new 2600 with 1 joystick, $45 for a new 7800. Used systems also available:

Used Hardware for Trade/Sale (Shipping not included)

Systems:
Atari 2600, 2 Joysticks, 1 set of Paddles, Power Supply, Switch box, $25
Atari 5200, 4 joystick port, power, switchbox, NO CONTROLLERS, $25
Atari 7800, 2 Joysticks, 1 set of Paddles, Power Supply, Switch box, $35
Parts:
Atari 2600 Console, $15
Atari 2600 power supply, $5
Atari 5200, 4 joystick port, console only, $10 (works as far as I know)
Atari 7800, Console only, $20
Atari Driving Controllers, $10/pair

Used SNES games available for trade only

PilotWings
R.P.M. Racing
Super Ghouls and Ghosts

I am also interested in used video game hardware (anything but Atari 2600/5200/7800 mainly). Please also send a list of what you have and the prices.

Here is a (partial) list of the games that I am particularly looking for. If you have any of these games for sale/trade, please write back and we can make a deal.

Atari 2600 games wanted

Basic Programming Atari# CX2620 (With Instructions/overlays)
Roadrunner Atari# CX2663

Frog Pond Atari# CX2665
Atari Video Cube Atari# CX2670
Swordquest Airworld Atari# CX2672
Dukes of Hazzard Atari# CX2678
Quadrun Atari# CX2686
Tempest Atari# CX2687
Pengo Atari# CX2690
Food Fight Atari# CX2693
Xevious Atari# CX2695
Asterix Atari# CX2696
Rubik's Cube Atari# CX2698
3-D Asteroids Atari# CX26105
Galaga Atari# CX26116
Obelix Atari# CX26117
Saboteur Atari# CX26119
Zookeeper Atari# CX26121
Sinistar Atari# CX26122
Choplifter! Atari# CX26124
Track & Field Atari# CX26125
Elevator Action Atari# CX26126
Gremlins Atari# CX26127
Boing Atari# CX26128
Honker Bonker Atari# CX26130
The Last Starfighter Atari# CX26134
Super Soccer Atari# CX26138
Motorcycle Atari# CX26141
Crack'ed Atari# CX26142
Jinks Atari# CX26165
Street Fight Atari# CX26167
Motorodeo Atari# CX26171
Xenophobe Atari# CX26172
Ikari Warriors Atari# CX26177
White Water Madness Atari# CX26184
BMX Atari# CX26190
KLAX Atari# CX26??
Shooting Gallery Atari# CX26??
Saving Mary Atari# CX26??
Adventures of Max Atari# CX26??
Dolphin Activision# ??-024
Private Eye Activision# AG-034-04
HERO Activision# ??-036
Beamrider Activision# AZ-037-04
River Raid II Activision# ??-048
Dreadnaught Factor Activision# ??
Zenji Activision# ??
Looping Coleco# 2654
Mr. Do! Coleco# 2656
Time Pilot Coleco# 2663
Mr. Do's Castle Coleco# 2695
Ewok Adventure Parker Bros.# PB5065

Q*bert's Qubes Parker Bros.# PB5550
Frogger II: Threedeep! Parker Bros.# PB5590
Mr. Do's Castle Parker Bros.# PB5820
Tapper SEGA# ???-??

Atari 5200 games wanted

Astro Chase Beamrider Buck Rogers
Dreadnaught Factor Gyruss
H.E.R.O. Jungle Hunt Meteorites
Miner 2049er Mountain King Return of the Jedi
Roadrunner Star Trek Star Wars
Tempest Sport Goofy Basketball
Gremlins (Others)

Atari 7800 games wanted

Ikari Warriors Atari# CX7862
Mat Mania Challenge Atari# CX7863
Ninja Golf Atari# CX7870
Meltdown Atari# CX7875
Scrapyard Dog Atari# CX7879
Midnight Mutants Atari# CX7889
KLAX Atari# CX78??
Tank Command Froggo# ?????
Water Skiing Froggo# ?????

Colecovision games wanted

What 'cha got?

Thanks,
Jeff Scott
--
Jeff Scott | Classic Video Game Collector ||| | ,-.
usr5271a@tso.uc.edu | Atari (2600/5200/7800/XEGS) ||| | / | \
bs066@cleveland.Freenet.edu | Intellivision, Colecovision / | \ | \/|\/
---------------------------+-----------------------------------+ `-'

2760. Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 21:29:14 UTC
From: bs066@cleveland.Freenet.Edu
Message-ID: <1992Jul14.212914.25779@usenet.ins.cwru.edu>
Source record: 110503
Cross-posted to: rec.games.video,comp.sys.atari.8bit

I'm looking for information on the internals and programming the
Atari 2600 and 7800.

This information is needed by a friend of mine that is attempting to
create a 2600 emulator for the Amiga Computers. If anyone has any
information on both programming and any internal information on the
2600/7800 it would be appreciated.

Please mail the information/pointers to the information to me at this
address.

Also since this project is in the infancy, anyone with any comments,
suggestions, etc., please send those too. The messages will be passed
onto the programmer.

Thank you,
Jeff Scott
bs066@cleveland.freenet.edu
--
Jeff Scott | Classic Video Game Collector ||| | ,-.
usr5271a@tso.uc.edu | Atari (2600/5200/7800/XEGS) ||| | / | \
bs066@cleveland.Freenet.edu | Intellivision, Colecovision / | \ | \/|\/
----------------------------+-------------------------------------+ `-'

2761. Atari 800XL system: $250 or best offer

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 21:31:13 UTC
From: jaked@well.sf.ca.us
Message-ID: <BrEEG2.JrF@well.sf.ca.us>
Source record: 110356

My Atari has served me well for many years, but it's time to move on.

1 Atari 800XL computer (64k)
2 Atari 1050 disk drives (unmodified)
1 Citizen 120D dot-matrix printer
Sony color TV

Lots of software, including AtariWriter + (the fastest and easiest
word processor I've used on *any* system)
Lots of books, including De Re Atari and Compute!'s Mapping The Atari

Still a great machine for word-processing, programming, and games.
Yours for $250 or best offer. Call Jake at (415) 491-4526 or reply
by email to 'jaked@well.sf.ca.us'.

2762. Atari XL/5200: Bounty Bob Strikes Back cheats wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 21:32:31 UTC
From: bs066@cleveland.Freenet.Edu
Message-ID: <1992Jul14.213231.25958@usenet.ins.cwru.edu>
Source record: 110504
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Does anyone have any information about the special codes
option for Bounty Bob Strikes Back (By Big Five) for the
Atari 8-Bit computers and the Atari 5200?

Any cheats/level warps, etc?

I remember that there was one in Miner 2049er that would allow
you to warp to any screen after typeing in the phone number of
Big Five. Is there anything simular for Bounty Bob?

Thanks,
Jeff
--
Jeff Scott | Classic Video Game Collector ||| | ,-.
usr5271a@tso.uc.edu | Atari (2600/5200/7800/XEGS) ||| | / | \
bs066@cleveland.Freenet.edu | Intellivision, Colecovision / | \ | \/|\/
----------------------------+-------------------------------------+ `-'

2763. Re: GIF viewer for Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-14 21:57:31 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Jul14.215731.29624@ge-dab.GE.COM>
Source record: 110355

In article <gDwRNB5w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
|> BTW: Jeff- ever going to make it load up different screens from GIFs?

What do you mean, load up different screens from GIFs?

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

2764. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 03:44:53 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62125@cup.portal.com>
Source record: 110360

I've got that list of "undocumented opcodes" around here SOMEWHERE. If I can find it, I'll post it, but don't hold your breath...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2765. oops!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 04:30:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BqRXNB4w164w@cyberden.uucp>
Source record: 110363

Could somebody tell me the address to upload to the archive with??
I've figured out a way to upload uue files w/o problems (it's VERY slow,
but it works) and I'd like to get finally get some of my stuff up there.
thanx
(I know...I know! I should know this already!!! :))

Say_____9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____
NJ! July 14, 1992

2766. p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 06:24:38 UTC
From: tac10@isuvax.iastate.edu
Message-ID: <1992Jul15.062438.7629@news.iastate.edu>
Source record: 110361

In trying to send graphics data to a printer, I beleive
the P: handler converts $9b (eol) to a $d (CR), messing
everything up. Is there a simple way to turn off this translation;
such as special aux1, or aux2 values when opening the P: device?
Alternately, I tries using the sio vector directly, but
couldnt get it to work. (tho Ive done things that way with the
disk drive) Any suggestions on this angle?
Should I just write my own handler?
Please, take the time to educate this poor fool.

Paul

ps. If it will help facilitate any explaination, Im writing in
assembly and using the p:r: conection.

2767. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 06:53:27 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92197.015327JJMCWILL@MTUS5.BITNET>
Source record: 110368

What you might want to consider doing, instead of adding the undocumented opcodes of the 6502, is add the opcodes for the 65C02. I do believe that chip could be placed in an 800 computer. Actually, I would love to also see a disassembler for the 65802 and 65816, but that is much bigger project, due to the added addressing modes, and 16 bit registers. Still, if you are one who likes challenges, there is a definite challenge.

Jeff McWilliams

2768. Re: Parallel Bus Standards

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 06:56:59 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92197.015659JJMCWILL@MTUS5.BITNET>
Source record: 110369

Rick,

Not sure you addressed your last reply to, I don't THINK it was me.

3x8 is not too bad a size, I think I was looking at a board from Digikey that measured 4.5x8 and had 3-hole solder pads and busses. It was $12.41. I was gonna use something like that for doing 4 PIA's and some other stuff in a 1200XL. Looks like I won't be doing that anytime soon though. What I like about some of the PC cards, is that there are spots laid out for DB type connectors to be soldered in, or header type connectors, making it easy to put in a DB15 or DB25 if you wanted to do an RS232 or Printer interface board. Unfortunately, these boards are quite a bit more expensive, and would require the IBM type connectors be located on a main board that the extra cards plugged into.

In one of the specs for the 1090XL, they were proposing that the Parallel Bus had three signals coming out of it, one for each of the pages where hardware would normally be located, D1xx, D6xx, and D7xx. I think this would be a good idea to implement in the proposed PBI standard we are talking about here. Additionally, the PBI has CAS and RAS outputs, do we need those? Personally, I would use Static RAMS not DRAMS in any homebrew hardware, so I wouldn't find these signals useful.

Just was in touch with National and Motorola. I am getting data on their respective UART devices.

Jeff McWilliams

2769. WANTED: Atari 8-bit Hardware, 360K floppy drive, and info on Atari suppliers in general.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 09:28:25 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Jul15102825@zappa.FtCollins.NCR.com>
Source record: 110374
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

I'm looking to set up my old 8-bit system again and need a disk drive since my old Percom is broken. I need something that can read and write SS/SD disks since I have a large library of them already, so I'd like a 1050 or Indus GT. Please send e-mail about the drive and I'll make an offer. I'm willing to negotiate on price depending on brand, modifications, etc.

Also, If anyone has an old IBM PC single sided 360K 5-1/4" disk drive mechanism, I'd like to buy one of those too, because the Percom controller is still good and I can get the drive running again by swapping the mechanism in. I'd be willing to pay in the $20-$25 (delivered) range for one of these units.

I'm looking for an RS232 interface, as well, either an 850 or P:R: connection would do I guess. I'm only willing to pay in the $30 (delivered) range for one of these.

And finally, are there any commercial vendors of mail-order 8-bit equipment and information still out there? Is there a list of this information available?

--

/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/***/
Toes, knees, NIPPLES. Toes, knees, nipples, KNUCKLES...
Nipples, dimples, knuckles, NICKLES, wrinkles, pimples!!
I don't like FRANK SINATRA or his CHILDREN.

2770. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 10:10:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FF8XNB5w164w@cyberden.uucp>
Source record: 110371

khan@mrcnext.cso.uiuc.edu (Scott Coleman) writes:

> exuhag@exu.ericsson.se (James Hague) writes:
>
> >All MS-DOS C
> >compilers are just loaded with bugs and are s-l-o-w and bulky
>
> And just when I thought that this group was immune from the childish and
> uninformed "PEE-CEE" bashing which is so prevalent in the Amiga groups.
>
> Sheesh!
> --
> Scott Coleman tmkk@uiuc.ed

True.. but also true is the fact that just from the size compared to
what they can do you can tell that IBM programs are written VERY
inefficiently.. Look at BobTerm. I've yet to see a better terminal on
an IBM! :)
>
> Free Advice: It is inadvisable to read Bush's lips at an official banquet.

Wasn't it about 4 years ago when Bush said:
"Read my lips!: No gnu taxes!" ???
just curious

Say____________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _________________________________
NJ! July 15, 1992

2771. WANTED: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 12:59:23 UTC
From: chrielli@bsu-cs.bsu.edu
Message-ID: <2353@bsu-cs.bsu.edu>
Source record: 110366

I would like to buy Miner 2049er on a cart. Please send all offers to this account. It is for an Atari 800. Thanks in advance,

---
Chris Ellington
Ball State University
chrielli@bsu-cs.bsu.edu

2772. Monitor Question...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 13:10:55 UTC
From: dja1@mulch.picst.bellcore.com
Message-ID: <1992Jul15.131055.23574@walter.bellcore.com>
Source record: 110365

My Teknika MJ-10 Color Composite Monitor is starting to bite the dust and I would like to buy a new one. The thing is that I want a Composite Monitor that still has seperate Chroma-Luma video inputs like this one has.

The question is: Do people still make Composite Monitors with seperated video? What makes are out there? And where would be the best place to go to buy one??

Most PC stores only have RGB these days, and audio/video stores only seem to have the one video In jack. I guess I am just not looking in the right places if they are still out there.

Thanks for any help!!

2773. Re: Atari XL/5200: Bounty Bob Strikes Back cheats wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 13:25:45 UTC
From: sharrington@mfgmem.dec.com
Message-ID: <1992Jul15.123304.1934@engage.pko.dec.com>
Source record: 110364
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Jul14.213231.25958@usenet.ins.cwru.edu>, bs066@cleveland.Freenet.Edu (Jeff D. Scott) writes...
>
>Does anyone have any information about the special codes
>option for Bounty Bob Strikes Back (By Big Five) for the
>Atari 8-Bit computers and the Atari 5200?
>
>Any cheats/level warps, etc?
>
>I remember that there was one in Miner 2049er that would allow
>you to warp to any screen after typeing in the phone number of
>Big Five. Is there anything simular for Bounty Bob?
>
>Thanks,
>Jeff
>--
>Jeff Scott | Classic Video Game Collector ||| | ,-.
>usr5271a@tso.uc.edu | Atari (2600/5200/7800/XEGS) ||| | / | \
>bs066@cleveland.Freenet.edu | Intellivision, Colecovision / | \ | \/|\/
>---------------------------+-----------------------------------+ `-'

Yeah, there is... only I can't remember it right now!
At least on the 8-bit version of the game, if you manage to
play through enough screens, the game itself will present a
screen of info telling you what to do in order to skip past a
few of the lower levels. Note that this is only good for elim-
inating the monotony of having to play through all of the same
levels each time you start the game; I don't know of any way
to choose levels indescriminately, the way one could, as you
described, in Miner '2049er.

I suspect there are other helpful things in the game,
but I never managed to play through enough levels to find them
all.

Sorry I can't remember the method for skipping the low-
er levels; it's been a long time since I played!

--- Shawn Harrington, DEC, Marlboro, MA

sharrington@giamem.enet.dec.com

****
* Disclaimer: The opinions expressed are my own, and they *
* may not reflect, nor should they be taken as reflecting, in *

```
* any way, the opinions of Digital Equipment Corporation. *
************************************************************
```

2774. Re: p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 14:27:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62147@cup.portal.com>
Source record: 110367

Do you mean you're trying to print Atari graphic characters or just send
graphic data to the printer? Assuming you have a printer that does graphics,
most early Atari printers did not support them. It's been done a number of
times for listing programs. I don't have a copy, but you might check the
archive or maybe someone will send you one. The technique for doing any
graphics is pretty much the same. You send the printer:
CHR$(27);"K";
followed by the line length in two bytes, i.e. for 8 dots wide
CHR$(8);CHR$(0);
Now you have to translate the character to 8 bytes of VERTICAL data:
byte #
12345678
00000000
00011000
00100100
01100110
01111110
01100110
01100110
10000001
so depending on your printer, the 1st byte sent would either be a 1 or a 128.
The second, hmmmm, 32+16+8+4+2. All as a single string. Some printers have
the top starting with a 128, some have it as a 1.

2775. Want to BUY someone's atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 14:27:28 UTC
From: jim@neb
Message-ID: <1992Jul15.142728.17110@neb>
Source record: 110381

My atari died the other day. (That's ok, I have another, but I like to have 2 around the house in case the other one ever goes.) I'd prefer an 400 or 800, (As that is what died, and my other machine is an XL) but i'd consider another XL.

They are fairly important to me as I run a bulletin board that has an atari section, and I like to check out the new uploads to the atari section.

I've seen a few posts for $250 etc. I'm afraid i'm NOT willing to pay NEW prices for these machines. Somewhere between $50 and $150 depending on what you are selling (machine with or without drives monitors etc).

Drop me a note if you have something to sell, or give me a phone call. My daytime VOICE number is 801-263-1840 x180 (ask for Jim Hood).

Thanks

-jim
--

****
* Jim Hood | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* (alternate) | mail/uucp: ..!uunet!news.mentorg.com!caeco!neb!jim *
--
* Nebula - A Public Access Unix system/bbs. *
--
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
****

2776. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 16:42:47 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul15.164247.9170@admiral.uucp>
Source record: 110376
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Jul14.212914.25779@usenet.ins.cwru.edu> bs066@cleveland.Freenet.Edu (Jeff D. Scott) writes:
>
>I'm looking for information on the internals and programming the
>Atari 2600 and 7800.
>
>This information is needed by a friend of mine that is attempting to
>create a 2600 emulator for the Amiga Computers.

What a silly idea. Since ALL of the software for the 2600 is on cartridge, there will need to be a cartridge interface built for the emulator. The cost for the interface, plus whatever shareware fees, etc. that the author plans to charge will probably be more than what you can find a real 2600 for these days. Sometimes I think the world has gone emulator crazy.

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into your .signature file later. Join the fun!

2777. REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 16:44:40 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92197.114440JJMCWILL@MTUS5.BITNET>
Source record: 110370

Hmm, seems the Digest is getting some feeds that my READNEWS isn't.

Regarding the Monitor question. Check out the Magnavox 1CM135
monitor. I believe it has like 3 different types of inputs on it,
including separated luma and chroma. I remember this monitor
because it was mentioned as being a good ST monitor as well, having
Analog RGB inputs on it. The resolution should be quite good, thus
having a nice display.

Please post your name next time, so I know who to reply to.

****

Paul,

Excellent question I am not sure where the translation is being
done. It may be done by the Printer hardware, or in the P:
handler itself. If it is in the handler you're bumming.
Compute's Third Book of Atari mentions this, and offers no solution
beside changing all 255's to 251's. Or avoid 255's altogether.
I believe this is what Roy Goldman did in Daisy Dot III, avoided
255 and another number, not sure which number that was though.
One of the benefits of doing a PIA modification and a printer port
on it: write your own handler, and be able to set whether 255 goes
through or is converted to the ASCII CR LF.

****
I got docs for a 64K 600XL upgrade from an old MAM here, I will
type it in and post it later, unless somebody has that upgrade that
was posted here way back in late 91 or early 92.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu.

2778. Contra III cheat in July '92 GamePro...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 17:58:28 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul15.175828.9682@admiral.uucp>
Source record: 110377
Cross-posted to: rec.games.video,comp.sys.atari.8bit

There are two codes listed for Contra III in the July issue of Gamepro magazine
They read as follows:

"What strength! If you know the Street Fighter II Dragon Punch move, you can
pull off stage select and extra lives tricks in Contra III. To pick any level,
press Left, Down, Down-Left, Left and Start all in one motion at the player
select screen. Listen for the humming sound to indicate the code worked.

"If you'd like a thirty gun Contra Commando salute [I assume that means it
gives you 30 lives] press Right, Down, Down-Right, Right, and Start in one
motion at the player select screen. Listen for the death scream to indicate
the code worked. These tricks may take a few tries to execute properly, so
practice your thumbwork.

"Ryu and Ken S. Long, Thailand"

Now, try as I might, I cannot get these tricks to work. Could the problem be
that I do not know the Street Fighter II Dragon Punch move (blasphemy, you
say?)? Or, considering the attribution of that hint, could it just be so
much bullshit?

Can anyone tell me if they've managed to execute this bit of digital
dexterity, and if so, how I might be able to do so as well? Thanks...

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

2779. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 19:08:39 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jul15.190839.27106@exu.ericsson.se>
Source record: 110372

Jeff McWilliams writes:
>
>What you might want to consider doing, instead of adding the undocumented
>opcodes of the 6502, is add the opcodes for the 65C02. I do believe
>that chip could be placed in an 800 computer. Actually, I would love
>to also see a disassembler for the 65802 and 65816.

65816 disassemblers are a real pain. Opcodes can be interpreted
differently depending on whether the "mode bit" it set or cleared
at the time of their execution. Ick. (I only have passing
experience with the 65816, so I may be missing some details.)

BTW, the 6502 disassembler sounds like a fun project, Khan.
Good luck!

--
James Hague
exuhag@exu.ericsson.se

2780. Re: Timeout for a philosphical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 21:01:09 UTC
From: tmkk@uiuc.edu
Message-ID: <BrG7pz.AG0@news.cso.uiuc.edu>
Source record: 110373

In article <FF8XNB5w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>True.. but also true is the fact that just from the size compared to
>what they can do you can tell that IBM programs are written VERY
>inefficiently.. Look at BobTerm. I've yet to see a better terminal on
>an IBM! :)

I guess you've never seen Procomm, Zcomm, ProYam... ;-)

2781. Re: Real Atari 8 bit monitor cables (BNC, UHF, RCA)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-15 23:38:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BV9yNB3w164w@cyberden.uucp>
Source record: 110375

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

> Weird Stuff in Santa Clara has the actual (ancient) Atari monitor

I saw something on the news about this place about a year ago.
I've never EVER had the address/phone number of it.
What be it, praytell(sp!?)...
thanx

Say___________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 15, 1992

2782. Atari 800 programs on an IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 00:45:19 UTC
From: jmp1@ns1.cc.lehigh.edu
Message-ID: <1992Jul16.004519.186552@ns1.cc.lehigh.edu>
Source record: 110379

Is there an Atari OS emulator for the IBM PC? Where?

Thanks, Jeff
--

2783. Re: greetings to SPACE

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 02:39:20 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05jr@abcd.Houghton.MI.US>
Source record: 110378

Hello Tim!
I just about fast forwarded past your net message until I spotted "Flight Line" and then "SPACE". Its nice to know some of the St. Paul, Minnesota Atari 8bit crowd is here on the net!
I'm the Jim Johnson of former SPACE membership. Nathan sold my rather large pile of 8bit stuff at the club for me last fall. Say Hi for everyone for me at the August meeting - I sure miss them.
By the way, I've directed a few people towards the club for DOMs and what not.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2784. Whoops...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 03:34:16 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul16.033416.10765@admiral.uucp>
Source record: 110401

Sorry about the crosspost with a question about Contra III. I forgot to look
at the newsgroups: line...

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

2785. 'Puter & Stuff 4-sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 03:55:09 UTC
From: U54136@uicvm.uic.edu
Message-ID: <92197.225509U54136@uicvm.uic.edu>
Source record: 110390

Best offer takes any or all:

1x Atari 800XL computer;
1x Atari 1050 Disk Drive w/ US Doubler;
1x P:R: Connection;
1x 1020 color printer/pen plotter;
1x 1010 Cassette Drive

'Computer Ambush' by SSI on disk;
'Fort Apocalypse' on cassette;
'Flight Simulator II', disk;
'Defender', Cart;
'Eastern Front', Cart;
'Star Trek', Cart.

Reply to Tim (U54136@UICVM.UIC.EDU).

'tanks

2786. Re: RS232 homebrew

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 04:42:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wXmZNB2w164w@cyberden.uucp>
Source record: 110382

Tom_Klok@mindlink.bc.ca (Tom Klok) writes:

> The Atari has a 256-byte character set. So is the IBM extended character set
> It doesn't require graphics to display all the wierd characters, just a
> redefined set.
>

NO!! It has a 128-byte character set! The other 128-bytes are just the
inverse of them. I'm not positive about the IBM though. Maybe it TOO
only has a 128-byte chset. What about the Commodore? I remember reading
about some chset editor and it was saying how you need 2k lying around to
stick the redefined chset in. The 128byte Atari set only uses 1k.
Well?! :)

Say____________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 15, 1992

2787. SDX question?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 05:07:05 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DA2C83A78DA0.20600D9B@edinboro.edu>
Source record: 110380

This is a question for you ML people actually. I want to create a 'Hot-key'
to simply print the contents of COMTAB+63 whenever the key combo is pressed.
This location is the last line entered in the Sparta DOS command processor.
In effect, I want to simulate the MS-DOS F3 key which prints the last line.

I really don't know much about writing Handlers but I assume it should be
done like this (during the VBI?):

```
; COMTAB = contents of loc. $0A (word pointing to DOS entry routine vector)

Look at Keyboard Scancode. (loc. 764)
If Scancode = hotkey
pass COMTAB+63 to the E: device. ;for proper handling on EOL etc.
;I don't know if this can be done though.
ENDIF
Pass Scancode to the K: handler as usual to continue keyboard processing.
; The above line may not even be necessary is this routine is processed
; Before the OS Keyboard routine.
```

Does anyone think this would work. It would be really handy.
Oh, It HAS to be relocatable.

Thanks a lot......

Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.

PS. Could someone please reply to this that reads the IA8-digest exclusively?
(no c.s.a.8 access). I am wondering if anything I post actually makes it the
the Digest because I never see anything come back through. Just a not saying
you saw it would be fine. Thanks again!

2788. Still prefer DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 06:24:54 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul16.062454.8331@sactoh0.sac.ca.us>
Source record: 110383

Well, I started out using DOS 3 from the beginning with the then
new 1050 drives. I only used DOS 2 for older programs that had a
boot sector loader menu. (DOS 2 format, that is)

For a single density format, I did prefer SmartDOS at the time.

When DOS 2.5 was released, I bought the disk and manual, but after
a while, reformatted the 2.5 disks with 3.

There were a few things that I had become accustomed to with DOS 3
that single density DOSes did not have, like the XIO 254 command.

After buying a single density DOS, and not wanting to pay to
upgrade the 1050 to double density (hell, just buy more disks)
therefore making the purchase of SpartaDOS irrevelant (SmartDOS was
a DD DOS anyway), I am pleased with DOS 3. It does the job.

I remember the old DOS wars, especially with th primary "reason"
against DOS 3; the use of 1024 byte blocks, but then again, no one
complains about hard disks and the size of their blocks, do they?

Another little feature about DOS 3, is that when you exit to BASIC,
and then want to get back to the DOS menu, boom, you're there. DOS
3 did not have to reload.

--

###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

2789. Re: SDX question?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 12:32:17 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.711289937@pv1786.vincent.iastate.edu>
Source record: 110384

In <0095DA2C83A78DA0.20600D9B@edinboro.edu> a644690c@edinboro.edu ("Adam J. Conover") writes:

>This is a question for you ML people actually. I want to create a 'Hot-key'
>to simply print the contents of COMTAB+63 whenever the key combo is pressed.
>This location is the last line entered in the Sparta DOS command processor.
>In effect, I want to simulate the MS-DOS F3 key which prints the last line.

>I really don't know much about writing Handlers but I assume it should be
>done like this (during the VBI?):

>; COMTAB = contents of loc. $0A (word pointing to DOS entry routine vector)

>Look at Keyboard Scancode. (loc. 764)
>If Scancode = hotkey
> pass COMTAB+63 to the E: device. ;for proper handling on EOL etc.
> ;I don't know if this can be done though.
>ENDIF
>Pass Scancode to the K: handler as usual to continue keyboard processing.
>; The above line may not even be necessary is this routine is processed
>; Before the OS Keyboard routine.

You might want to take over the keyboard interrupt, using
the vector at $208,$209 (VKEYBD). Then read the scan code
from KBCODE = $d209, which is the hardware register for the
keyboard. check for your hot key, and call the original
interrupt handler if its not your hot key.
Now, if SDX has one of those type-ahead buffers, that would
be the place stuff your command line into, rather than
using the E: handler (I think). That'll be the fun part.
--
Todd Greenfield
tgreen@iastate.edu

2790. Re: RS232

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 13:22:26 UTC
From: jeffh@oakhill.sps.mot.com
Message-ID: <1992Jul16.132226.6512@oakhill.sps.mot.com>
Source record: 110386

The IBM uses a 256 byte character set. There are special codes for inverse, blinking, etc (making you use TWO bytes/character.) The C64 uses a 256 byte character set as well. The 64 also has two sets of character definitions in ROM. One has just uppercase with lots of graphic symbols (default) and the other is upper/lowercase. If the C64 character set is to be redefined you do need 2K to do the whole set. Usually, though, you just want to redefine the upper/lowercase characters and/or a few graphic characters (like in the game Centipede.) You only need as much RAM as necessary to redefine these characters (ie. If you only want to redefine one character, you only need 8 bytes.)

Jeff

2791. Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 14:14:52 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul16.141452.7547@infonode.ingr.com>
Source record: 110385
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

Light guns for the NES are bountiful and cheap. Atari light guns on the other hand are harder to find and more expensive when you do find them. Does anyone have information on converting an NES light gun to an Atari 2600/7800/XEGS type? I think it should just be a matter of changing the connector from the NES style to a regular DB-9 female, and redirecting the wires to the proper pins. Unfortunately, I don't have wiring diagrams for either type of light gun.

Can anyone help me with this?

Thanks!


```
==============================================================================
| Ted Drude (drudetb@infonode.ingr.com) | Official |
|------------------------ (205) 730-8060 (8-5 CST) | MST3K |
| "Trust me, I know what| Atari 2600/5200/7800 Game | Closet Fan |
| I'm doing." - S.Hammer| Collector and Trader | Club Member |
==============================================================================
```

2792. Re: Want to BUY someone's atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 14:51:14 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul16.145114.8787@wam.umd.edu>
Source record: 110387

In article <1992Jul15.142728.17110@neb> jim@neb (Jim Hood) writes:
>My atari died the other day. (That's ok, I have another, but I like to
>have 2 around the house in case the other one ever goes.) I'd prefer
>an 400 or 800, (As that is what died, and my other machine is an XL) but
>i'd consider another XL.

Toad Computers in Severna Park, Maryland will sell you one pretty cheap. I just picked an 800 up there for $39. (Not bad if you consider that the average PC video game is more than that.) They have loads of other 8-bit stuff, too, and they're very friendly. Call MD directory assitance to get their number and give them a call. (I'd post the number but I don't have it here.)

Dave Baggett
dmb@wam.umd.edu

BTW> I'm just a satisifed customer.

2793. What is the .dcm extention?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 15:52:33 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <16aC02hi1a5g01@JUTS.ccc.amdahl.com>
Source record: 110397

I downloaded somefiles from the Atari site and some of the files have a .dcm extention. What does this mean and how do I use these files?

2794. Re: SDX question?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 17:42:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62214@cup.portal.com>
Source record: 110389

Adam, Todd has general hot read right, but I don't think it will work with
SDX because of the way the system uses the line input: It's really an I/O
buffer. Ergo if you type 'DIR' when SDX gets through I think you'll have
a <RETURN> as the 1st character in the buffer followed by:
XXX FREE SECTORS<RETURN>
SDX puts the 1st <RETURN> there to get you off the current command line &
onto a fresh one. You can access the line input, the vector is under ROM
& I think is just a JMP $920. It's just you have to set up the buffer before
you use it. It could be done copying the buffer to a safe place in ram after
each keystroke, "just in case
but it's a little more complicated then just executing the same command.

2795. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 17:52:17 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92198.125217JJMCWILL@MTUS5.BITNET>
Source record: 110394

In article <1992Jul15.190839.27106@exu.ericsson.se>, exuhag@exu.ericsson.se (James Hague) says:
>
>
>65816 disassemblers are a real pain. Opcodes can be interpreted
>differently depending on whether the "mode bit" it set or cleared
>at the time of their execution. Ick. (I only have passing
>experience with the 65816, so I may be missing some details.)
>

Okay, it was just a thought that I figured I would throw to the wind. I agree, with those mode bits, it's close to impossible to really know what mode the CPU is in, and therefore how many bytes get loaded into say, the Accumulator.
But the 65C02 is supported by Mac/65, so perhaps just these OPCODES could be supported.

Jeff McWilliams

2796. Atari 8-bit file (ftp) site

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 19:28:17 UTC
From: jim@neb
Message-ID: <1992Jul16.192817.16656@neb>
Source record: 110410

Someone posted a message a few weeks ago or so talking about an
atari 8-bit archie mailer site. I mailed there, but recieved no
reply (probably just the return path got trashed.) Anyway.....

I have limited FTP ability. Are there any FTP sites that carry
atari 8-bit files?????????

I prefer a posted reply (as mail sometimes bounces around), but if you
prefer to mail, then use the addresses in the signature.

-jim

--
```
*****************************************************************************
* Jim Hood | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* (alternate) | mail/uucp: ..!uunet!news.mentorg.com!caeco!neb!jim *
*---------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs. *
*---------------------------------------------------------------------------*
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
*****************************************************************************
```

2797. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 19:36:22 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Jul16.193622.16918@usenet.ins.cwru.edu>
Source record: 110393

I've got the information you want. All the internal registers,
processor information, even a few programming examples.
I've captured this from Usenet News. It is an old article from
1989 or even older. I've stored this on disk, which I'll be able
to access on Saturday or Monday but not today.
Everyone who want a copy please get back on me via email.

Marek Tomczyk
uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2798. Re: Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 21:00:38 UTC
From: tmkk@uiuc.edu
Message-ID: <BrI2D6.H20@news.cso.uiuc.edu>
Source record: 110395

In article <"92-07-16-20:59:28.13*UJ1G"@DKAUNI2.BITNET> UJ1G@DKAUNI2.BITNET writes:
>
>PhBill writes:
>
>> True.. but also true is the fact that just from the size compared to
>> what they can do you can tell that IBM programs are written VERY
>> inefficiently.. Look at BobTerm. I've yet to see a better terminal on
>> an IBM! :)
>
>VERY TRUE!!!

Heh heh heh...

If BobTerm is so darned good, how come it doesn't run at 19,200bps? ;-)
;-) ;-) Oh, and does it support Zmodem? ;-) ;-) Will it emulate an
IBM3101 terminal? How about an H19, or maybe a VT220? How big a capture
buffer does it have?

Look, you're comparing apples to oranges here. BobTerm is great for what
it is, but trying to say that it or any other Atari program is "better"
than the IBM equivalent is just plain silly. There is no comparison.

>Do you know how long a program just writing "Hallo World"
>would become when programmed on an IBM-PC in Pascal-XSC?
>Guess...
>1KB? - wrong..
>5KB - wrong..
>20KB? - still wrong, it is more than 70KB (seventy!!!)

Clipper programs beat that hands down. Hello world in Clipper 5.0 is
over 270Kb (two hundred seventy kilobytes). The bulk comes from the
runtime overhead, which is linked in whether you use it or not. But lest
you bust a gut laughing at how "bloated" and "inefficient" IBM programs
are, let me remind you that these are only the worst examples. Don't
fall into the trap that your fellows over in comp.sys.amiga.advocacy
dive headlong into on a regular basis.

2799. 6502

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 22:03:43 UTC
From: Dennis_Noll@abcd.Houghton.MI.US
Message-ID: <Dennis_Noll.05li@abcd.Houghton.MI.US>
Source record: 110399

Jeff (or Jim)-

I have a 130XE sitting at home collecting dust that I'd like to try
Assembly programming on. Do either of you have any information on this,
and assembler, etc. Somewhere at home I have an aging copy of De Re Atari.

Dennis Noll
ddnoll@mtus5.cts.mtu.edu

-- Via DLG Pro v0.992

2800. Atari Corp. Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 23:06:02 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jul.16.19.06.01.1992.2281@electron.rutgers.edu>
Source record: 110398

I am trying to compile a list of all cartridges released by Atari for their computers. I am organizing the list by catalog number as listed on the outside of the cartridge. The following is a preliminary list.

CXL4002 BASIC Computing Language (version A)
CXL4003 Assembler Editer Computing Language
CXL4005* Video Easel
CXL4006* Super Breakout
CXL4007* Music Composer
CXL4008* Space Invaders
CXL4009 Computer Chess
CXL4010* 3-D Tic-Tac-Toe
CXL4011 Star Raiders
CXL4012 Missle Command
CXL4013 Asteroids
CXL4015* Telelink
CXL4018* Pilot Computing Language
CXL4020 Centipede
CXL4022 Pac Man
CXL4024* Galaxian
CXL4025* Defender
CXL4027* Qix
CXL4044* Basketball

RX8021 Caverns of Mars
RX8030* E.T. Phone Home
RX8031 Donkey Kong
RX8033 Robotron 2084
RX8036* AtariWriter
RX8039 Eastern Front
RX8040 Donkey Kong Jr.
RX8042* Tennis
RX8043 Ms. Pac Man
RX8044 Joust
RX8099 Ace of Aces

The ones with stars I have not verified, but have arrived at from the catalog numbers I found in a CMO closeout special (from Antic v.5, n.8). These numbers are unlikely to be wrong, but I can't check them.

The following I culled from memory and old ads. They might not be on cartridge for all I know, but if they are I'd like to add them to this list.

Xenophobe
Deluxe Invaders
Desert Falcon

Microsoft BASIC II Computing language
Star Raiders II
Dig Dug
LOGO Computing Language
Millipede
Pole Position
Pengo

I'd would like help completing this list. If you know of any other cartridges issued by Atari, and/or know the catalog numbers of some of the unknown ones, please send me an email message with details so I can update the list. Thanks.

Kevin Chase
chase@physics.rutgers.edu

2801. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 23:06:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jul16.230648.5562@elroy.jpl.nasa.gov>
Source record: 110396
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Jul16.144729.8555@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>you copied 2600 cartridges these days?) I'd love to write a 2600
>emulator for the Atari ST, but I have no idea where to get information
>on the instruction set. I'm with the original poster -- anyobdy know where
>detailed documentation on the 2600's internals (including a memory map)
>can be obtained? I'd really like to get the kind of info that the
>Activion and Imagic people had. Anyone know any of those folks?
>
>A 2600 eumulator would be a fun project -- fairly challenging to write
>but with a reasonable probabilty of success. The 2600 was such a slow
>machine that even a lowly 8 Mhz 68000 could probably emulate it
>hardware and all. (Actually I'm not totally convinced of that, but I'd
>love to try it and see.) Surely you could at least get "combat" working. :)
>
>>Sometimes I think the world has gone emulator crazy.
>
>And with good reason; an Atari ST or Amiga could probably run 2600
>games better than a 2600. As for shareware fees, how many people do
>you think would really register something like that? I'd estimate
>zero, offhand -- this is a definite freeware product.
>
>One more time: Does *anyone* have any pointers to detailed 2600
>programming info? (Please? Pretty please? Grovel, grovel.) :)
>
A longish document describing 2600 programming info was posted twice to this
newsgroup, many moons ago. I thought I had saved a copy but I can't find it
now. What I briefly recall of it was that the 2600 used a 6532 processor (same
instruction set as a 6502, I think it's an integrated single-chip computer
with on-chip RAM). The system has only 128 bytes of RAM mapped in at page 0.
Aside from the incredibly cramped memory space, the gap at page 1 means that
you cannot use the JSR instruction, since there is no memory where the stack
would normally live.

While part of me looks at this idea and says "hey, that'd be a fun project,"
another part of me says "what's the point?" Since actual 2600s and carts are
already dirt cheap, I don't think anyone can really justify to themselves the
amount of programming effort required. But, that's just me. I sold my
ultra-cool Atari 800XL after I bought my first ST, and I've felt regret about
that many a time, but really, I couldn't justify (to myself) continuing to
spend any effort on such an outdated system when there was so much new to
explore on the ST.

Getting back to the 2600 - I find the lack of a stack to be greatly
discouraging. It would certainly have been quite a challenge to produce

meaningful software in such a system. Nowadays, I don't think the challenge offers sufficient reward to bother with.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2802. Re: REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-16 23:07:11 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul16.230711.29200@ucsu.Colorado.EDU>
Source record: 110400

In article <92197.114440JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET
(Jeff McWilliams) writes:
>Excellent question I am not sure where the translation is being
>done. It may be done by the Printer hardware, or in the P:
>handler itself. If it is in the handler you're bumming.
>Compute's Third Book of Atari mentions this, and offers no solution
>beside changing all 255's to 251's. Or avoid 255's altogether.
>I believe this is what Roy Goldman did in Daisy Dot III, avoided
>255 and another number, not sure which number that was though.
>One of the benefits of doing a PIA modification and a printer port
>on it: write your own handler, and be able to set whether 255 goes
>through or is converted to the ASCII CR LF.

I think you mean 155's (the ATASCII RETURN character); my printer prints
255's just fine. Anyway, yes, it is built into the handler <sigh>. It
converts all 155's to 13's. (It couldn't have been built into the printer
hardware (ATARI printers excepted), else the printer would do that with
ANY computer that it was hooked up to.) Another unpleasant "feature"
(IMHO) is a leftover from the ATARI 40-column printer days. If you send
ANY character after a RETURN, the P: handler will pad it out to 40
spaces! Very annoying for a program I was writing... I couldn't get
around it at the OS level.

--Michael

Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting, waiting for
hill@spot.Colorado.EDU | you/ Sooner or later you know He's got to
Ball Aerospace Systems Group & | come through/ No hesitation and no holding
University of Colorado@Boulder | back/ Let it all go and you'll know you're
$ mv net.flames /dev/null | on the right track" --Kansas, "Hold On"
---------------Jesus Christ is the Way, the Truth, and the Life!---------------
Did you ever notice that everybody in favor of abortion has already been born?!

2803. Atari 400 for sell

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 03:11:57 UTC
From: hong@cs.umd.edu
Message-ID: <59031@mimsy.umd.edu>
Source record: 110402

I have a 48K atari 400 and a couple of carts that I want to sell,
I will sell the whole package for $20 + shipping. If interested,
please email me at hong@tove.umd.edu

Thanks,
Sze Hong

2804. Timeout for a philosophical question!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 03:59:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-07-16-20:59:28.13*UJ1G"@DKAUNI2.BITNET>
Source record: 110391

PhBill writes:

> True.. but also true is the fact that just from the size compared to
> what they can do you can tell that IBM programs are written VERY
> inefficiently.. Look at BobTerm. I've yet to see a better terminal on
> an IBM! :)

VERY TRUE!!! Do you know how long a program just writing "Hallo World"
would become when programmed on an IBM-PC in Pascal-XSC?
Guess...
1KB? - wrong..
5KB - wrong..
20KB? - still wrong, it is more than 70KB (seventy!!!)

Imagine, just for writing "Hello World" to the screen. This program
wouldn't even fit into my 130XE (hehe) :)

Marek
(still can't belive, but it's true!!!)

2805. Quick

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 04:08:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-07-16-21:08:45.96*UJ1G"@DKAUNI2.BITNET>
Source record: 110392

I don't remember exactly who was interested in Quick except Jeff
and Bill, so I decided to post the following to c.s.a.8

---

now, I've got the anwser from 'Power per Post' about ordering
and paying from abroad. Do you still remember? I've written a letter
to Power per Post asking about possibilities of getting
'Quick' , 'S.A.M.' etc.

Here's what they anwsered:

1. you have to send your order to

Power per Post
Melanchthonstr. 75/1
Postfach 1640
W-7518 Bretten
GERMANY

you do not need to know the ordering numbers nor the price. Simply
write what you want. eg. Quick, S.A.M.
Mention the type of your computer.

2. then 'Power per Post' will send a reply telling how
much you have to pay.

3. go to your local bank and get an international money-order

4. send your money-order back to 'Power per Post'

5. wait for the stuff to come

Ok, I admit it's quite a lot of work, but that's the way they want
to handle it.

I hope this helps

Marek Tomczyk

2806. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 04:15:48 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul17.041548.4123@infonode.ingr.com>
Source record: 110403
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Jul16.230648.5562@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>A longish document describing 2600 programming info was posted twice to this
>newsgroup, many moons ago. I thought I had saved a copy but I can't find it
>now. What I briefly recall of it was that the 2600 used a 6532 processor (same
>instruction set as a 6502, I think it's an integrated single-chip computer
>with on-chip RAM).

Beep! The 2600 uses a 6507 CPU, which is basically the same internally as a 6502, but only has an 8K external address space and doesn't have any interrupt lines. It does have the RDY line which allows the CPU to be single-stepped by external hardware. The 2600 uses that line to synchronize the CPU to the TIA chip (tv interface adapter) which generates the actual video signals for the RF modulator. The CPU has to draw the raster lines in real time, however.

The 2600 does also have a 6532 RIOT (ram, i/o, timer) chip, which is a multipurpose peripheral chip. Very similar to the 6522 VIA, except it also has 128 bytes of static RAM. The RIOT provides the RAM, parallel I/O lines to the joystick ports and other switches, and a programmable timer which the CPU uses for all sorts of things.

>The system has only 128 bytes of RAM mapped in at page 0.
>Aside from the incredibly cramped memory space, the gap at page 1 means that
>you cannot use the JSR instruction, since there is no memory where the stack
>would normally live.

Beep! The RIOT is actually setup to decode its RAM at both pages 0 and 1. That allows the RAM to be both page 0 memory and the stack, and memory location $0081-FF are physically the same as $0181-1FF. You simply init the stack to the top of page 1:
LDX #$FF
TXS
And then you can safely use the lower part of the 128 bytes of RAM. You can address it as either "fast" page 0 RAM or with a full 16-bit address on page 1 (obviously).

>While part of me looks at this idea and says "hey, that'd be a fun project,"
>another part of me says "what's the point?" Since actual 2600s and carts are
>already dirt cheap, I don't think anyone can really justify to themselves the
>amount of programming effort required.

As far as writing an emulator for another platform goes, I completely agree. The 2600 hardware is about as low as it can go (I think!) Hey,

I'll even sell a working console for $10.

>Getting back to the 2600 - I find the lack of a stack to be greatly
>discouraging. It would certainly have been quite a challenge to produce
>meaningful software in such a system. Nowadays, I don't think the challenge
>offers sufficient reward to bother with.

Well, there really is a stack in the 2600. But when it comes to
programming new games, I think the real challenge is getting a decent
game within the 6K code size limit. Of course there are ways to bank
switch, but that adds more complexity. As far as rewards go, you may
not get rick, but I think there's a sizable bunch of people who would
be interested in seeing some new 2600 games! (IMNSHO)


```
==============================================================================
| Ted Drude (drudetb@infonode.ingr.com) | Official |
|------------------------- (205) 730-8060 (8-5 CST) | MST3K |
| "Trust me, I know what| Atari 2600/5200/7800 Game | Closet Fan |
| I'm doing." - S.Hammer| Collector and Trader | Club Member |
==============================================================================
```

2807. Re: Still prefer DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 04:20:14 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62254@cup.portal.com>
Source record: 110406

Mark Newton-John writes:

> [details of starting out with DOS 3, using DOS 2 sparingly, preferring
> SmartDOS (over DOS 2), trying DOS 2.5, and going back to DOS 3, elided]
>
>There were a few things that I had become accustomed to with DOS 3
>that single density DOSes did not have, like the XIO 254 command.

If memory serves, isn't XIO 254 the "format disk" command? That particular
XIO has been around forever, and is quite alive and well in DOS 2.

>I am pleased with DOS 3. It does the job.

As long as you're willing to accept being incompatible with virtually
everyone else in the Atari world, yes.

>I remember the old DOS wars, especially with th primary "reason"
>against DOS 3; the use of 1024 byte blocks, but then again, no one
>complains about hard disks and the size of their blocks, do they?

Hard disks' blocks are generally 512 bytes -- immediately HALVING the
"waste potential" per block compared to DOS 3 -- AND a hard disk is
much more capacious than a 5.25" floppy under ANY Atari density. These
two factors combine to make the individual block, sector -- even each
BYTE -- of storage MUCH more precious and "expensive to give up to wastage,"
as a percentage of the available disk real estate, on an Atari floppy than
on any hard drive. I'd be much more sedate about wasting 1024 bytes of
storage on even a small (10Meg) hard drive, than on even a double density
(~180K) Atari floppy!

>Another little feature about DOS 3, is that when you exit to BASIC,
>and then want to get back to the DOS menu, boom, you're there. DOS
>3 did not have to reload.

For which you paid the price of having less RAM available for programs and
data while in BASIC. But if that doesn't bother you, I recall SmartDOS could
be configured for exactly the same behavior. SpartaDOS X does the same
thing, for that matter, WITHOUT hogging up BASIC programming RAM!

BTW, your .sig misspells SACRAMENTO... ;-) Unless you really do live in
a place called SCARAMENTO...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2808. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 04:30:49 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62258@cup.portal.com>
Source record: 110404
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Here's some programming-the-2600 text that came off this Net a couple of years ago. I also have some source code which I'll post next. *383 lines*

Specifications for the Atari 2600/7800

2600 7800

CPU: 6507 6502C (custom, NOT 65C02)
RAM: 128 Bytes, in VLSI 4K, high speed
ROM: 6K max 52K max
Cpu Clock: 1.19 MHz 1.79 MHz
Graphics Clock: 3.58 MHz 7.16 MHz
Slot Config: Rom access only Most CPU lines + video/audio
CPU Avail: less than 50% over 90%

Notes:
1. ROM specs are based on a non-bank select scheme.
2. Graphics Clock is the master clock used to drive the video chips.

Programming the 2600 in a nutshell.
The Atari 2600 consists of 3 important ICs: the CPU (6507),
the Television Interface Adapter (TIA or Stella), and the RIOT (6532).
The 7800 has a CPU (6502C or Sally) instaed of the 6507 and a GCC1702
(Maria) chip in addition to the Stella chip.

The CPU:
The 6507 CPU is a 6502 with 2 important exceptions: it only has
external address lines for 8K of memory and there are NO interrupt lines
connected. This is not as limiting as it seems if you examine some of
the games for the machine.

The Stella chip:
This chip makes all the video displays and sounds for the 2600 VCS.
It also has 6 registers which are used as A/D converters and for the trigger
buttons on the joysticks. The chip also controls the RDY line of the CPU
to initiate horizontal syncronization control. The chip is NOT a DMA chip.
The CPU must write each line of data into the chip registers AS it draws
the screen. This accounts for the low CPU availability. The Chip is addresed
through 44 write only registers, and 13 read only registers mapped to
the low end of page 0. For those familiar with the Atari 800, this chip
is about 1/2 of a TIA/Pokey in all respects. But, there is no ANTIC chip to
drive it; the CPU must do all the work that the ANTIC does in the 800.

The RIOT
This chip reads all the console switches (excluding power), the

joysticks, and other controllers. It also contains the only RAM in the
system and a general purpose timer. The RAM is mapped to the high end of both
page 0 and page 1. This means that it acts as both page 0 fast access memory
and the 6502 stack. The timer and I/O ports are mapped to Page 2 and 3.

In order to produce a video display, a program must do the following:
1. Start the vertical blanking interval
2. Start the vertical sync interval immediately
there is time for about 80 instructions after this
3. End vertical sync
the game computations must be done now as there won't be time later
4. End vertical blanking
5. Set up each line of the video display as it is drawn
there is time for about 6 instructions to the video chip before
the current line starts being displayed. Atari recommends changing
the display every other line to gain processing time.
6. Loop back to step 1

The Cartridge:
A standard cartridge contains the equivalent of a 2716 or 2732/2532
with one notable exception: the chip select line is active high, not low.
The high order address line of the 6507 (A12) is used as the chip enable.
There was at least one company that used EPROMs with a 74LS04 inverter to
compensate for this.

The Pinouts:
Note: numbers indicate left to right numbering

Top Row Bottom Row
Slot 2716 CPU 2716 CPU

1 13 D3 1 A7
2 14 D4 2 A6
3 15 D5 3 A5
4 16 D6 4 A4
5 17 D7 5 A3
6 * A12 6 A2
7 19 A10 7 A1
8 NC A11 8 A0
9 22 A9 9 D0
10 23 A8 10 D1
11 24 +5V 11 D2
12 12 Shield Ground NC Ground
* to inverter and back to 18 for chip select

Major differences between 2600 and 7800 mode:
2600 mode is default in the 7800. If it finds 128 bytes at the high
end of memory to match its encryption scheme, it will enable 7800 mode. There i
s a small ROM inside the unit which displays the Atari pattern on screen as
it does this.
The 7800 mode is DMA driven, so the processor is free most of the time
to do other things, as the graphics chip runs 4 times faster than the CPU.

The 7800 cartridge slot includes 8 more lines: A13, A14, A15, R/W,
phase 2 clock, audio, video, and HALT (unique to Atari 6502).
The 2600 video has foreground/background, 2 player/missles, and one
ball. The 7800 can display as many objects as the DMA can read in one line.
The sound is exactly the same as it still uses the Stella chip
(except Ballblazer which has its own sound chip in the cartridge).

Wsync Wait for sync
This address halts microprocessor by clearing RDY latch to zero. RDY is
set true again by the leading edge of horizontal blank.
Data bits not used.

Rsync Reset Sync
This address resets the horizontal sync counter to define the begining of
horizontal blank time, and is used in chip testing.
Data bits not used.

Vsync
This address controls vertical sync time by writing D1 into the Vsync latch.
D1 - 1: start vertical sync
0: stop vertical sync

Vblank
This address controls vertical blank and the latches and dumping transistors
on the input ports by writing into bits D7,D6, and D1 of the Vblank register.
D1 - 1: start vertical blank
0: stop vertical blank
D6 - 1: enable I4 and I5 latches
0: disable latches - also resets latches to logic true
D7 - 1: Dump I0,I1,I2,I3 ports to ground
0: Remove dump path to ground

Pf0, Pf1, Pf2
These addresses are used to write into the playfield registers.

horizontal scan line map
(160 clocks, each bit =4 clocks)
Ctrlpf bit 0
bits 4-7 7-0 0-7 | 4-7 7-0 0-7
register Pf0 Pf1 Pf2 Pf0 Pf1 Pf2 0

bits 4-7 7-0 0-7 | 7-0 0-7 7-4
register Pf0 Pf1 Pf2 Pf2 Pf1 Pf0 1

Ctrlpf
This address is used to write into the playfield control register.
if bit is 1 then:
D0 - (REF) reflect playfield, see above
D1 - (SCORE) left half of playfield gets color of player 0
right half gets color of player 1
D2 - (PFP) playfield gets priority over players so they move

behind playfield
D5,D4 - Ball Size if 00, 1 clock wide
if 01, 2 clocks wide
if 10, 4 clocks wide
if 11, 8 clocks wide

Nusiz0, Nusiz1
These addresses control the number and size of players and missles.
D5,D4 - Missle Size see Ball Size above
D2,D1,D0 - Player number/size
if 000, X one copy
if 001, X X two copies, close
if 010, X X two copies, medium
if 011, X X X three copies, close
if 100, X X Two copies, far
if 101, XX one copy, double width
if 110, X X X 3 copies, medium
if 111, XXXX one copy, quad width

Resp0, Resp1, Resm0, Resm1, Resbl
These addresses are used to reset players, missles and the ball. The object
will begin its serial graphics at that time of a horizontal line at which the
reset address occurs.
Data bits not used.

Resmp0, Resmp1
These addresses are used to reset the horizontal location of a missle to
the center of its corresponding player. As long as this control bit is
true (1), the misslw will remain locked to the center of its player and the mis
sle graphics will be disabled. When a zero is written into this location,
the missle is enabled, and can be moved independently from the player.
D1 - 0: allow missle to move
1: lock missle to player

Hmove
This address causes the horizontal motion register values to be acted upon
during the horizontal blank time in which it occurs. It must occur at the
beginning of horizontal blanking in order to allow time for generation of
extra clock pulses into the horizontal position counters. If motion is
desired, this command must immediately follow a Wsync command in the program.
Data bits not used.

Hmclr
This address clears all horizontal motion registers to zero (no motion).
Data bits not used.

Hmp0, Hmp1, Hmm0, Hmm1, Hmbl
These addresses write data (horizontal motion values) into the horizontal
motion registers. These registers cause horizontal motion only when commanded
to do so by the horizontal movement command Hmove. The motion values use the

upper 4 bits of the byte. They are signed numbers with a +7 to -8 range. The
positive numbers indicate left movement, the negative indicate right.
Warning: These registers should not be modified during the 24 computer cycles
following an Hmove command. Unpredictable motion values may result.

Enam0, Enam1, Enabl
These addresses write into the single bit missle or ball graphics registers.
D1 - 0: disables object
1: enables object

Grp0, Grp1
These addresses write data into the player graphics registers

horizontal scan line map
(each bit =1 clock)

bits 7-0 if Refp0 (Refp1) is 0
bits 0-7 if Refp0 (Refp1) is 1 (reflected)

Refp0, Refp1
These addresses write data into the the single bit player reflect registers.
see above.
D3 - 0: normal
1: reflected

Vdelp0, Vdelp1, Vdelbl
These addresses write data into the single bit vertical delay registers, to
delay players or the ball by one vertical line.
D0 - 0: no delay
1: delayed

Cxclr
This address clears all collision latches to zero (no collision)
Data bits not used.

Colupb, Colup1, Colupf, Colubk
These addresses write data into the player, playfield, and background
color-luminance registers.
D3, D2, D1 - Luminance values 000 is dark, 111 is bright.
D7,D6,D5,D4 - Colors 0000 Grey
0001 Gold
0010 Orange
0011 Red orange
0100 Pink
0101 Purple
0110 Blue purple
0111 Blue
1000 Blue
1001 Light blue
1010 Turquoise
1011 Green blue

1100 Green
1101 Yellow green
1110 Orange green
1111 Light orange

Audf0, Audf1
These addresses write data into the audio frequency divider registers.
D4,D3,D2,D1,D0 - 00000 30KHz divided by 1
00001 " " 2
.....
11111 " " 32

Audc0, Audc1
These addresses write data into the audio control registers which control
the noise content and additional division of the audio output.

bits value noise type division
D3, D2, D1, D0 - 0000 set to 1
0001 4 bit poly
0010 /15 into 4 bit poly
0011 5 bit poly into 4 bit poly
0100 divide by 2
0101 divide by 2
0110 divide by 31
0111 5 bit poly into /2
1000 9 bit poly
1001 5 bit poly
1010 divide by 31
1011 set last 4 bits to 1
1100 divide by 6
1101 divide by 6
1110 divide by 93
1111 5 bit poly divided by 6

Audv0, Audv1
These addresses write data into the audio volume registers which set the pull
down impedance driving the audio output pads.
D3, D2, D1, D0 - 0000 no output
....
1111 loudest output

Atari 2600 Stella Memory Map

Write Address Registers
Addr Assy Name Bits Used Function

00 Vsync 0000 00x0 Vertical Sync Set-Clear
01 Vblank xx00 00x0 Vertical Blank Set-Clear
02 Wsync ---- ---- Wait for Horizontal Blank
03 Rsync ---- ---- Reset Horizontal Sync Counter
04 Nusiz0 00xx 0xxx Number-Size player/missle 0

```
05 Nusiz1 00xx 0xxx Number-Size player/missle 1
06 Colup0 xxxx xxx0 Color-Luminance Player 0
07 Colup1 xxxx xxx0 Color-Luminance Player 1
08 Colupf xxxx xxx0 Color-Luminance Playfield
09 Colubk xxxx xxx0 Color-Luminance Background
0A Ctrlpf 00xx 0xxx Control Playfield, Ball, Collisions
0B Refp0 0000 x000 Reflection Player 0
0C Refp1 0000 x000 Reflection Player 1
0D Pf0 xxxx 0000 Playfield Register Byte 0
0E Pf1 xxxx xxxx Playfield Register Byte 1
0F Pf2 xxxx xxxx Playfield Register Byte 2
10 Resp0 ---- ---- Reset Player 0
11 Resp1 ---- ---- Reset Player 1
12 Resm0 ---- ---- Reset Missle 0
13 Resm1 ---- ---- Reset Missle 1
14 Resbl ---- ---- Reset Ball
15 Audc0 0000 xxxx Audio Control 0
16 Audc1 0000 xxxx Audio Control 1
17 Audf0 000x xxxx Audio Frequency 0
18 Audf1 000x xxxx Audio Frequency 1
19 Audv0 0000 xxxx Audio Volume 0
1A Audv1 0000 xxxx Audio Volume 1
1B Grp0 xxxx xxxx Graphics Register Player 0
1C Grp1 xxxx xxxx Graphics Register Player 1
1D Enam0 0000 00x0 Graphics Enable Missle 0
1E Enam1 0000 00x0 Graphics Enable Missle 1
1F Enabl 0000 00x0 Graphics Enable Ball
20 Hmp0 xxxx 0000 Horizontal Motion Player 0
21 Hmp1 xxxx 0000 Horizontal Motion Player 1
22 Hmm0 xxxx 0000 Horizontal Motion Missle 0
23 Hmm1 xxxx 0000 Horizontal Motion Missle 1
24 Hmbl xxxx 0000 Horizontal Motion Ball
25 Vdelp0 0000 000x Vertical Delay Player 0
26 Vdelp1 0000 000x Vertical Delay Player 1
27 Vdelbl 0000 000x Vertical Delay Ball
28 Resmp0 0000 00x0 Reset Missle 0 to Player 0
29 Resmp1 0000 00x0 Reset Missle 1 to Player 1
2A Hmove ---- ---- Apply Horizontal Motion
2B Hmclr ---- ---- Clear Horizontal Move Registers
2C Cxclr ---- ---- Clear Collision Latches

Read Address Registers
bit 6 bit 7
0 Cxm0p xx00 0000 Read Collision M0-P1 M0-P0
1 Cxm1p xx00 0000 M1-P0 M1-P1
2 Cxp0fb xx00 0000 P0-PF P0-BL
3 Cxp1fb xx00 0000 P1-PF P1-BL
4 Cxm0fb xx00 0000 M0-PF M0-BL
5 Cxm1fb xx00 0000 M1-PF M1-BL
6 Cxblpf x000 0000 BL-PF -----
```

```
7 Cxppmm xx00 0000 P0-P1 M0-M1
8 Inpt0 x000 0000 Read Pot Port 0
9 Inpt1 x000 0000 Read Pot Port 1
A Inpt2 x000 0000 Read Pot Port 2
B Inpt3 x000 0000 Read Pot Port 3
C Inpt4 x000 0000 Read Input (Trigger) 0
D Inpt5 x000 0000 Read Input (Trigger) 1

Atari 2600 RIOT Memory Map

80-FF Ram also at 180-1FF

280 Swcha Port A data register (joysticks...)
281 Swacnt Port A data direction register (DDR)
282 Swchb Port B data (console switches)
283 Swbcnt Port B DDR
284 Intim Timer output

294 Tim1t set 1 clock interval
295 Tim8t set 8 clock interval
296 Tim64t set 64 clock interval
297 T1024t set 1024 clock interval
these are also at 380-397

Atari 2600 ROM Memory Map

E000-FFFF Rom also 1000-1FFF
3000-3FFF ....
```

2809. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 04:41:08 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62261@cup.portal.com>
Source record: 110405
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Here are the assembly source code files for three 2600 programs.... This message is 1130 lines long. -Chris Chiesa, Chris_F_Chiesa@cup.portal.com

```
===== CUT HERE ===== 8< ===== BILLBRD.ASM ===== 8< ====== CUT HERE ======
; Billboard Demo
; displays sonething close to, but not quite like
; the colored billboard used in "Close Encounters..."
; just a small demo to see what could be done
;
Start LDX #$FF
TXS
JSR Sub0
LDA #$06
STA $09
LDA #$02
STA $0A
LDA #$35
STA $B1
STA $B4
LDA $1B
STA $B2
STA $B3
LDA #$00
STA $B6
LDA #$AA
STA $B5
Main JSR Sub1
LDA #$50
STA $06
LDA #$80
STA $07
LDA #$08
STA $19
JSR Sub2
LDA $0282
AND #$02
BEQ Start
JSR Sub3
LDX #$10
Loop1 NOP
STY $02
DEX
BNE Loop1
LDY #$06
```

```
LDX #$04
Loop2 STY #$02
LDA $B1
STA $0D
LDA $B2
STA $0E
LDA $B3
STA $0F
NOP
NOP
NOP
NOP
NOP
NOP
NOP
LDA $B4
STA $0D
LDA $B5
STA $0E
LDA $B6
STA $0F
DEX
BNE Loop2
LDA #$06
STA $06
STA $07
LDX #$A6
Loop3 NOP
STY $02
DEX
BNE Loop3
JMP Main
Sub0 CLD
SEI
LDX #$00
STX $0281
STX $0283
LDY #$04
Loc0 STX $00,Y
INY
CPY #$20
BNE Loc0
STX $2B
RTS
Sub1 LDY #$FF
STY $02
STY $01
STY $00
LDA #$2A
STA $0295
```

```
LDA $0282
AND #$01
BNE Loc1
BRK
Loc1 RTS
Sub2 LDY $0284
BNE Sub2
STY $02
STY $00
LDA #$19
STA $0296
RTS
Sub3 LDY $0284
BNE Sub3
STY $02
STY $01
STY $2A
RTS
.END
===== CUT HERE ===== 8< ===== COLRDEMO.ASM ===== 8< ====== CUT HERE ======
; Color Demo
; Taken from the Magicard Manual
; shows almost all the colors on the left side
; of the screen and cycles slowly on the right
;
Start LDA $81 ; get contents of memory
STA $0F ; save into a pattern control register
LDA #$03
STA $0A ; set background control register
LDA #$55
STA $07 ; set right side color
LDY #$00
DEY
STA $02 ; wait for horizontal sync
STA $01 ; start vertical blanking
STA $00 ; start vertical retrace
LDA #$2A
STA $0295 ; set timer for appropriate length
Loop1 LDY $0284
BNE Loop1 ; waste time
STY $02 ; wait for horizontal sync
STY $00 ; end vertical retrace period
LDA #$24
STA $0296 ; set timer for next wait
LDA $0282
AND #$01 ; check for reset switch
BNE NReset
BRK ; only interrupt available - must have vector set
NReset INC $80 ; increment right side color cycle counter
BNE Loop2
```

```
LDA #$E0
STA $80 ; reset counter
INC $81
LDA $81 ; increment right side color
STA $06 ; store it in color register
Loop2 LDY $0284
BNE Loop2 ; waste time
STY $02 ; wait for horizontal sync
STY $01 ; end vertical blanking
LDX #$E4 ; number of line to draw on screen
Loop3 STY $02 ; wait for horizontal sync
STX $0E ; change a background pattern with each line
STX $07 ; change right side color with each line
DEX
BNE loop3
JMP Start ; do next screen (every 1/60th second)
.END
===== CUT HERE ===== 8< ===== COMBAT.ASM ===== 8< ====== CUT HERE ======
; Atari Combat Game
; suspected RAM addresses
;
; E0-E3 score pattern offsets
; DE-DF score pattern calculation temporaries
; A1-A2 scores
; D2 score conversion temporary
;
; 9B-9C sound pitch storage
; B5-BA lo-res indirect addresses
; DA hi-res patterns
; D6-D7 colors
SEI
CLD
LDX #FF
TXS
LDX #5D
JSR J15BD ; zero out $00 thru $A2
LDA #10
STA SWCHB+1
STA 88
JSR J11A3
MLOOP JSR NWSCR ; $1014
JSR J1157
JSR J1572
JSR J12DA
JSR J1444
JSR J1214
JSR J12A9
JSR J11F2
JSR J1054
JMP MLOOP
```

```
;
NWSCR INC 86 ; initial blanking and retrace start
STA HMCLR
LDA #02
STA WSYNC
STA VBLANK
STA WSYNC
STA WSYNC
STA WSYNC
STA SYNC
STA WSYNC
STA WSYNC
LDA #00
STA WSYNC
STA SYNC
LDA #2B
STA TIM64T
RTS
;
J1054 LDA #20
STA B4
STA WSYNC
STA HMOVE
B105C LDA INTIM
BNE B105C
STA WSYNC
STA CXCLR
STA VBLANK
TSX
STX D3 ; Save stack pointer
LDA #02
STA CTRLPF
LDX DC
B1070 STA WSYNC
DEX
BNE B1070
LDA DC
CMP #0E
BEQ B10CD
LDX #05
LDA #00
STA DE
STA DF
J1083 STA WSYNC
LDA DE
STA PF1
LDY E2
LDA L15C5,Y
AND #F0
STA DE
```

```
LDY E0
LDA L15C5,Y
AND #0F
ORA DE
STA DE
LDA DF
STA PF1
LDY E3
LDA L15C5,Y
AND #F0
STA DF
LDY E1
LDA L15C5,Y
AND 87
STA WSYNC
ORA DF
STA DF
LDA DE
STA PF1
DEX
BMI B10CD
INC E0
INC E2
INC E1
INC E3
LDA DF
STA PF1
JMP J1083
;
B10CD LDA #00 ; Inner Display Loop
STA PF1
STA WSYNC
LDA #05
STA CTRLPF
LDA D6
STA COLUP0
LDA D7
STA COLUP1
B10DF LDX #1E
TXS ; Very Sneaky - set stack to missle registers
SEC
LDA A4
SBC B4
AND #FE
TAX
AND #F0
BEQ B10F2
LDA #00
BEQ B10F4
B10F2 LDA BD,X
```

```
B10F4 STA WSYNC ; End of 1 line
STA GRP0
LDA A7
EOR B4
AND #FE
PHP ; This turns the missle 1 on/off
LDA A6
EOR B4
AND #FE
PHP ; This turns the missle 0 on/off
LDA B4
BPL B110C
EOR #F8
B110C CMP #20
BCC B1114
LSR A
LSR A
LSR A
TAY
B1114 LDA A5
SEC
SBC B4
INC B4
NOP
ORA #01
TAX
AND #F0
BEQ B1127
LDA #00
BEQ B1129
B1127 LDA BD,X
B1129 BIT 82
STA GRP1
BMI B113B
LDA (B5),Y
STA PF0
LDA (B7),Y
STA PF1
LDA (B9),Y
STA PF2
B113B INC B4
LDA B4
EOR #EC
BNE B10DF
LDX D3 ; Restore stack pointer
TXS
STA ENAM0
STA ENAM1
STA GRP0
STA GRP1
```

```
STA GRP0
STA PF0
STA PF1
STA PF2
RTS
;
J1157 LDA SWCHB
LSR A
BCS B1170
LDA #0F
STA 87
LDA #FF
STA 88
LDA #80
STA DD
LDX #E6
JSR J15BD ; zero out $89 thru $A2
BEQ B11D0
B1170 LDY #02
LDA DD
AND 88
CMP #F0
BCC B1182
LDA 86
AND #30
BNE B1182
LDY #0E
B1182 STY DC
LDA 86
AND #3F
BNE B1192
STA 89
INC DD
BNE B1192
STA 88
B1192 LDA SWCHB
AND #02
BEQ B119D
STA 89
BNE B11F1
B119D BIT 89
BMI B11F1
INC 80
J11A3 LDX #DF
B11A5 JSR J15BD
LDA #FF
STA 89
LDY 80
LDA L17D8,Y
STA A3
```

```
EOR #FF
BNE B11BB
LDX #DD
BNE B11A5
B11BB LDA 81
SED
CLC
ADC #01
STA 81
STA A1
CLD
BIT A3
BPL B11D0
INC 85
BVC B11D0
INC 85
B11D0 JSR J1525
LDA #32
STA A5
LDA #86
STA A4
BIT A3
BMI B11F1
STA A5
STA POSH2
LDA #08
STA 96
LDA #20
STA HMP0
STA HMP1
STA WSYNC
STA HMOVE
B11F1 RTS
;
J11F2 LDX #01 ; convert BCD scores to score pattern offset
B11F4 LDA A1,X
AND #0F
STA D2
ASL A
ASL A
CLC
ADC D2
STA E0,X
LDA A1,X
AND #F0
LSR A
LSR A
STA D2
LSR A
LSR A
```

```
CLC
ADC D2
STA E2,X
DEX
BPL B11F4
RTS
;
J1214 BIT 83
BVC B121C
LDA #30
BPL B121E
B121C LDA #20
B121E STA B1
LDX #03
JSR J1254
DEX
JSR J1254
DEX
B122A LDA 8D,X
AND #08
LSR A
LSR A
STX D1
CLC
ADC D1
TAY
LDA 00A8,Y
SEC
BMI B123D
CLC
B123D ROL A
STA 00A8,Y
BCC B1250
LDA AC,X
AND #01
ASL A
ASL A
ASL A
ASL A
STA B1
JSR J1254
B1250 DEX
BEQ B122A
RTS
;
J1254 INC AC,X
LDA 95,X
AND #0F
CLC
ADC B1
```

```
TAY
LDA L15F7,Y
STA B0
BIT 82
BVS B127A
LDA 95,X
SEC
SBC #02
AND #03
BNE B127A
LDA AC,X
AND #03
BNE B127A
LDA #08
STA B0
B127A LDA B0
J127C STA HMP0,X
AND #0F
SEC
SBC #08
STA D4
CLC
ADC A4,X
BIT A3
BMI B1290
CPX #02
BCS B12A0
B1290 CMP #DB
BCS B1298
CMP #25
BCS B12A0
B1298 LDA #D9
BIT D4
BMI B12A0
LDA #28
B12A0 STA A4,X
CPX #02
BCS B12A8
STA VDELP0,X
B12A8 RTS
;
J12A9 LDA #01
AND 86
TAX
LDA 95,X
STA REFP0,X
AND #0F
TAY
BIT 83
BPL B12BB
```

```
STY 97,X
B12BB TXA
EOR #0E
TAX
TYA
ASL A
ASL A
ASL A
CMP #3F
CLC
BMI B12CB
SEC
EOR #47
B12CB TAY
B12CC LDA (BB),Y
STA BD,X
BCC B12D4
DEY
DEY
B12D4 INY
DEX
DEX
BPL B12CC
RTS
;
J12DA LDA 8A
SEC
SBC #02
BCC B130C
STA 8A
CMP #02
BCC B130B
AND #01
TAX
INC 95,X
LDA D8,X
STA D6,X
LDA 8A
CMP #F7
BCC B12F9
JSR J1508
B12F9 LDA 8A
BPL B130B
LSR A
LSR A
LSR A
J1300 STA AUDV0,X
LDA #08
STA AUDC0,X
LDA L17FE,X
```

```
STA AUDF0,X
B130B RTS
;
B130C LDX #01
LDA SWCHB
STA D5
LDA SWCHA
B1316 BIT 88
BMI B131C
LDA #FF
B131C EOR #FF
AND #0F
STA D2
LDY 85
LDA L170F,Y
CLC
ADC D2
TAY
LDA L1712,Y
AND #0F
STA D1
BEQ B1338
CMP 91,X
BNE B133C
B1338 DEC 93,X
BNE B1349
B133C STA 91,X
LDA #0F
STA 93,X
LDA D1
CLC
ADC 95,X
STA 95,X
B1349 INC 8D,X
BMI B136B
LDA L1712,Y
LSR A
LSR A
LSR A
LSR A
BIT D5
BMI B137B
B1358 STA 8B,X
ASL A
TAY
LDA L1637,Y
STA A8,X
INY
LDA L1637,Y
STA AA,X
```

```
LDA #F0
STA 8D,X
B136B JSR J1380
LDA SWCHA
LSR A
LSR A
LSR A
LSR A
ASL D5
DEX
BEQ B1316
RTS
;
B137B SEC
SBC 85
BPL B1358
J1380 LDA A3
BMI B138C
AND #01
BEQ B138C
LDA DB
STA D6,X
B138C LDA 99,X
BEQ B13B7
LDA D8,X
STA D6,X
LDA 99,X
CMP #07
BCC B13AE
BIT D5
BPL B13A2
CMP #1C
BCC B13AE
B13A2 CMP #30
BCC B13C5
CMP #37
BCS B13CB
BIT 83
BVC B13CB
J13AE LDA #00
STA 99,X
LDA #FF
B13B4 STA RESMP0,X
RTS
;
B13B7 BIT 88
BPL B13BF
LDA INPT4,X
BPL B13F6
B13BF JSR J1410
```

```
JMP J13AE
;
B13C5 JSR J1410
JMP J13DE
;
J13CB LDA 9F,X
BEQ B13D9
JSR J1410
LDA #30
STA 99,X
JMP J13DE
;
B13D9 LDA 99,X
JSR J1300
J13DE LDA 86
AND #03
BEQ B13F0
BIT 84
BVS B13F2
BIT 82
BVC B13F0
AND #01
BNE B13F2
B13F0 DEC 99,X
B13F2 LDA #00
BEQ B13B4
B13F6 LDA #3F
STA 99,X
SEC
LDA A4,X
SBC #06
STA A6,X
LDA 95,X
STA 97,X
LDA #1F
STA 9B,X
LDA #00
STA 9D,X
JMP J13CB
;
J1410 LDA 9F,X
BEQ B1421
LDA #04
STA AUDC0,X
LDA #07
STA AUDV0,X
LDA 9B,X
STA AUDF0,X
RTS
;
```

```
B1421 LDY 85
LDA L1733,Y
AND 88
STA AUDV0,X
LDA L1736,Y
STA AUDC0,X
CLC
LDA #00
B1432 DEY
BMI B1439
ADC #0C
BPL B1432
B1439 ADC 8B,X
TAY
TXA
ASL A
ADC L1739,Y
STA AUDF0,X
RTS
;
J1444 LDX #01
J1446 LDA CXM0P,X
BPL B1476
BIT 84
BVC B1454
LDA 9B,X
CMP #1F
BEQ B1476
B1454 INC 95,X
INC 97,X
SED
LDA A1,X
CLC
ADC #01
STA A1,X
CLD
TXA
CLC
ADC #FD
STA 8A
LDA #FF
STA RESMP0
STA RESMP1
LDA #00
STA AUDV0,X
STA 99
STA 9A
RTS
;
B1476 BIT A3
```

```
BPL B147D
JMP J1501
;
B147D LDA 9F,X
BEQ B148B
CMP #04
INC 9F,X
BCC B148B
LDA #00
STA 9F,X
B148B LDA CXM0FB,X
BMI B1496
LDA #00
STA 9D,X
JMP J14D6
;
B1496 BIT 82
BVC B14D0
LDA 9D,X
BNE B14B7
INC 9F,X
DEC 9B,X
LDA 97,X
STA B2,X
EOR #FF
STA 97,X
INC 97,X
LDA 97,X
AND #03
BNE B14B4
INC 97,X
B14B4 JMP J14D4
;
B14B7 CMP #01
BEQ B14C6
CMP #03
BCC B14D4
BNE B14D4
LDA B2,X
JMP J14C8
;
B14C6 LDA 97,X
J14C8 CLC
ADC #08
STA 97,X
JMP J14D4
;
B14D0 LDA #01
STA 99,X
J14D4 INC 9D,X
```

```
J14D6 LDA CXP0FB,X
BMI B14DE
LDA CXPPMM
BPL B14E7
B14DE LDA 8A
CMP #02
BCC B14ED
JSR J1508
B14E7 LDA #03
STA E4,X
BNE B1501
B14ED DEC E4,X
BMI B14F7
LDA 8B,X
BEQ B1501
BNE B14F9
B14F7 INC 95,X
B14F9 LDA 95,X
CLC
ADC #08
JSR J150F
B1501 DEX
BMI B1507
JMP J1446
B1507 RTS
;
J1508 TXA
EOR #01
TAY
LDA 0097,Y
J150F AND #0F
TAY
LDA L1627,Y
JSR J127C
LDA #00
STA A8,X
STA AA,X
STA 8D,X
LDA D8,X
STA D6,X
RTS

J1525 LDX 85
LDA L17C6,X
STA BB
LDA L17C9,X
STA BC
LDA A3
LSR A
LSR A
```

```
AND #03
TAX
LDA A3
BPL B1546
AND #08
BEQ B1544
LDX #03
BPL B1548
B1544 LDA #80
B1546 STA 82
B1548 LDA A3
ASL A
ASL A
BIT A3
BMI B1556
STA WSYNC
STA 84
AND #80
B1556 STA 83
LDA #F7
STA B6
STA B8
STA BA
LDA L17CC,X
STA RESP0
STA B5
LDA L17D0,X
STA B7
LDA L17D4,X
STA B9
RTS
;
J1572 LDA A3
AND #87
BMI B157A
LDA #00
B157A ASL A
TAX
LDA L175D,X
STA NUSIZ0
LDA L175E,X
STA NUSIZ1
LDA A3
AND #C0
LSR A
LSR A
LSR A
LSR A
TAY
LDA 88
```

```
STA SWCHB
EOR #FF
AND DD
STA D1
LDX #FF
LDA SWCHB
AND #08
BNE B15A7
LDY #10
LDX #0F
B15A7 STX D2
LDX #03
B15AB LDA L1765,Y
EOR D1
AND D2
STA COLUP0,X
STA D6,X
STA D8,X
INY
DEX
BPL B15AB
RTS
;
J15BD LDA #00
B15BF INX
STA A2,X
BNE B15BF
RTS
;
; Patterns for numbers
;
L15C5 .BYTE $0E ,$0A ,$0A ,$0A ,$0E ; 0 leading zero suppressed
.BYTE $22 ,$22 ,$22 ,$22 ,$22 ; 11
.BYTE $EE ,$22 ,$EE ,$88 ,$EE ; 22
.BYTE $EE ,$22 ,$66 ,$22 ,$EE ; 33
.BYTE $AA ,$AA ,$EE ,$22 ,$22 ; 44
.BYTE $EE ,$88 ,$EE ,$22 ,$EE ; 55
.BYTE $EE ,$88 ,$EE ,$AA ,$EE ; 66
.BYTE $EE ,$22 ,$22 ,$22 ,$22 ; 77
.BYTE $EE ,$AA ,$EE ,$AA ,$EE ; 88
.BYTE $EE ,$AA ,$EE ,$22 ,$EE ; 99
;
L15F7 .BYTE $F8 ,$F7 ,$F6 ,$06 ,$06
.BYTE $06 ,$16 ,$17 ,$18 ; $15FC
.BYTE $19 ,$1A ,$0A ,$0A ; $1600
.BYTE $0A ,$FA ,$F9 ,$F8 ; $1604
.BYTE $F7 ,$F6 ,$F6 ,$06 ; $1608
.BYTE $16 ,$16 ,$17 ,$18 ; $160C
.BYTE $19 ,$1A ,$1A ,$0A ; $1610
.BYTE $FA ,$FA ,$F9 ,$E8 ; $1614
```

```
.BYTE $E6 ,$E4 ,$F4 ,$04 ; $1618
.BYTE $14 ,$24 ,$26 ,$28 ; $161C
.BYTE $2A ,$2C ,$1C ,$0C ; $1620
.BYTE $FC ,$EC ,$EA ; $1624
;
L1627 .BYTE $C8 ,$C4 ,$C0 ,$E0 ,$00
.BYTE $20 ,$40 ,$44 ,$48
.BYTE $4C ,$4F ,$2F ,$0F
.BYTE $EF ,$CF ,$CC
;
L1637 .BYTE $00 ,$00 ,$80 ,$80 ,$84
.BYTE $20 ,$88 ,$88 ,$92 ; $163C
.BYTE $48 ,$A4 ,$A4 ,$A9 ; $1640
.BYTE $52 ,$AA ,$AA ,$D5 ; $1644
.BYTE $AA ,$DA ,$DA ,$DB ; $1648
.BYTE $6D ,$EE ,$EE ,$00 ; $164C
.BYTE $FC ,$FC ,$38 ,$3F ; $1650
.BYTE $38 ,$FC ,$FC ,$1C ; $1654
.BYTE $78 ,$FB ,$7C ,$1C ; $1658
.BYTE $1F ,$3E ,$18 ,$19 ; $165C
.BYTE $3A ,$7C ,$FF ,$DF ; $1660
.BYTE $0E ,$1C ,$18 ,$24 ; $1664
.BYTE $64 ,$79 ,$FF ,$FF ; $1668
.BYTE $4E ,$0E ,$04 ,$08 ; $166C
.BYTE $08 ,$6B ,$7F ,$7F ; $1670
.BYTE $7F ,$63 ,$63 ,$24 ; $1674
.BYTE $26 ,$9E ,$FF ,$FF ; $1678
.BYTE $72 ,$70 ,$20 ,$98 ; $167C
.BYTE $5C ,$3E ,$FF ,$FB ; $1680
.BYTE $70 ,$38 ,$18 ,$38 ; $1684
.BYTE $1E ,$DF ,$3E ,$38 ; $1688
.BYTE $F8 ,$7C ,$18 ,$60 ; $168C
.BYTE $70 ,$78 ,$FF ,$78 ; $1690
.BYTE $70 ,$60 ,$00 ,$00 ; $1694
.BYTE $C1 ,$FE ,$7C ,$78 ; $1698
.BYTE $30 ,$30 ,$30 ,$00 ; $169C
.BYTE $03 ,$06 ,$FC ,$FC ; $16A0
.BYTE $3C ,$0C ,$0C ,$02 ; $16A4
.BYTE $04 ,$0C ,$1C ,$FC ; $16A8
.BYTE $FC ,$1E ,$06 ,$10 ; $16AC
.BYTE $10 ,$10 ,$38 ,$7C ; $16B0
.BYTE $FE ,$FE ,$10 ,$40 ; $16B4
.BYTE $20 ,$30 ,$38 ,$3F ; $16B8
.BYTE $3F ,$78 ,$60 ,$40 ; $16BC
.BYTE $60 ,$3F ,$1F ,$1E ; $16C0
.BYTE $1E ,$18 ,$18 ,$00 ; $16C4
.BYTE $83 ,$7F ,$3E ,$1E ; $16C8
.BYTE $0C ,$0C ,$0C ,$00 ; $16CC
.BYTE $8E ,$84 ,$FF ,$FF ; $16D0
.BYTE $04 ,$0E ,$00 ,$00 ; $16D4
```

```
.BYTE $0E ,$04 ,$8F ,$7F ; $16D8
.BYTE $72 ,$07 ,$00 ,$10 ; $16DC
.BYTE $36 ,$2E ,$0C ,$1F ; $16E0
.BYTE $B2 ,$E0 ,$40 ,$24 ; $16E4
.BYTE $2C ,$5D ,$1A ,$1A ; $16E8
.BYTE $30 ,$F0 ,$60 ,$18 ; $16EC
.BYTE $5A ,$7E ,$5A ,$18 ; $16F0
.BYTE $18 ,$18 ,$78 ,$34 ; $16F4
.BYTE $36 ,$5A ,$78 ,$2C ; $16F8
.BYTE $0C ,$06 ,$0C ,$08 ; $16FC
.BYTE $6C ,$70 ,$B8 ,$DC ; $1700
.BYTE $4E ,$07 ,$06 ,$38 ; $1704
.BYTE $10 ,$F0 ,$7C ,$4F ; $1708
.BYTE $E3 ,$02 ,$00 ; $170C
;
L170F .BYTE $00 ,$0B ,$16
L1712 .BYTE $00 ,$10
.BYTE $00 ,$FF ,$01 ,$11 ; $1714
.BYTE $01 ,$FF ,$0F ,$1F ; $1718
.BYTE $0F ,$50 ,$5F ,$51 ; $171C
.BYTE $FF ,$30 ,$3F ,$31 ; $1720
.BYTE $FF ,$70 ,$7F ,$71 ; $1724
.BYTE $90 ,$B0 ,$70 ,$FF ; $1728
.BYTE $91 ,$B1 ,$71 ,$FF ; $172C
.BYTE $9F ,$BF ,$7F ; $1730
;
L1733 .BYTE $08 ,$02 ,$02 ; sound volumes
L1736 .BYTE $02 ,$03 ,$08 ; sound types
L1739 .BYTE $1D ,$05 ,$00 ; sound pitches
.BYTE $00 ,$00 ,$00 ,$00 ; $173C
.BYTE $00 ,$00 ,$00 ,$00 ; $1740
.BYTE $00 ,$00 ,$00 ,$1D ; $1744
.BYTE $1D ,$16 ,$16 ,$0F ; $1748
.BYTE $0F ,$00 ,$00 ,$00 ; $174C
.BYTE $00 ,$00 ,$00 ,$00 ; $1750
.BYTE $00 ,$00 ,$12 ,$10 ; $1754
.BYTE $10 ,$0C ,$0C ,$07 ,$07 ; $1758
;
L175D .BYTE $00
L175E .BYTE $00 ,$01
.BYTE $01 ,$00 ,$03 ,$27 ,$03
;
L1765 .BYTE $EA ,$3C ,$82
.BYTE $44 ,$32 ,$2C ,$8A ; $1768
.BYTE $DA ,$80 ,$9C ,$DA ; $176C
.BYTE $3A ,$64 ,$A8 ,$DA ; $1770
.BYTE $4A ,$08 ,$04 ,$00 ; $1774
.BYTE $0E ,$F0 ,$10 ,$10 ; $1778
.BYTE $10 ,$10 ,$10 ,$10 ; $177C
.BYTE $10 ,$10 ,$10 ,$10 ; $1780
```

```
.BYTE $10 ,$FF ,$00 ,$00 ; $1784
.BYTE $00 ,$38 ,$00 ,$00 ; $1788
.BYTE $00 ,$60 ,$20 ,$20 ; $178C
.BYTE $23 ,$FF ,$80 ,$80 ; $1790
.BYTE $00 ,$00 ,$00 ,$1C ; $1794
.BYTE $04 ,$00 ,$00 ,$00 ; $1798
.BYTE $00 ,$FF ,$00 ,$00 ; $179C
.BYTE $00 ,$00 ,$00 ,$00 ; $17A0
.BYTE $00 ,$00 ,$00 ,$00 ; $17A4
.BYTE $00 ,$00 ,$07 ,$1F ; $17A8
.BYTE $3F ,$7F ,$FF ,$00 ; $17AC
.BYTE $00 ,$00 ,$00 ,$00 ; $17B0
.BYTE $00 ,$00 ,$00 ,$60 ; $17B4
.BYTE $20 ,$21 ,$FF ,$00 ; $17B8
.BYTE $00 ,$00 ,$80 ,$80 ; $17BC
.BYTE $80 ,$80 ,$00 ,$00 ; $17C0
.BYTE $00 ,$07
;
L17C6 .BYTE $4F ,$CF ,$8F
L17C9 .BYTE $F6 ,$F6 ,$F6
L17CC .BYTE $75 ,$75 ,$75 ,$9A
L17D0 .BYTE $81 ,$99 ,$AA ,$9D
L17D4 .BYTE $8D ,$99 ,$B6 ,$9D
L17D8 .BYTE $24 ,$28 ,$08 ,$20
.BYTE $00 ,$48 ,$40 ,$54 ; $17DC
.BYTE $58 ,$25 ,$29 ,$49 ; $17E0
.BYTE $55 ,$59 ,$A8 ,$88 ; $17E4
.BYTE $98 ,$90 ,$A1 ,$83 ; $17E8
.BYTE $E8 ,$C8 ,$E0 ,$C0 ; $17EC
.BYTE $E9 ,$E2 ,$C1 ,$FF ; $17F0
.BYTE $00 ,$00 ,$00 ,$00 ; $17F4
.BYTE $00 ,$00
;
.WORD $0000 ; NMI
.WORD $F000 ; Reset
L17FE .BYTE $0F, $11 ; IRQ - (used as pitch for sound generator)
```

2810. 2600 programming

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 04:49:35 UTC
From: conklin@theclub.UUCP
Message-ID: <9207170449.AA15911@frith.egr.msu.edu>
Source record: 110407

Howard Chu @ JPL writes:

>"While part of me looks at this idea and says "hey, that'd be a fun project,"
>another part of me says "what's the point?" Since actual 2600s and carts are
>already dirt cheap, I don't think anyone can really justify to themselves the
>amount of programming effort required. But, that's just me. I sold my
>ultra-cool Atari 800XL after I bought my first ST, and I've felt regret about
>that many a time, but really, I couldn't justify (to myself) continuing to
>spend any effort on such an outdated system when there was so much new to
>explore on the ST."

Don't let Howard get you down. Go for it! He works with VMS programmers ;-)

Howard, if you really regret missing the 8-bit, I can get you started with
a 1030 Modem!

Terry Conklin "Honey, please don't go. Hell Awaits"
conklin@egr.msu.edu (Mixed quote, Muddy Waters & Slayer)
The Club II (313) 334-8877
The Club (517) 372-3131

2811. Re: p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 05:03:40 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62265@cup.portal.com>
Source record: 110408

Paul somebody (a friend of Khan's I presume, he didn't sign his message ;-))
writes:

> In trying to send graphics data to a printer, I beleive
>the P: handler converts $9b (eol) to a $d (CR), messing
>everything up. Is there a simple way to turn off this translation;
>such as special aux1, or aux2 values when opening the P: device?

I encountered this same problem many years ago, using the Atari 850
interface. I remember trying to call Atari, back in the days when they still
have a customer support number (not toll-free; I made about a thousand calls fr
om NY to CA) but apparently just "busied out" the line during the day; I never
did get through. The translation I observed with the 850 was that EOL ($9B)
became CR+LF ($0D, $0A).

> Alternately, I tries using the sio vector directly, but
>couldnt get it to work. (tho Ive done things that way with the
>disk drive) Any suggestions on this angle?

I already had the OS Listing at that time, and searched through it to
look for the translation code, without success. I finally heard, SOMEWHERE,
from SOMEONE, that the translation occurred IN THE 850 INTERFACE, after the
data had left the computer proper, and that there was no way to disable it.
Obviously there was also no way to reprogram it. If you're observing similar
translation behavior using the P:R: Connection, that tells me one of three
things is happening: either the P:R: Connection contains some "intelligence"
similar to the Atari 850 and is doing its own translations too, or it
comes with a software driver that's doing the translation, OR what I heard
ten years ago was wrong and the translation is there in CIO itself, somewhere.
About your failure to use the SIO vector: did the I/O attempt simply FAIL,
or did it succeed but continue to experience translation?

If the translation is in the P:R: Connection driver, you ought to be able
to find it and patch a very few instructions and remove the translation
outright; note that this will make the driver incompatible with TEXT out-
put since 99% of printers won't like the Atari EOL ($9B) character "un-
translated." If the translation is in the Atari OS, and you have an XL/XE
series machine, you have an option I did NOT on my old 800: copy the OS
into RAM and patch the translation code out of it THERE. Again, you become
incompatible with Text mode.

> Should I just write my own handler?

For best results, yes, you should write your own handler that can be
toggled between TEXT (perform EOL -> CRLF translation) and GRAPHICS (don't
perform translation) modes at run time. It would have been nice if Atari

had thought of this in the first place, but graphics printers essentially did not exist at the time this stuff was developed, so... nobody thought of it.

All bets are off, though, if you succeed in sending raw data out of the SIO bus but the translation still occurs: that would mean the translation was taking place onboard the P:R: connection itself and you're in the same boat I am: no reprogramming unless you want to burn your own PROMs.

> Please, take the time to educate this poor fool.

I hope I have.

>Paul

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2812. Re: p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 05:05:02 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62267@cup.portal.com>
Source record: 110409

Oh, almost forgot to discuss the workaround. :-)

Instead of printing EIGHT bits of dot-graphics at a single pass, print SIX. The value $9B will never arise and you will never run afoul of the translation mechanism. You WILL have to change the line spacing on your printer to 3/4 of what you've been using.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2813. Re: Contra III cheat in July '92 GamePro...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 05:51:25 UTC
From: djt2445@ritvax.isc.rit.edu
Message-ID: <1992Jul17.055125.5268@ultb.isc.rit.edu>
Source record: 110429
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Jul15.175828.9682@admiral.uucp>, dave@admiral.uucp (Dave Litchman) writes:
>There are two codes listed for Contra III in the July issue of Gamepro magazine
>They read as follows:
>
>"What strength! If you know the Street Fighter II Dragon Punch move, you can
>pull off stage select and extra lives tricks in Contra III. To pick any level,
>press Left, Down, Down-Left, Left and Start all in one motion at the player
>select screen. Listen for the humming sound to indicate the code worked.
>
>"If you'd like a thirty gun Contra Commando salute [I assume that means it
>gives you 30 lives] press Right, Down, Down-Right, Right, and Start in one
>motion at the player select screen. Listen for the death scream to indicate
>the code worked. These tricks may take a few tries to execute properly, so
>practice your thumbwork.
>
>"Ryu and Ken S. Long, Thailand"
>
>
>Now, try as I might, I cannot get these tricks to work. Could the problem be
>that I do not know the Street Fighter II Dragon Punch move (blasphemy, you
>say?)? Or, considering the attribution of that hint, could it just be so
>much bullshit?
>
>Can anyone tell me if they've managed to execute this bit of digital
>dexterity, and if so, how I might be able to do so as well? Thanks...
>
>
>
>--
>"Dammit Jim, I'm a free man, not a number!"
>--
>This is a copy of the mnemonic signature virus. Remember to copy it into
>your .signature file later. Join the fun!
Doesn't the names Ken and Ryu S. Long mean anything to you?
As in Sheng Long?
As in Ken and Ryu?

The only thing suprising me is that this issue isn't April's magazine.

2814. Re: p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 06:26:08 UTC
From: tac10@isuvax.iastate.edu
Message-ID: <1992Jul17.062608.15094@news.iastate.edu>
Source record: 110411

In article <62265@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
>I already had the OS Listing at that time, and searched through it to
>look for the translation code, without success. I finally heard, SOMEWHERE,
>from SOMEONE, that the translation occurred IN THE 850 INTERFACE, after the
>data had left the computer proper, and that there was no way to disable it.
>Obviously there was also no way to reprogram it. If you're observing similar
>translation behavior using the P:R: Connection, that tells me one of three
>things is happening: either the P:R: Connection contains some "intelligence"
>similar to the Atari 850 and is doing its own translations too, or it
>comes with a software driver that's doing the translation, OR what I heard
>ten years ago was wrong and the translation is there in CIO itself, somewhere.

Well, the PR conection loads an handler out of itself for the
serial ports; they even include the source of that in the docs, and
it of course performs ascii to atascii translation. No mention of
a driver, or translation, or anything is made regarding the paralell
device. HELP!
Does anyone know where the translation occurs?

>About your failure to use the SIO vector: did the I/O attempt simply FAIL,
>or did it succeed but continue to experience translation?
>

It failed. This is what I did.
load DDEVIC ($300) with $40 (p1)
load DUNIT ($301) with $01
I tried both $57 and $50 (write with and without verify for the disk)
my mapping the atari suggests that one will work with the
printer...in DCOMND ($302)
I set bit 7 (send data) in DSTATS ($303)
then loaded the buffer adress and length into DBUFLO/HI and
DBYTLO/HI ($305,$308) respectively
then I called siov ($e459)

Nothing...Should I have set a time out value, aux values, why
doesnt this work?

Paul
Paul Thompson if you must know, TAC10@iastate.edu

2815. Re: What is the .dcm extention?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 08:18:00 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Jul17.032024.3374@wvnvms.wvnet.edu>
Source record: 110412

In article <16aC02hi1a5g01@JUTS.ccc.amdahl.com>, jwf10@ccc.amdahl.com (John Ferrell Jr) writes:
> I downloaded somefiles from the Atari site and some of the files have a
> ..dcm extention. What does this mean and how do I use these files?

The dcm extention means that the file contains a disk image created with Bob Puff's Diskcomm prog. This prog examines an entire disk, boot sector, vtoc, etc, and crunches it into a file suitable for up/downloading/archiving. In order to extract the disk you need Diskcomm, which is at the archive under the filename Dskcom32.*** (i'm not sure whether or not it is arc'ed or not).
Hope this helps.
Mephistopheles

p.s please excuse the spelling. I come from the Dan Quale school o' English.

2816. SIO port protocol

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 08:48:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <661.78.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 110441

I'd like to know this as well... mainly what I would like to know is:
What are the equivilent SERIAL or PARALLEL pins for the SIO.
I am trying to build a cable so I can use newer hardware, and I need to be able to use standard serial ports. I know it is possible because the ST X-Former (8bit emulator) can control the 8-Bits 1050 drives, and the ST has a serial port. (they use a connector going from the st port, into a dummy SIO end). I just wish I knew what pins went to what so I could do the same for ALL devices.

2817. Re: gif pictures, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 09:04:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JPT2NB11w164w@cyberden.uucp>
Source record: 110413

As for GIF viewing.. (btw: GIFs are COMPRESSED! Not exactly easy to simply load up and smack onto the screen)
There are two great programs out there that you should look at:
1) is AT8GIF - it loads up GIFs into either 320 x 192 x 2 (b/w mode) or 160 x 192 x 4 ... it TRIES it's damnedest to make the thing come out right using red green & blue dots, but I've yet to see a REALLY nice picture made with it, other than 320 monos.

2) is APACView - it loads up GIFs into APACmode- this is an 80 x 96 x 256 (color) mode. Higher versions can also handle removing ONLY the b/w data (giving you an 80 x 192 x 16 grey-shade screen) and ONLY the color data (giving you an 80 x 192 x 16 color screen). From there, you can put the two images together and reload them into either Pryzm or Interlaced APAC mode (I prefer the latter) which are 80 x 192 x 256 (color) modes. Yet ANOTHER way you can load files are into red-only, green-only and blue-only screens in either 80 x 192 x 16 red or green or blue shades AND 160 x 192 x 4 r/g or b shades. From THERE, you load them up in anothe program made by this author (Jeff Potter) called Colrview which displays the 80 x 192 screens in >>4096<< colors!!! AND 160 x 192 screens in >>64<< colors!!

The way GIFs are compressed is alot like the way ARChived files are made. I'm not sure the difference, etc, but usually when you try to get an ARChiver program to .ARC a .GIF file, it just ends up storing it because since they compress in the same way, they cant really find a way to squash it anymore (NO, you can't ARC an ARC and then ARC it again, etc. How would you be able to get a 25k file from 1 byte!? :))

Anyways.. if you want to MAKE GIFs, Jeff Potter did it again by making GIFNCode. It can (for now, unless we bug him ;)) only encode 80 x 192 x 16 grey shade screens, 160 x 192 x 4 colors (any old colors) screens and 320 x 192 x 2 (mono.. I suppose the colors can still be set) screens.

Good luck. I suggest nosing around the graphics newsfeeds and bugging them since most of use 8-bitters use good old un-compressed or Koala-style compressed files :)

later

Say___________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 17, 1992

2818. Re: Fkeys on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 09:14:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <s7T2NB1w164w@cyberden.uucp>
Source record: 110414

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> for IDE, and he hopes the entire modification should cost around $200.00.
> Boy, what I wouldn't do to scrape up the 200 bucks!

So.. you mean you don't need ANY extra hardware .. like a Supra HD
interface or an MIO or Blackbox?! Wow! BB's are $200 standing, aren't
they!?
WoweE!! I think I wont call ANY LD #s this month and ask
my dad for the $200 I didn't spend! ;)
hehehehehehehh

Say____________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _________________________________
NJ! July 17, 1992

2819. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 09:22:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cku2NB3w164w@cyberden.uucp>
Source record: 110416

Wasn't there something (I think it was for 800's only...ok..is there anything for non-800's then) that let you have multiple OS's hooked up and you could switch between them? It wouldn't be too difficult, would it? (pretty dangerous, I'll guess, with the power ON tho!)

Say___________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 17, 1992

2820. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 09:24:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5Nu2NB4w164w@cyberden.uucp>
Source record: 110415

exuhag@exu.ericsson.se (James Hague) writes:

> Jeff McWilliams writes:
> >
> >The fastchip routines claim to gain up to 500%
> >speed over the standard routines.
>
> Remember that there is a downside as well. Atari BASIC uses the
> floating point routines for everything, especially the fp-to-integer
> routine; many timing dependent BASIC utilities and games will run too
> fast. (I know it seems like a minor point, but there are a lot of such
> programs out there.)

Again... a switch for the chips might come in handy.. Just like
booting up w/ BASIC to run old BASIC programs that used the timing
instead of using TBXL with them (like I tend to do, just for a laugh)

Say____________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 17, 1992

2821. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 09:30:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZXu2NB5w164w@cyberden.uucp>
Source record: 110417

All this talk of Demon Attack makes me miss all the OTHER I-magic games. (I had them/saw them) for the 2600. They were, by far, the best games for the 2600. If not in the game play, at least in the looks. My vote for 2nd places goes to Activision, but that's another story :). Anyways. Of all the games I saw from I-magic, I thought Demon Attack was the worst! :) What other cool games did they release on the 8-bit machines? Did they ever make that "put out the fire" one? (forget it's name..never had it) or Atlantis (I think I saw that on some "for sale" list for the 8-bits) or that REALLY cool game where you ran into castles and stole stuff from really mad looking dragons. (inspired me to make one of my old games (the 1st where I actually figured out how to make a user-defined chset!) called Crown Quest)

Ahh the memories... :)

```
Say____________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in ___________________________________
NJ! July 17, 1992
```

2822. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 09:34:18 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <V4u2NB6w164w@cyberden.uucp>
Source record: 110418

bn137@cleveland.Freenet.Edu (Marek Tomczyk) writes:

>
> This Newell Floating Point chip brings me to another question.
> Would it be possible to make a 'software version' of that chip?
> You could boot a disk with some FP routines which than hide under
> the OS-ROM and simply replace the old routines.
> I know that writing new FP routines isn't an easy task, not to
> say a lifetime job, but you could just start with some routines
> and do the rest when you've some spare time. The new routines
> weren't limited to space available in this few KB of FP-ROM
> You could simply make a jump to somewhere else in the RAM area
> with more KB available for more capable FP routines.
>
> Marek

Ugh.. yet another "hide me under the OS, I'll be fine!" routines to run.
I crashed Hyper E: by loading up a DLI (probably a bad DLI though, but
still). Also, do you think that you'd have enough memory!? Say with
Hyper E:, TDLine, the new FP routines, etc.etc. running.... :)
I seem to like the thought of popping chips in i guess...heh

Say_____9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 17, 1992

2823. Term programs (Atari 8 -v- IBM)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 13:14:54 UTC
From: bbs@neb
Message-ID: <1992Jul17.131454.28342@neb>
Source record: 110431

I am using Procomm Plus v.201 right now - and let me tell you, I would rather be using Bobterm 1.22! The only real advantage of using PcPlus is the scrollback window (hit SHIFT F6 and scroll up to see about 50k of last events, messages, etc..) - but that shouldnt be too tough to incorporate into Bobterm.

Posted by BBS User: James King

2824. 360k floppy

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 13:16:01 UTC
From: bbs@neb
Message-ID: <1992Jul17.131601.28424@neb>
Source record: 110432

I can (will) mail you off a FUJI 360k drive mech (ready to run in your Percomm) for $25.00 including shipping. Interested?

Posted by BBS User: James Kings is the scrollback window (hit SHIFT F6 and scroll up to see about 50k of last events, messages, etc..) - but that shouldnt be too tough to incorporate into Bobterm.

Posted by BBS User: James King

2825. 1450xld

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 13:18:06 UTC
From: bbs@neb
Message-ID: <1992Jul17.131806.28491@neb>
Source record: 110433

I have yet to even SEE a 1450XLD in my almost 10 years of Atari usage (and support!) To be honest, I doubt that even one exists in the entire state of Utah. Hmm.

Posted by BBS User: James KingT F6 and scroll up to see about 50k of last events, messages, etc..) - but that shouldnt be too tough to incorporate into Bobterm.

Posted by BBS User: James King

2826. Owning both --> IBM PC and Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 13:19:09 UTC
From: bbs@neb
Message-ID: <1992Jul17.131909.28550@neb>
Source record: 110434

I own an XT with 2meg Ram, 20 meg HD, etc - but it collects dust while
smoke belches from the keyboard on my 256k (with 80 col. omniview)
800xl!

Posted by BBS User: James Kingll up to see about 50k of
last events, messages, etc..) - but that shouldnt be too tough to
incorporate into Bobterm.

Posted by BBS User: James King

2827. Dos 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 13:21:05 UTC
From: bbs@neb
Message-ID: <1992Jul17.132105.28617@neb>
Source record: 110435

Dos 3 had so many bugs that even Atari corp. dropped support of it
shortly after releasing it. Why anyone would use that OS is beyond
me.
.
Kamaro Kid, SysOp of the Citadel BBS (801) 965-8450 (Pro! node x324)

Posted by BBS User: James Kingevents, messages, etc..) - but that shouldnt be too tough to
incorporate into Bobterm.

Posted by BBS User: James King

2828. Re: Atari 8-bit file (ftp) site

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 13:51:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jul17.135127.7183@usenet.ins.cwru.edu>
Source record: 110419

In a previous article, jim@neb (Jim Hood) says:

>Someone posted a message a few weeks ago or so talking about an
>atari 8-bit archie mailer site. I mailed there, but recieved no
>reply (probably just the return path got trashed.) Anyway.....
>
>I have limited FTP ability. Are there any FTP sites that carry
>atari 8-bit files?????????
>
>I prefer a posted reply (as mail sometimes bounces around), but if you
>prefer to mail, then use the addresses in the signature.

From the comp.sys.atari.8bit/Info-Atari8 Digest FAQ List:

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning, jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

BART automatically UUEncodes binary files before sending them to you.
Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/new". You may upload files to this directory. Be sure to set

file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to jrd@stony-brook.scrc.symbolics.com. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file at the top of the message so he knows what directory to place it in at the archive.
3. If you can neither FTP to the archive nor e-mail to John Dunning, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2829. Re: gif pictures, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 14:30:29 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05m4@abcd.Houghton.MI.US>
Source record: 110422

In a message dated Thu 16 Jul 92 13:51, Tac10@isuvax.iastate.edu (set)
wrote:

T> What is the format of a binary 'gif' file? Are there any
T> utilities for translating them into some atari displayable format?
T> Someone loaned me their spiffy printer, and if I knew the
T> way binary picture files were formated, I could write something
T> to print them, or crunch them into some 8bit display, or show
T> only parts... I have no experience with downloading and displaying
T> images of any sort; but this old 800 is just a tool waiting to
T> be used. Please give me any information you can.
T> Paul

T> The fact that there is so much support and information available
T> for the 8bits is quite amazing to me. Im not anachronistic, but
T> if the old Impala still runs and gets me from place to place, why
T> buy a new one?

No need to write anything, there is at least one GIF viewer in the public
domain for the Atari 8bits. The problem you will run into is resolution.
Most of the pictures out there are in resolutions high enough that they
look rather poor when displayed on a 40column screen.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2830. Re: Opened my Atari 800... Fast Chip... Floating Point ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 14:51:01 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05mf@abcd.Houghton.MI.US>
Source record: 110423

In a message dated Fri 17 Jul 92 0:09, Bn137@cleveland.freenet.edu (marek wrote:

B> stupid question: What the heck is a Newell Fast Chip?
B> I've never noticed that you can add something like this to the
B> 8bit Atari.

B> Marek Tomczyk
B> uj1g@dkauni2.bitnet

Newell sold a replacement OS for the Atari 800 that had faster floating point routines than those written by Atari. Atari published the 400/800 OS source code, but they never published the source for later versions of the OS.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2831. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 15:02:32 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05mm@abcd.Houghton.MI.US>
Source record: 110424

Demon Attack requires the old 400/800 OS to work. To run the translator, you have to boot from disk - which won't happen if the cart is installed. And once the machine is booted, you can't plug in a cart and have it recognized.
Demon Attack didn't use Atari's published OS routine vectors, but instead used the OS routines in the 400/800 directly. As a result, when Atari rewrote the OS for the newer machines, those routines were moved (but the vectors pointed to their new locations), and software like Demon Attack won't run on newer machines.

By the way, I strongly urge you to NOT remove/insert a cart with your machine powered up. Yes the XL/XEs have better protection, but the micro power surges won't do your machine any good either.

I don't know if it will work, but I wonder if you couldn't get a 400/800 only cart to run by using SpartaDOS X and the translator. SDX is a cart based DOS that allows you to plug in a cart on top of it, and can turn that cart on and off. Has anyone tried it?

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2832. TazMania(Genesis)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 16:55:16 UTC
From: dmm4971@ritvax.isc.rit.edu
Message-ID: <1992Jul17.165516.7995@ultb.isc.rit.edu>
Source record: 110446
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Well, I went out yesterday and bought TazMania. The game looks great
but it's really boring. I mean if you can't get me interested in the first
level, i'm not gonna sit there and dredge through it just to see if it
gets any better. I'll try it one more time today, but I'm glad I can take
it back for a full refund. I don't understand why so many people were
saying that the game is awesome and hilarious, it's not.
just my humble ol' opinion...
`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'

Dr. Doogie dmm4971@ritvax.isc.rit.edu
`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'^`'

"Some people drink from the fountain of knowlege, while others just gargle"
-idontknowwhosaidit

2833. Re: Atari 8-bit file (ftp) site

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 17:05:27 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92199.120527JJMCWILL@MTUS5.BITNET>
Source record: 110425

Jim,

There is a FAQ periodically posted to cover this, try
atari@atari.archive.umich.edu. I believe from there you can send a message
with "HELP" on the first line, or "INDEX" or something. If you need further
help, please feel free to ask, if we can make an email connection,
I can better assist you.

Jeff Mcwilliams
jjmcwill@mtus5.cts.mtu.edu

2834. Re: REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 17:22:54 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92199.122254JJMCWILL@MTUS5.BITNET>
Source record: 110426

Michael,

Yes, you were right, I was thinking of 155, not 255. Didn't know about
the 40 column problem, haven't run into that one myself.
All very interesting, and something to consider when I write a handler
for a PIA printer interface.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

2835. Re: p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 17:26:29 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92199.122629JJMCWILL@MTUS5.BITNET>
Source record: 110427

Paul and Chris,

It is indeed done in hardware, there is in fact a jumper in the P:R:
connection to set EOL translation to either straight CR, or CR and LF.
But I don't think it can be set to no translation at all.

Jeff McWilliams

2836. Life, the Universe, and Everything

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 18:32:58 UTC
From: waqar@matt.ksu.ksu.edu
Message-ID: <1473oqINN50p@matt.ksu.ksu.edu>
Source record: 110420

Hello, I got an Atari 800 in 1981, thereabouts, and have a ton of games, etc left over from that era. Circa 1986 I moved on to an Apple //gs. Right now, I'm still on my Apple, but want to resurrect my 8-bit Atari. I have 48k, 2 1050 Disk Drives, and an archaic 830 modem. Where can I get a 2400-baud Atari modem, and a copy of the latest/best DOS?
Thanks in advance.

2837. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 18:47:00 UTC
From: slandrum@ntg.com
Message-ID: <1992Jul17.184700.10429@ntg.com>
Source record: 110421
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Jul16.144729.8555@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>A 2600 eumulator would be a fun project -- fairly challenging to write
>but with a reasonable probabilty of success. The 2600 was such a slow
>machine that even a lowly 8 Mhz 68000 could probably emulate it
>hardware and all. (Actually I'm not totally convinced of that, but I'd
>love to try it and see.) Surely you could at least get "combat" working. :)

Actually, the 2600 was not too slow. The processor was a 6507 running
at 1.19MHz (faster than the Apple][and the C64). A lowly 8 MHz 68000
actually only runs slightly faster than 2600 processor (if your
instructions are limited to byte accesses to memory), and forget emulation.

>>Sometimes I think the world has gone emulator crazy.
>
>And with good reason; an Atari ST or Amiga could probably run 2600
>games better than a 2600. As for shareware fees, how many people do
>you think would really register something like that? I'd estimate
>zero, offhand -- this is a definite freeware product.

I seriously doubt that you could run 2600 games at full frame rate.
The hardware/software interactions were very timing specific, so what
you really need is a state level simulation of the 2600 hardware. You
would find it difficult or impossible to get it to run real-time on a
50 MHz '486.

>One more time: Does *anyone* have any pointers to detailed 2600
>programming info? (Please? Pretty please? Grovel, grovel.) :)

I once reverse engineered the 2600, but no longer have the documents
(it was for another company that I worked for at the time). There is
not very much to the machine, but it is not a simple architecture
like the ST either. A C64 emulator would be much easier to implement.
--
Stephen H. Landrum VOICE: (415) 813-8909
Domain: slandrum@ntg.com UUCP: ...netcomsv!ntg!slandrum
USNAIL: New Technologies Group Inc. 2468 Embarcardero Way, Palo Alto CA 94303

2838. Re: Atari 800 programs on an IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 19:09:25 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jul17.190925.19195@ucsu.Colorado.EDU>
Source record: 110428

In article <1992Jul16.004519.186552@ns1.cc.lehigh.edu> jmp1@ns1.cc.lehigh.edu (JEFFREY MICHAEL PARSONS) writes:
>Is there an Atari OS emulator for the IBM PC? Where?
>
>Thanks, Jeff
>--

Kind've of, all the products will be from Darek. GEMULATOR plus the ATARI 8-BIT emulator for the ST.

2839. Re: Contra III cheat in July '92 GamePro...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 19:54:21 UTC
From: kak1@cypress31.cray.com
Message-ID: <1992Jul17.145421.27335@hemlock.cray.com>
Source record: 110430
Cross-posted to: comp.sys.atari.8bit,rec.games.video

In article <1992Jul15.175828.9682@admiral.uucp>, dave@admiral.uucp (Dave Litchman) writes:
> There are two codes listed for Contra III in the July issue of Gamepro magazine
> They read as follows:
>
> "What strength! If you know the Street Fighter II Dragon Punch move, you can
> pull off stage select and extra lives tricks in Contra III. To pick any level,
> press Left, Down, Down-Left, Left and Start all in one motion at the player
> select screen. Listen for the humming sound to indicate the code worked.
>
> "If you'd like a thirty gun Contra Commando salute [I assume that means it
> gives you 30 lives] press Right, Down, Down-Right, Right, and Start in one
> motion at the player select screen. Listen for the death scream to indicate
> the code worked. These tricks may take a few tries to execute properly, so
> practice your thumbwork.
>
> "Ryu and Ken S. Long, Thailand"
>
>
> Now, try as I might, I cannot get these tricks to work. Could the problem be
> that I do not know the Street Fighter II Dragon Punch move (blasphemy, you
> say?)? Or, considering the attribution of that hint, could it just be so
> much bullshit?
>
> Can anyone tell me if they've managed to execute this bit of digital
> dexterity, and if so, how I might be able to do so as well? Thanks...
>
I have asked before, and I have seen a few other people ask about this and never
have I seen a reply. My guess is that it just don't work. I can almost but not
quite win on normal without the cheat anyway so no big deal (it is actually not
as hard of a game as it first appears to be)

Kevin

2840. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-17 23:24:27 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1992Jul17.232427.14868@usenet.ins.cwru.edu>
Source record: 110436

In a previous article, Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) says:

>Demon Attack requires the old 400/800 OS to work. To run the translator,
>you have to boot from disk - which won't happen if the cart is installed.

I have Demon Attack on disk, but it still requires the Translator, but it
does work if you boot it up.
On another note, this is considered Public Domain, as according to the
police and federal agencies, since the copyright/rights only last about 7
years, and so any software 1984 and previous is in this area. The reason I
know this is a 'friend' who wasn't always on the legal side of the law got
nabbed by the authorities, and managed to get his equipment and most of the
software back due to a small problem in their search warrent. They kept the
pirated games dateing in the last 7 years, but anything older than 7 years
was returned.

ai792@po.cwru.edu
--
The BRiTiSH UnderGround Network awaits . . .

Past, Present, and Future are one; But when is NOW?

2841. STXformer source?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 00:38:41 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Jul18.003841.10261@news.uit.no>
Source record: 110437

I'm still trying to find the source to Xformer. Can anyone help?
(couldn't find it on atari.archive, and archie didn't give me much help)

Thanks
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |

2842. Bigdemo

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 01:28:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Fa43NB2w164w@cyberden.uucp>
Source record: 110442

Heeeeelp! I downloaded High Tech Team's "Big Atari 8-bit Demo" and it doesn't work! All I can get it to do is boot side one, which says "High Tech Team Presents..." and then "The BIG Atari 8-bit Demo" and then it loads a little bit and just sits there. I tried FixXL (I'm using a 1200xl, it's had trouble with Das_Omen as well as K.O.Distributers' Fred and Mission Shark games/PD-demo games) but all FixXL does is get me one screen beyond this where it says "Programmed by..." etc.
Of course, when I boot side 2, it says "...SIDE B Flip the disk...." and just sits there.

What's the deal!? Should I just go out and get an 800xl!? ;)
(even tho it doesn't have this awesome keyboard!?)

Oh... good question just popped up. How hard is it to replace keyboards between the 800xl & 1200xl. Opps.. No deal. I just remembered the F-keys and Console buttons & the like are on the side on the 800xl.

Damn!

Say_____9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____
NJ! July 17, 1992

2843. Re: 1450xld

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 04:06:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62337@cup.portal.com>
Source record: 110438

$.02 I had a chance to buy 2 or 3 at an Atari warehouse sale @ $100 each. I'd just quit work to go back to school so I didn't want to spend the money. Whwn I talked to Bob Wooley about it he said get 2 & he'd pay for both & let me keep one, but it was to late. I continued to try to hunt one down & talked to Bruce at B&C Computer Visions. He said he had a line on one so I passed the info to Bob. Not sure if that's where Bob W found out Bob Brodie had one, but sure enough, Bob W. got one from Brodie & got it up and running for a SLCC meeting. About 4/8-bitters & 40 ST users. Bob had the 1450 loading GR. 9 pics from Computer Eyes. I'd like to think the ST users were mildly impressed with the display rate. I talked with one of the original engineers at Atari that worked on the project & even he said something to the effect of "too little, too late." Great machine: dual 360 k floppies on the bus, I/O performance that seems like a ramdisk, 1200XL style keyboard. If I had it to do over again! I heard there were only a couple of dozen made that were shipped to developers such as the one who developed a talking modem program. Somebody like Tandem was supposed to have made a production run of the PC boards for either the 1400xl or 1450xl, but Uncle Jack decided to stiff 'em for the monies owed since he didn't want to introduce the thing so rumor has it they're in a land fill somewhere.

2844. Switching the OS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 04:22:47 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DBB8A87B3540.20602038@edinboro.edu>
Source record: 110439

> Wasn't there something (I think it was for 800's only...ok..is there
> anything for non-800's then) that let you have multiple OS's hooked up
> and you could switch between them? It wouldn't be too difficult, would
> it? (pretty dangerous, I'll guess, with the power ON tho!)

> Say___________9_year_veteran_ ||| __
> Hi PhBill: Bill Kendrick / | \
> if moon!cyberden!phbill@well.sf.ca.us
> in _________________________________
> NJ! July 17, 1992

I don't know much about the 800s but it is relatively easy to simply stack several OS ROMs and run wires from the chip select lines to a switch (making sure the proper pull up resistors are used, etc.). Just flip a switch and you into a new OS. No need to power off. The most you can do is crash the system since you are just toggling a select line.

Another approach is the Russ Babylon OS switch. (I have one installed in my 800XL). It is simply a switch that harware enables the RAM under the OS as the OS. I.e...Load another operating system into the RAM under XL OS, flip the switch and that RAM now functions as the new OS (usually without even crashing). It's a fun and very simple little upgrade.

Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.

2845. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 05:13:47 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62343@cup.portal.com>
Source record: 110440

Atlantis was released for the Atari 8-bit computers. Cartridge; I had it for a while, but I think I sold it...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2846. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 12:00:48 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Jul18.120048.10711@rz.uni-karlsruhe.de>
Source record: 110443

> Atlantis was released for the Atari 8-bit computers. Cartridge; I had it for
> a while, but I think I sold it...

Do you know if Atlantis was relaesed only as Cartridge or does it
exist as a disk version as well?

Marek

2847. operating systems

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 12:00:50 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Jul18.120050.10747@rz.uni-karlsruhe.de>
Source record: 110444

I wonder how many different operting systems are available for
the Atari. I know there's the old verion for the 400/800
computers than there's the newer XL/XE operating system.
I've noticed someone talking about the Omniview chip.
Wasn't it also a different operating system?
I'm sure there are more types of OS.
Anybody?

Marek Tomczyk

2848. STUFF FOR SALE!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 19:22:42 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <54443@mentor.cc.purdue.edu>
Source record: 110445

I have the following stuff for sale!!!

1 - 65XE Brand New!!!
2 - 1050's One like new, the other is old but works fine
1 - B & C 810 (810 mech w/o case)
1 - 48K 800 w/BASIC cart.

All stuff has power supplies and manuals, except for the 800 which is
without a manual.

I also have tons of software for sale: TOO MUCH TOO LIST!!!!

For example: Data Perfect, Mail Order Monsters, Colourspace,

Rambrandt, Deep Blue C, One on One, etc.

ALL WITH DOCS!!!!!!!!!!!!!!

MAKE ME AN OFFER, if I didn't list the software you want, I may have it,
so send me requests and I'll tel you if I have it.

Jody Lenn
lenn@mentor.cc.purdue.edu

2849. Dead 1050 :-(

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 21:06:37 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul18.210637.28673@dartvax.dartmouth.edu>
Source record: 110450

I was just in the process of copying my old floppies to my PC's hard drive (SIO2PC is wonderful!), when my 1050 decided to give up. Now it just sits there and turns on it's light occasionally and makes funny noises. I opened it up and it seems that the stepper motor is no longer attached to the read-write heads. Has anyone had any experience with fixing this sort of problem?

--PC

P.S. In case there were different drive assemblies packages as 1050's, mine is a Tandon TM50.

--
Looking for exciting/unusual/dynamic .sig quotes...

2850. Re: TazMania(Genesis)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 21:06:43 UTC
From: jojo@sandman.wpd.sgi.com
Message-ID: <nf9phv4@twilight.wpd.sgi.com>
Source record: 110447
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In <1992Jul17.165516.7995@ultb.isc.rit.edu> dmm4971@ritvax.isc.rit.edu writes:

> Well, I went out yesterday and bought TazMania. The game looks great
> but it's really boring. I mean if you can't get me interested in the first
> level, i'm not gonna sit there and dredge through it just to see if it
> gets any better.

[stuff deleted]

Actually, A big part of this game for me was getting used to the controls.
I didn't care for the first level, either, but once I got used to Taz's
movements the game completely changed. It took a few hours, but once I
did that, it seemed quite reasonable. The following levels are pretty
decent, too. Haven't gotten past the mine, though. I'm messed up by the
jump that ends with a barrier. I suppose I have raise the cart in
mid-air or something.

Keep trying, it grows on ya,
--
--jojo jojo@sgi.com
"This ain't the planet of sound"

2851. Alternate Reality--uncopy-protected?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 21:10:24 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul18.211024.28757@dartvax.dartmouth.edu>
Source record: 110449

I got this game for Christmas years ago, but my old 810 is quite unreliable.
Does anyone have a "broken" version that I could use with SIO2PC?

--PC

--
Looking for exciting/unusual/dynamic .sig quotes...

2852. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 21:19:28 UTC
From: slandrum@ntg.com
Message-ID: <1992Jul18.211928.21865@ntg.com>
Source record: 110448
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Jul16.230648.5562@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> [...] What I briefly recall of it was that the 2600 used a 6532 processor (same
>instruction set as a 6502, I think it's an integrated single-chip computer
>with on-chip RAM). The system has only 128 bytes of RAM mapped in at page 0.
>Aside from the incredibly cramped memory space, the gap at page 1 means that
>you cannot use the JSR instruction, since there is no memory where the stack
>would normally live.

The processor is a 6507, which is internally the same as the 6502, but built in a smaller package with only 13 address lines and no IRQ line.

The RAM is on a RIOT (RAM, IO, and Timers) chip. I don't remember the exact chip number but it may have been a 6526.

Zero page and the $0100 page are mapped to the same memory locations. You have hardware registers in the lower 128 bytes of of the pages, and memory in the upper 128 bytes (actually there are less than 64 hardware registers and they are mapped twice within each page).

You can use the JSR instruction, and you do have a stack, but you have to be very frugal with your stack usage since it is a significant portion of your total memory.

In more recent years (since 1983, when I wrote my last 2600 program) Atari has probably integrated all three of the chips in the 2600 into one chip, but it would have to be functionally identical to the earlier system.
--
Stephen H. Landrum VOICE: (415) 813-8909
Domain: slandrum@ntg.com UUCP: ...netcomsv!ntg!slandrum
USNAIL: New Technologies Group Inc. 2468 Embarcardero Way, Palo Alto CA 94303

2853. Re: Contra III cheat in July '92 GamePro...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 22:28:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <yLP5NB1w164w@cyberden.uucp>
Source record: 110451
Cross-posted to: rec.games.video,comp.sys.atari.8bit

Holy wrong newsfeed, batman!! I don't get rec.games.video, but I do get
comp.sys.atari.8bit.. I think you should just post questions like that
(unless I'm TOTALLY out of it and they've made Contra III for the
8-bits!) on rec.games.video ONLY..

thanx... just a tip... so us less-informed
8-bitters dont go around asking about games that dont exsist.. (sigh)
:)
later
(BTW: still love that .sig. ("dammit jim, I'm a free man, not a number")

be seeing you

Say_____9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 18, 1992

2854. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 22:38:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <w3P5NB3w164w@cyberden.uucp>
Source record: 110452
Cross-posted to: rec.games.video,comp.sys.atari.8bit

"Fairly challenging"?!!?!?!?

heh...not from what I heard about the timing needed to get the graphics
to work. (I admire them 2600 games aLOT more since I heard how hard it
is (was) to make them!!!)

"Be seeing you"
Say___________9_year_veteran_ ||| __
Hi PhBill: Bill Kendrick / | \
if moon!cyberden!phbill@well.sf.ca.us
in _____________________________
NJ! July 18, 1992

2855. New Laptop w/HD, 80 col, 2 ds/dd 3 1/2s anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-18 22:53:50 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jul18.225350.5015@news.ysu.edu>
Source record: 110453

```
Just reading bout that old 1450XLD makes my mouth water...
no telling what I'd do for one of those animals!
BETTER YET-> How about a new Laptop w/20 or 30 meg HD and 2400b
built in modem, built in 3 1/2 and 5 1/4 inch drives (3 1/2 being
high dens.), and built in XEP80?
dream, dream, dream, dream!!! now that I'd pay some money for!
what about you guys!
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

2856. Re: REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 00:34:40 UTC
From: goldman@cork.CS.Berkeley.EDU
Message-ID: <14adb0INNb9a@agate.berkeley.edu>
Source record: 110454

> >Excellent question I am not sure where the translation is being
> >done. It may be done by the Printer hardware, or in the P:
> >handler itself. If it is in the handler you're bumming.
> >Compute's Third Book of Atari mentions this, and offers no solution
> >beside changing all 255's to 251's. Or avoid 255's altogether.
> >I believe this is what Roy Goldman did in Daisy Dot III, avoided
> >255 and another number, not sure which number that was though.
> >One of the benefits of doing a PIA modification and a printer port
> >on it: write your own handler, and be able to set whether 255 goes
> >through or is converted to the ASCII CR LF.

Yep, I could never figure out a good way to actually send 155 to the printer. Somehow it's always converted to some other value(s), but I forget what they are. My solution was to not allow 155's when creating fonts--the font editor notifies the user if a bit arrangment for a character includes a 155; if the font was just converted by a utility program, I made sure the utility program converted 155's to 151's. Not perfect, but the difference was tough to notice.

If I remember correctly, I also had to disallow 13's because some printers (like the Gemini 10X) would do crazy things when I tried sending a 13 to it.

Another solution, which may work for some people but was impractical in the Daisy-Dot programs, is to act as if your printer had only 6 pins for graphics--this way, the bit-1 pin is never activated and neither 13's nor 155's will ever show up. The down side is that you end up needing more passes of the print head to print the same amount of data.

P.S. Are a lot of people still using Daisy-Dot III? Does everyone know about the extensions that have been added? It now supports integration of PrintShop icons and MicroIllustrator Files into your output. If not too many people are familiar with it I'll be glad to post some more detailed information about Daisy-Dot III's capabilities.

=-=-=-

2857. Re: Demon Attack cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 01:26:32 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <1992Jul19.012632.19722@magnus.acs.ohio-state.edu>
Source record: 110305

Activision also released Demon Attack on diskette, along with Pitfall.
This was years after the cartridge release. The disk-based version runs
properly on an XE.

--

Frank Seipel A.C.E.C. BBS (614) 471-8559 3/12/24oo bps
fseipel@magnus.acs.ohio-state.edu Pandora BBS (614) 471-9209 3/12oo bps

2858. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 02:37:57 UTC
From: hasse@solace.hsh.se
Message-ID: <1992Jul19.023757.17691@solace.hsh.se>
Source record: 110306
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

moon!cyberden!phbill@well.sf.ca.us writes:

>Ugh. Transforming NES controllers to Atari-style 9-pins looks like it's
>aLOT more difficult than just rewiring it. Many reasons here:

[stuff deleted]

>2) NES controllers use 6-pins yet there's alot more going on than just
> 6-bits worth of I/O. You have:
> a) 4 directions
> b) 2 fire buttons
> c) 2 "console"-like buttons (start & select)
> This adds up to 8.

>finally...

>3) I opened up an NES "standard" controller (like described in 2, above)
> and it has a mighty big IC in it. This probably somehow encodes or
> determines at what points when to send the 8-bits of data through the
> 5 pins that you can have (gotta remember that 1 pin is "power-in"ish)!

>So... unless the chip is just there to make the thing more expensive/look
>important, it seems like a bit of work.

I think they send over the data serially to the gameconsole. The chip it's
just a shift-register (probably anyway). The signals that goes from the
controller should be something like:

Vcc (+5V or something similair)
GND
Clock for shift register
Load data into shift register
Clear shift register
Serial Data

This is just what _I_ think it is. I was working on a similair projact a time
ago, and the above is what I think is going on in a NES controller...

[stuff deleted]

> "Be seeing you"
>Say___________9_year_veteran_ ||| __
>Hi PhBill: Bill Kendrick / | \
>if moon!cyberden!phbill@well.sf.ca.us
>in _____________________________
>NJ! July 18, 1992

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

2859. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 03:09:49 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul19.030949.15606@infonode.ingr.com>
Source record: 110307
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

For anyone intersted in hooking up a Sega light gun to an Atari, here's
an email with the details, which I'm posting for all to read:

>Subject: Re: Modifying NES lightgun for Atari 2600/7800 - need help
>Date: Thu, 16 Jul 92 18:36:14 PDT
>From: mhughes@visual.spk.wa.us
>
> Forget the NES. The best thing you can do is get a Sega light gun,
> open it up carefully, and swap the trigger and ground wires on the
> trigger detector. Then close it back up, and you'll have a perfectly
> good Atari light gun.
>
> Mine served that duty for many long years on my Atari 800xl.
>
> - Mark Hughes mhughes@visual.spk.wa.us

Thanks, Mark! Now, who's got a Sega light gun they're not using and
will sell it to me cheap?

==
Ted Drude (drudetb@infonode.ingr.com)	Official
------------------------- (205) 730-8060 (8-5 CST)	MST3K
"Trust me, I know what| Atari 2600/5200/7800 Game	Closet Fan
I'm doing." - S.Hammer| Collector and Trader	Club Member
==`

2860. Re: gif pictures, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 03:45:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <V045NB1w164w@cyberden.uucp>
Source record: 110309

Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

> Most of the pictures out there are in resolutions high enough that they
> look rather poor when displayed on a 40column screen.

Actually... APACmode is 80 columns and it works rather well. Instead of
just skipping pixels, it averages them together, so the end result would
probably look the same if you had 2 monitors next to each other, one with
the IBM (VGA, for example) version and the other with the Atari (APAC)
version and stepped back a ways..

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |_____________________________
NJ!| July 18, 1992

2861. AMODEM/interfacing BASIC w/ modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 03:55:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <DR55NB2w164w@cyberden.uucp>
Source record: 110308

I've FINALLY found out how to determine if there's information in the modem's buffer, at least when using most of the SX212 R:handlers I have. The way to do it, just in case anyone else has been having problems with messing with the modem, is to do a STATUS call and THEN check the buffers. It's sort of a weird way to do it, but it works and I guess it was made to be done like that.(?) Anyways.. at least with this program (it's HANDLER-SX.. I forget who by) as well as I guess with a few other SX-hanlders (and one doc. I have says that it's 850-compatible so I'll suppose the lot of the SX ones are too..?) you do a STATUS (ignoring the returned value) and then check address 747 (decimal) to see the size of the buffer. I've learned (the hard way) that BASIC just can't do it well at 1200 baud. I've sorta tricked it by assuming that everything with more than 80 characters contains a [RET] or CR/LF in it, so it do a "get-record" (aka INPUT in BASIC) until the buffer is <80 characters. From there it does it the SLOW way by reading the buffer byte by byte.

Anyways... what's the point!? There isn't really one except I am really curious if TurboBASIC XL is able to load any of these hanlders. I've tried a few and when accessed they all love to crash the system. So what can I do!? Is there any little routine that will act like a "get-record" even if there ISN'T a [RET] or CR/LF at the end of the info? (which would cause the hanlder to freeze until there was one in the buffer if you did a get-record w/o being SURE there was) I'm utterly bored and want to try to make a little Michtron-like BBS, minus the multi-line capabilities and all that. (I'd also like to include some pretty decent games on the lines of SEE (SRE on IBM BBS's) and TradeWarz and the like...)

Thanx much for any info.. cant wait to find out how the hell to do this! :)

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 18, 1992

2862. Sept. Space Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 04:56:02 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <711617096.F00001@tdkt.kksys.com>
Source record: 110317

Saint Paul Atari Computer Enthusiasts presentsAN EVENING WITH BOB PUFFBob Puff, President of Computer Software Services (CSS), creator of Bobterm terminal software, Diskcomm compactor and many other significant contributions to the world of the 8-bit Atari, will be the guest speaker at our September meeting. Come and hear what's new in the world of Atari from someone who really knows. Meeting will be held at: Radisson South Hotel 7800 Normandale Boulevard Bloomington, MinnesotaDate: Friday, September 11thTime: 7:00 P.M.Admission of $3.00 will be charged atthe door. Anyone holding a ticket from the SPACE raffle on August 14, 1992 will be admitted free. Tickets are being sold by SPACE members for $2.00 prior to the raffle. Contact any member for tickets.For further information regarding this event, please contact any of the following:Nathan BlockSPACE President612-922-8012Sherm EricksonSPACE Vice-President612-434-5254The SPACE BBS612-488-5973(300/2400 BAUD)

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2863. I dont know

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 10:09:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <711617096.F00002@tdkt.kksys.com>
Source record: 110318

To: c3460350 @ Fsu1.Cc.Fsu.Edu

Scott B. writes:

I am in DESPERATE NEED for some software! If you could
help me, i will greatly apreciative! If you could help
me get the modem to work with the XL, the same thing!

Well I am glad I am back (as long as I can get some software!)

PS> I have a 800 w/ 48k and a Percom Disk Drive for sale.

I dont know if I talked to you before
but I am interested in the Percom disk drive.
Is it double density?
As for software, I probably got more than
you had. I dont know how I could U/L any
to you though. I dont have this file I keep
hearing about on the net that allows someone to
put a file into a message and turn it into a file again
(Its called uencode or something). I
also cant use NetMail either. Are there
any bulletin boards in your area that you
frequently call?

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2864. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 15:23:57 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jul19.152357.1085@wam.umd.edu>
Source record: 110310
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <ncpa7k8@zola.esd.sgi.com> portuesi@tweezers.esd.sgi.com (Michael Portuesi) writes:
>In article <1992Jul16.144729.8555@wam.umd.edu>, dmb@wam.umd.edu (David
>M. Baggett) writes:
>|> A 2600 eumulator would be a fun project -- fairly
>|> challenging to write but with a reasonable probabilty
>|> of success.

>Such a project would be fun, but the challenge would be
>totally different than the one you describe. The Atari 2600
>is an extreme piece of real-time hardware. The 2600
>does not have a framebuffer to store video data like all
>modern computer and video game displays do. So all game
>programs for the 2600 write data to the video display
>registers in PERFECT STEP with the television display.

OK, needless to say I retract my statement that a 2600 emulator would have a reasonable probability of succes :-). Thanks to everyone who responded by posting the specs for the 2600, and especially to James Hague who mailed them to me and told me not to waste my time.

I thought the 2600 had DMA video hardware like the Atari 8-bit. I also didn't know the 2600 ran at 1 Mhz. "Oh, that's very different. Neverind."

:-)

Dave Baggett
dmb@wam.umd.edu

2865. Re: operating systems

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 17:01:56 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62406@cup.portal.com>
Source record: 110311

I can think of Omnimon, Omniview in a few variations, CSS has an OS that allows for booting in high speed for disk drives. I think there was a an outfit in Sacramento CA that had one two. When I picked up some used disks at San Jose Computer I found Ultra OS or something like that. It was probably a pirate copy of a ROM, but who knows. Changing the OS isn't that hard. It's a little tougher on an XL since the source code was developed on mainframes & the rumor has it that they were one of the 1st things sold by the Tramiels when they took over, W/O saving the files!#$@! What I do is just assemble a short segment of the original OS then search for the same sequence of bytes in the XL OS. I haven't done anything really fancy, just a few things like changing margins & colors. Would be neat to do more, but I'm hooked on Omnimon. Still, Omnimon could be better: It still reads paddles 4-7 which is a waste of time on an XL (Unless you pull the POKEY & put the hardware back in!) I know I'd like a simpler way of hooking into the VBI. The way Atari should'a done it is have a RTS set up in low ram followed by 3 reserved bytes. That way you could just change the 3 bytes to a JMP (anywhere?) then change the RTS to a NOP. I know Bill Boderstein (sp?) did a lot of mods in Analog. Tough call on what the best OS would be. Fast floating point routines for sure, built in monitor is nice.

2866. Re: Contra III cheat in July '92 GamePro...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 17:17:00 UTC
From: dave@admiral.uucp
Message-ID: <1992Jul19.171700.21276@admiral.uucp>
Source record: 110315
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <yLP5NB1w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Holy wrong newsfeed, batman!! I don't get rec.games.video, but I do get
>comp.sys.atari.8bit.. I think you should just post questions like that
>(unless I'm TOTALLY out of it and they've made Contra III for the
>8-bits!) on rec.games.video ONLY..

Yeah, again, sorry about that. I didn't realize I had crossposted it to c.s.a.8
(STILL don't know how I did it!) until I saw it come up in a new message scan.

--
"Dammit Jim, I'm a free man, not a number!"

This is a copy of the mnemonic signature virus. Remember to copy it into
your .signature file later. Join the fun!

2867. Re: AMODEM/interfacing BASIC w/ modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 17:37:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62412@cup.portal.com>
Source record: 110312

The status command is pretty much the way to do it. The only combination of Turbo/modem handler I've got to work is with SDX using banked memory on a 256k machine. This give a low mem that's small enough so you can load the handler & still not bump into TB. Short of a DOS rewrite to give you a lower lomem (this assumes the SX handler is relocatable), you're up a creek. You still don't have Action! do you <g>. Send me your address via E-mail & I'll let you use my funky spare with the requirement that if you ever move on to another computer you RETURN IT! It's not for sale. I'm fairly adept at programming in Action! so I can help out a little. It'll take you a month to change from TB to Action!, but if someone told you: I have a language that's 1/10th as fast, produces spagetti code, is incompatable with most DOS/modem combo's, is only marginally compatable with older 8-bits, needs to have a runtime package distributed with all your compiled programs, would you buy it? Right, it's free so thats why you use it. I can't think of any commercial programs that were developed in TB, but there were quite a few in Action! Believe me, using the Action! runtime & having your code compile to anywhere in memory is easy. You can even write modules that load from disk then execute. The only other real alternative you have is Basic XL (like Bill was saying) which well set you back $20 to $50. Even then you can't distribute your programs to people without Basic XL. When you start taking CS courses you will be much better prepared for PASCAL & 'C. I do have a copy of MMG Basic compiler which loads at $2400 so that would probably work, but I wouldn't reccomend it.

2868. Rtime8 Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 17:51:02 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <711617096.F00003@tdkt.kksys.com>
Source record: 110319

I am looking for an Rtime8 Cartridge. Anyone who is interested in selling one please leave reply. Thanks!

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2869. Sparta DOS X and Demon Attack.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 18:15:29 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DCF6267BC980.206038C5@edinboro.edu>
Source record: 110322

> I don't know if it will work, but I wonder if you couldn't get a 400/800
> only cart to run by using SpartaDOS X and the translator. SDX is a cart
> based DOS that allows you to plug in a cart on top of it, and can turn that
> cart on and off. Has anyone tried it?
>
> -- Via DLG Pro v0.992
>
> Jim Johnson-
> *** Remember, they're only tools - Not a way of life! ***

I have tried it without much luck. If the Cart does not allow DOS to boot
it will not let SDX grab hold of the system either. And I am not about to
go plugging carts in on top of my SDX Cart with the power on! (An 800xl
can be replaced.... Try finding Sparta DOS X these days!)

My favorite translator, though, is one called Ultra Translator. It allows 52k
or 48k OS modes, Basic on/off toggle and some other things. I rarely use the
translator since most games that require it arn't worh the effort (IMHO).

-Adam Conover
a644690c@edinboro.edu

2870. The Pawn.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-19 19:26:30 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DD0012182B00.206023AF@edinboro.edu>
Source record: 110321

Has anyone ever played the Pawn (can't remember the manufacturer)?
I came accross a 'Cheat Sheet' for it and looks pretty cool. I have also
heard a lot of other good things about it but I have not been able to find
it anywhere.

How is the game and does anyone have a copy they are will part with. (Ie. sell,
donate, trade, etc.)

Thanks,
-Adam Conover
a644690c@edinboro.edu

2871. Muppet Learning Keyboard for Commodore/Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 00:00:25 UTC
From: cohen@BORN.phys.virginia.edu
Message-ID: <0095DD26.566A71C0@BORN.PHYS.VIRGINIA.EDU>
Source record: 110313
Cross-posted to: misc.forsale.computers,comp.sys.cbm,comp.sys.atari.8bit,misc.forsale

I have for sale,

Kid's Computer Keyboard - Muppet Learning Keys: This is a colorful Muppet keyboard, plugs to the joystick port, made by Koala Technologies. Includes software. Works with Atari 400/800/XL/XE computers, and with c=64. LIKE NEW, original box.

Also have- Atari Trackball, various joysticks, some very high quality.
PRICES:

I am looking for best offer within a couple of days.
The following prices will get the pertinent items without
delay and without further waiting if anybody will be willing to pay them (otherwise I'll take best offer)-
Muppet Keyboard with software and box (like new): $25
And a few dollars each for the joysticks.
If nobody offers these prices, I will accept best offer. within the next few days.
Please e-mail to COHEN@BORN.PHYS.VIRGINIA.EDU
or call (804) 293-8973.
I will acknowledge all and every message that I receive via e-mail.
Thanks.

2872. CAIN 8-Bit Computers Support Area

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 01:41:20 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1992Jul20.014120.29290@usenet.ins.cwru.edu>
Source record: 110314

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featuring an EXPANDED

8-BIT COMPUTERS SUPPORT AREA !!

You may have heard about the Cleveland Free-Net Atari SIG, or you may even have a Free-Net account that you don't use much. Now is the time to visit the Atari SIG and see what you're missing! The SIG has been reorganized, bringing even more information to you and making it even easier to access and share. The Atari SIG continues to support ALL Atari systems: 8-bit, ST/TT, Portfolio, and Lynx. The Cleveland Free-Net Atari SIG's 8-Bit Computers Support Area is GROWING!! Where better to get together with fellow 8-bit Atari users? Where is there a more extensive collection of information invaluable to any 8-bit user? The Cleveland Free-Net Atari SIG is THE 8-bit Atari information resource! The new Atari SIG debuts on July 20, 1992. Information on how to join in this expanding 8-bit user community is included later in this document.

First, here is an overview of the Cleveland Free-Net Atari SIG's Main Menu

<<< THE ATARI SIG >>>
(go atari)

1 About the Atari SIG
- A text-file containing general information about the Atari SIG

2 SIG Menu Outline
- A map to help guide you through the extensive Atari SIG menus

3 Atari News...
- An area devoted to bringing you the latest news in the Atari world

4 General Bulletin Board
- A place for discussion among all SIG members

5 8-Bit Computers Support Area...
- See below! Once you explore here, you may never want to leave!

6 16/32-Bit Computers Support Area...
- The area for ST/TT users

7 Portfolio Support Area...
- The area for Portfolio users

8 Lynx Support Area...
- The area for Lynx players

9 Wanted & For Sale Board
- A place to buy and sell Atari equipment of all kinds

10 Voting Booth...
- A place for SIG members to make their voices heard

11 Atari Library...
- A vast store of general Atari information

12 Help-Line (Q & A)
- A place to challenge the SIGOps with technical questions

13 SIG Directory Services...
- The names of all SIG members can be found here

Now, let's take a look at the new, expanded 8-BIT COMPUTERS SUPPORT AREA:

The 8-Bit Computers Support Area has something for everyone, from the new owner to the experienced and advanced user and programmer of the 8-bit Atari computers. Here is a small overview of each section and its contents:

1. About this Support Area
- What you are reading now.

2. The 8-Bit Atari Computer
- A fairly detailed historical description of the 8-bit Atari computer, along with a brief overview of what makes the system so popular.

3. FAQ List
- The Frequently-Asked Questions (FAQ) list which is posted periodically to Usenet's 8-bit Atari newsgroup, comp.sys.atari.8bit.

4. 8-Bit News
- The place to find the latest announcements in the 8-bit Atari world.

5. Bulletin Board
- A general discussion board just for you and your fellow 8-bit Atari users!

6. Programming Forum...
Led by the Atari SIG's programmer-in-residence, Peter Haller

The 8-bit is still a popular choice among programmers. The 8-bit Atari computers allow for a level of control over the hardware that is both straight-forward and powerful. Even though these machines have gone out of production, the

dedicated user base support these machines. This forum
is for those programmers - both novice and the die-hard hackers
- to share secrets, ideas, problems, and remember the 'good
ol'e days'.

The 8-Bit Programming Forum is broken down into the following
areas:

1. About this Forum - You're reading it!

2. 8-Bit Programming FAQ (Frequently Asked Questions) List -
the name says it all! This will hopefully release the
open forums from the simple and common questions that
newcommers have. This list will be updated at the
beginning of every month.

3. Resource Center - This is where you will find code samples,
helpful hints, and the best PD development tools info,
among other things. Post your neat little hacks in
here for all to enjoy. If a group project ever gets
started, then this is where all the code will be
placed. This is a moderated area, so we can keep it
clean. This newsgroup may eventually expand into a
submenu depending on the amount of information it
contains.

4. 8-Bit Hacking Board - This is the catch all area. Any
programming related questions - from BASIC to Assembly
- will be fair game here. This area is unmoderated, so
watch the language.

5. The Asylum - Grab a Jolt and call up Dominos! This is the
General Programmers Forum of the Atari SIG. All
programmers are welcome. Take a browse, flame at your
machine, or just listen in on Atari related programming
subject. This is totally and completely unmoderated,
so if you can't take it...

7. Product Summaries
- A place for 8-bit users to share shorter product summaries which
make obtaining a new product that much less of a hassle

8. Product Reviews
- One of the biggest assets of the 8-bit area. This board holds
reviews of many of the most popular products available for the
8-bit Atari (and some of the duds too). Check here before making
your purchase, or write reviews for the SIG for the benefit of
others.

9. Tips & Tricks
- A place for you to share those neat little things you've
discovered while using your computer that make the system
even more enjoyable.

10. File Area...
The 8-Bit File Area is here to make it as easy as possible for you
to upload and download public domain and shareware files to and from
the Internet's Atari Archive, located at the University of Michigan.
Here is a small overview of each section and its contents:

1. About this File Area
- What you are reading now.

2. How to Send & Receive Files
- Instructions for how to transfer files between
your 8-bit Atari and your Free-Net account.

3. BART Instructions
- These are the instructions for using BART - the
file-server used to retrieve files from the Archive to
your Free-Net account. Also included is the address to
which you can send files to contribute to the Archive.

4. File Listing
- The listing of 8-bit Atari files available from the
Archive.

5. Atari File Request Board
- A place for you to ask your fellow SIG members for help
in locating desired PD or shareware files that are not
available on the Archive.

6. Atari File Help Board
- A place for you to discuss any problems you may have in
transferring files between the Atari Archive, your Free-
Net account, and your Atari computer.

11. Info-Atari8 Digest
- The Internet's comp.sys.atari.8bit echo - this is the place
to read it!

12. Z*Magazine
- Your source for the one and only International Atari 8-Bit
Online Magazine. This immense resource will eventually hold the
ENTIRE, 210+ issue library of Z*Magazine, the grandfather of all
Atari online magazines, going back to May 1986. Where else can
you find a resource like this?

13. 8-Bit Computer User Directory
- Be sure to add your name to this directory and be counted as one
of the many 8-bit Atari users of the SIG.

The Atari SIG also periodically takes advantage of the Free-Net's conferencing
ability to hold real-time, online Atari conferences. Recent conferences
included a chat with the Moderatator of the University of Michigan Atari
Archive, Jeff Weiner.

In addition, the Cleveland Free-Net provides Internet mail access, plus full
access to Usenet, including the newsgroup comp.sys.atari.8bit.

About the Cleveland Free-Net, and How to join:

The Cleveland Free-Net is the primary system in the ever-expanding
NPTN, the National Public Telecomputing Network. Get in on the action in this
futuristic network! Here's how to access the Cleveland Free-Net:
With modem,
dial (216) 368-3888
300/1200/2400 bps

Or from the Internet,
telnet freenet-in-b.cwru.edu
(129.22.8.75)

When connected, you may either browse the system, or you may apply for your
Cleveland Free-Net account. Application is easy, and of course it's free!
Finally, type "go atari"!!!

For more information on the Cleveland Free-Net Atari SIG, write to:

The Atari SIG
P.O. Box 364
Mentor, OH 44061
U.S.A.

or Internet e-mail to

xx004@cleveland.freenet.edu

See you on the Free-Net!

Michael Current, aa700 / currentm@carleton.edu
8-bit Atari SIGOp
Cleveland Free-Net Atari SIG

2873. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 02:28:54 UTC
From: coco@whitebase.ukp.com
Message-ID: <VeV7NB3w164w@whitebase.ukp.com>
Source record: 110329
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

> 3) I opened up an NES "standard" controller (like described in 2, above)
> and it has a mighty big IC in it. This probably somehow encodes or
> determines at what points when to send the 8-bits of data through the
> 5 pins that you can have (gotta remember that 1 pin is "power-in"ish)!
>
> So... unless the chip is just there to make the thing more expensive/look
> important, it seems like a bit of work.
>

The Nintendo controller uses a shift register IC to multiplex 8 lines to one input. There are 5 wires. Power, ground, clock, reset, and data. you *COULD* connect an Atari type joystick by simply hooking up the switches to their Nintendo counterparts. The Nintendo controller is not as complicated as it seems. I remember hooking it up to a TRS-80 once.

_ _ Mike Pepe - Design Consultant
/)| / (Radical Vision Systems, Inc.: Manalapan, NJ
/ \ |/ __) If you can't do it with a 6809, dont bother'

2874. Re: 6502

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 04:48:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62448@cup.portal.com>
Source record: 110316

Don't know if anyone replied via E-mail, but I thought you might like to know that MAT*RAT did an article on using the ED/ASM cart that he U/L'd to CI$. B&C is selling REV A carts for $5 & REV C for $10. If you need a few hints like compiling to disk with RUN/INIT vectors or some other esoteric stunts, let me know.

2875. Re: Dead 1050 :-(

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 13:18:43 UTC
From: singer@ll.mit.edu
Message-ID: <1992Jul20.131843.6977@ll.mit.edu>
Source record: 110320

```
--
In article <1992Jul18.210637.28673@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu
(Preston F. Crow) writes:
|>Path: llpost!ll.mit.edu!xn.ll.mit.edu!micro-heart-of-gold.mit.edu!news.bbn.com!usc!rpi!b
u.edu!dartvax!coos.dartmouth.edu!crow
|>From: crow@coos.dartmouth.edu (Preston F. Crow)
|>Newsgroups: comp.sys.atari.8bit
|>Subject: Dead 1050 :-(
|>Message-ID: <1992Jul18.210637.28673@dartvax.dartmouth.edu>
|>Date: Sat, 18 Jul 92 17:06:37 GMT+5:00
|>Sender: news@dartvax.dartmouth.edu (The News Manager)
|>Organization: Dartmouth College, Hanover, NH
|>Lines: 14
|>
|>I was just in the process of copying my old floppies to my PC's hard drive
|>(SIO2PC is wonderful!), when my 1050 decided to give up. Now it just sits
|>there and turns on it's light occasionally and makes funny noises. I
|>opened it up and it seems that the stepper motor is no longer attached to
|>the read-write heads. Has anyone had any experience with fixing this sort
|>of problem?
|>
|>--PC
|>
|>P.S. In case there were different drive assemblies packages as 1050's,
|>mine is a Tandon TM50.
|>
|>--
|>Looking for exciting/unusual/dynamic .sig quotes...
|>

What is SIO2PC?

-------------------------------------------------------------------------------
Matthew R. Singer MIT Lincoln Laboratory
(617) 981-3771 244 Wood Street
singer@ll.mit.edu Lexington, MA 02173
-------------------------------------------------------------------------------
```

2876. Re: SDX

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 14:46:29 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05q9@abcd.Houghton.MI.US>
Source record: 110328

I would like to comment on a message left that once they installed SpartaDOS X his (or was it her?) 800XL became a PC.
I sold all my Atari stuff about a year ago - the only reason was I needed a MSDOS machine and the only way to afford it was to sellout all my Atari stuff.
However, I had an 800 with USD1050 for my kids so they would leave my system alone; which was a 320XE with 1meg MIO, XF551, 20meg hard drive (and a bunch of other hardware add-ons), and used SDX with the R-Time8 cart.
It wasn't unusual for me to move ASCII files between my PS/2 at work and my Atari using a disk translator utility on the PS/2. I was rather productive at home using TextPro Plus. With the similarity between SDX and MSDOS, I was equally comfortable at either machine. If it is still floating around out there (I know it was available from ICD's BBS) I wrote a small SDX utility called ECHO to mimic MSDOS's ECHO command (especially useful with file redirection) which made SDX's batch processor even more familiar.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2877. Re: The Pawn.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 15:50:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62463@cup.portal.com>
Source record: 110323

I've got a copy or two. Played it on both the ST & 8-bit. Not much difference between the two. It's a pretty good adventure game as far as the genre goes. I don't do many text/adventure games, but I think you'll find it about as good as some Infocom games. I think you can buy it new for $5 now. The parser is good & the pictures are well done, but tend to get in the way after you've seen them once.
BTW: I've had some E-Mail bounce back to me. some people wanted to know where to get 8-bit soft/hardware. I'll reply in this conference.

2878. Re: Atari 800 programs on an IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 16:03:07 UTC
From: darekm@microsoft.com
Message-ID: <1992Jul20.160307.13203@microsoft.com>
Source record: 110325

In article <1992Jul17.190925.19195@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>In article <1992Jul16.004519.186552@ns1.cc.lehigh.edu> jmp1@ns1.cc.lehigh.edu (JEFFREY MICHAEL PARSONS) writes:
>>Is there an Atari OS emulator for the IBM PC? Where?
>>
>>Thanks, Jeff

Sure, it's called PC Xformer. It's my MS-DOS port of the original ST Xformer.
Drop by the MIST Atarifest next weekend and I'll show it to you. It's not
available for purchase, so you can only look at it. The reasons for that
have already been discussed here ad nausium, so don't ask why.

- Darek

--
/--\
| darekm@microsoft | What the above looked like to Homer Simpson: |
| Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
\--/

2879. Re: Alternate Reality--uncopy-protected?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 18:02:04 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Jul20.180204.21096@rz.uni-karlsruhe.de>
Source record: 110324

Preston F. Crow writes:
>
> I got this game for Christmas years ago, but my old 810 is quite unreliable.
> Does anyone have a "broken" version that I could use with SIO2PC?
> --

I doubt there are any copies 'not legal' copies of Alternate Reality
around.
I've bought the game too. I don't like using my original disks for
playing. I prefer making backup copies, that way I can be sure
my originals won't get damaged. I've tried making a backup
copy of AR-The City without success. It uses a very sophisticated
copy protection on the first side of disk 1.
One track has multiple bad sectors and some sectors with similar
sector IDs. Even attempts with my upgraded 1050 failed.
I was only able to make a 'demo' copy. This means the game works,
but your character is ill and dies very fast.

Marek Tomczyk
uj1g@dkauni2.bitnet

2880. Re: Atari 800 programs on an IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 20:06:57 UTC
From: tmkk@uiuc.edu
Message-ID: <BrpEJL.A31@news.cso.uiuc.edu>
Source record: 110326

In article <1992Jul20.160307.13203@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>In article <1992Jul17.190925.19195@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>>In article <1992Jul16.004519.186552@ns1.cc.lehigh.edu> jmp1@ns1.cc.lehigh.edu (JEFFREY MICHAEL PARSONS) writes:
>>>Is there an Atari OS emulator for the IBM PC? Where?
>>>
>>>Thanks, Jeff
>
>Sure, it's called PC Xformer. It's my MS-DOS port of the original ST Xformer.
>Drop by the MIST Atarifest next weekend and I'll show it to you. It's not
>available for purchase, so you can only look at it. The reasons for that
>have already been discussed here ad nausium, so don't ask why.

<Throwing caution to the wind>

Why? I must have missed those ad nauseum discussions which took place here. Anyone out there care to give the newcomers a break and post or email a brief summary explaining why Darek refuses to release his PC version of the 8bit emulator? I'm sure Jeff, myself, and many others would me most appreciative.

Thanks!

2881. Re: 1450xld

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 21:02:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8Xa9NB3w164w@cyberden.uucp>
Source record: 110332

As to the 1450xld...well first time I saw one of those was in an old
Atari Age magazine..

the only other time was in my BEST catalog :)

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 20, 1992

2882. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 21:16:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <LmB9NB5w164w@cyberden.uucp>
Source record: 110335
Cross-posted to: rec.games.video,comp.sys.atari.8bit

slandrum@ntg.com (Stephen H. Landrum) writes:

> In more recent years (since 1983, when I wrote my last 2600 program) Atari
> has probably integrated all three of the chips in the 2600 into one chip,
> but it would have to be functionally identical to the earlier system.

Cool!.. what game(s) did you write??? Who for? etc.etc.etc.

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 20, 1992

2883. Dead 1050

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 22:15:16 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9207202215.AA16377@smithkline.com>
Source record: 110330

In response to Preston Crow's lament about a dead 1050. After repairing several dozen 1050's I thought I'd seen everything, but Preston's problem is a new one (for me at least).
I think it is highly unusual for the metal tension band that connects the stepper motor to the to the head carriage to come loose, though with the ageing of the 1050 in general I guess anything is possible. Preston's problem could be relatively simple to fix, or disastrous. It depends.
If the tension band has merely popped off (if memory serves me correctly it attaches to the rear of the carriage by means of a srring-tension thingy), then it should be a straightforward matter to put it back on without disturbing the alignment of the head. That's assuming no parts have loose & fallen out of the case, etc. If you've never seen what one looks like, you'll have to examine a working 1050 to see how the tension band attaches.
If the tension band is broken, or if parts are missing, it is not a job for the casual user. I rather doubt it would be possible to install a new band without realigning the drive head. I only recently succeeded in learning the art of head alignment myself, & it is not an enjoyable experience even for someone with all the proper alignment software & electronic test gear.
Preston is lucky to have a Tandon mech. Anyone these days who owns a 1050 over 5 years old (most are older than that) is well advised to purchase & keep on hand a spare mech. It's a drop-in replacement you can buy from American TechnaVision for about $45. I own 4 or 5 Tandon 1050's & keep two spare mechs on hand. Really saves you at 3:00AM on Sunday when your 1050 decides to poop out on you....
[Any responses, please post to csa8 or IA8, NOT to me! I'm too busy these days with matters related to Atari Classics & have almost no time for answering non-magazine-related mail.]

- BEN POEHLAND
The Alchemist

****

2884. Misc forsale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 23:04:11 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1530001@hpcc01.corp.hp.com>
Source record: 110333

Forsale Atari 800 Misc Items:

Software:

Cartridges:

1. Turmoil (have 2)
2. Shamus
3. Princess and Frog (Like Frogger)
4. Gorf (have 2)
5. Return of the Jedi
6. Serpentine
7. Joust *
8. Q-bert
9. Donkey Kong *
10. Platter-Mania
11. Chicken
12. Fortune Hunter
13. Miner 2049er *
14. Fantastic Voyage
15. Deluxe Invaders (have 2)
16. Attack at EP-CYG-4
17. Defender
18. Alien Ambush
19. Claim Jumper
20. Pac-Man
21. K-Star Patrol
22. K_razy Antiks
23. Demon Attack
24. Monster Maze
25. Slime

26. Alpabet Zoo (Ages 3-9 ,educational)
27. Kids on Keys(Ages 3-9 ,educational)
28. Kindercomp (Ages 3-9 ,educational)

29. Basic Language with Manuals **
30. Assembler Editor Language with manuals **

Disc software:
1. Frogger
2. Wizard and the Princess
3. Word Flyer
4. Hard Hat Mack
5. D-Bug (teaches children about compters via a game)
6. Sticky Bear Numbers (educational)

7. Meltdown
8. Repton
9. Wizard of Wor
10. Choplifter
11. Pac-Man
12. Actions Quest, Andromedia, Rear Guard, Atari Invaders
(5 in one)
13. Oils Well
14. games misc
15. Tomble Bug
16. Centiped
17. Apple Panic
18. Galatic Avenger
19. Panic Paranoia
20. Lunar Leeper
21. The Crypts of Plumbous
22. Sports Spectacular (1. Football, Bowling, Golf)
23. Crossfire
24. Protector II
25. Cohen's Towers
26. Theshold
27. Tail of Beta Lyrae
28. SUPER DOS (DISC OPERATING SYSTEM)

Educational Disc Software:
Most with Operating Manuals

1. Juggler's Rainbow
2. Hodge Podge
3. Micro addition
4. Monkey See Monkey Spell
5. Decimals by Softsmith (2 disc set)
6. Fractions by Softsmith (2 disc set)
7. Decimals practice by Plato Educational Software
8. Reading Skills by Softsmith
9. Musical Pilot by Softsmith
10. Chambers of Zorp by Softsmith

Tape Software

1. Home Financial Manager
2. An Invitation To Programming 2.

Hardware:

1. 800 works, but has bad keys $40
2. 810 worked the last I used it (2+ years ago) $40
3. 850 Interface $50
Each comes with an interface cable and power supply.
==========

Prices $3/Cart * indicates $5 ** indicates $8
$2/Disc
$2/Tape

Minimum order $15. I'll discount alot if you want it all.

You pay shipping.

I'm in California SF area.

Thx,

Fred Saavedra

freds@hpprsd1.mayfield.hp.com
or freds@15.3.33.115

2885. jim@neb (Atari system for sale)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 23:18:46 UTC
From: jaked@well.sf.ca.us
Message-ID: <BrpnFA.HDJ@well.sf.ca.us>
Source record: 110327

Yes, I offered my system at $250 (seemed reasonable to me, but I paid over $1000 for it-- obsolescence sucks :)) but with an "or best offer" provision. Once again, I have an 800XL, two stock 1050's, a Citizen 120D printer, Sony color TV, lots of books and software, and all the required cables/interfaces. Please make me an offer; tell me what you think the system is worth.

[I tried to mail you, but jim@neb isn't a very descriptive address, and I couldn't make the uunet address happen]

Of course, anyone else who wants the system is welcome to mail me.

Jake

2886. Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-20 23:40:03 UTC
From: bbs@neb
Message-ID: <1992Jul20.234003.18850@neb>
Source record: 110336

I havent yet sent in for the registered version of III (still using the demo) - but will be sending my check in soon. You can now add pic's and icons into the output document? WOW! How do you specify (within the document itself) where and which pic to insert? All replies appreciated!
Daisy Dot III - better than Word Perfect in my opinion!!

Posted by BBS User: James King

2887. RE: The Pawn.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 00:52:05 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DDF6B8404200.206039C8@edinboro.edu>
Source record: 110331

> I've got a copy or two. Played it on both the ST & 8-bit. Not much difference
> between the two. It's a pretty good adventure game as far as the genre goes.
> I don't do many text/adventure games, but I think you'll find it about as
> good as some Infocom games. I think you can buy it new for $5 now. The
> parser is good & the pictures are well done, but tend to get in the way after
> you've seen them once.
> BTW: I've had some E-Mail bounce back to me. some people wanted to know where
> to get 8-bit soft/hardware. I'll reply in this conference.

Would you be willing to sell a (original) copy? I would give $5 for a used
one if you take care of the mailing. If not, where can I get an oringinal?
Let me know......

Thanks a lot.....

Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.

2888. Re: Switching the OS.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 03:29:11 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jul21.032911.26028@vpnet.chi.il.us>
Source record: 110346

In article <0095DBB8A87B3540.20602038@edinboro.edu> a644690c@edinboro.edu ("Adam J. Conover") writes:
>> Wasn't there something (I think it was for 800's only...ok..is there
>> anything for non-800's then) that let you have multiple OS's hooked up
>> and you could switch between them? It wouldn't be too difficult, would
>> it? (pretty dangerous, I'll guess, with the power ON tho!)
>
>> Say___________9_year_veteran_ ||| __
>> Hi PhBill: Bill Kendrick / | \
>> if moon!cyberden!phbill@well.sf.ca.us
>> in _____________________________
>> NJ! July 17, 1992
>
>I don't know much about the 800s but it is relatively easy to simply stack
>several OS ROMs and run wires from the chip select lines to a switch (making
>sure the proper pull up resistors are used, etc.). Just flip a switch and
>you into a new OS. No need to power off. The most you can do is crash the
>system since you are just toggling a select line.
>.....

Newell Industries used to / does sell a little board that would switch between OS ROMs on an XL/XE. It's called a Ramrod. I bought one along with an OmniView chip and destroyed my first 130XE trying to solder it in myself (I was ignorant of the damage that even a 25W soldering iron can do to a multi [dual] layer PC board). It would have cost about 3/4 of the cost of a new 130XE to repair it, said the repair shop, and we can put a socket in a new 130XE for the cost of the socket (plus the up-front fee that this place charges at the storefront). So I bought a new 130XE (this was around 1985/86) and had the shop put the socket in. I wrote off the Ramrod (it was soldered into the old XE board) but I sometimes wish I'd bothered to put it in. (I still could, but I'd have to desolder it from the old XE's board first, and cut a hole in the new XE's shielding, a switch hole in the case to avoid "hangy wires", etc.) But there are few programs that I have tried (not that I've tried thousands, but...) that just won't run under the OmniView OS. The @#$%^&* Electronic Arts _______ Construction Set programs won't: "Remove Custom OS" is what the protection kludge told me. So I 'removed' the EA programs - sold/gave-away all two of them I had been given by a former 8-bitter. Letter Wizard won't, but it is a yukky WP anyway, OmniWriter 80 is better. And so on. The only regret is that Ace of Aces (cart.) wouldn't work.

Nick DiMasi Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

2889. Serial Interface and/or modem needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 03:47:39 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul21.034739.5266@a.cs.okstate.edu>
Source record: 110334

```
Needed!
Modem for an 800xl. Even a serial interface would do the trick.
Please send E-mail!!!

jc
```

2890. Re: Still prefer DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 07:36:49 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul21.073649.8267@sactoh0.sac.ca.us>
Source record: 110338

In <62254@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

>Mark Newton-John writes:
>>There were a few things that I had become accustomed to with DOS 3
>>that single density DOSes did not have, like the XIO 254 command.

>If memory serves, isn't XIO 254 the "format disk" command? That particular
>XIO has been around forever, and is quite alive and well in DOS 2.

Well..... I was just pulling a number from memory. In any case, the
reason I liked some of the XIO commands, is that you *didn't have
to* go back into DOS to do certain things. Here are a few XIOs for
your information.

XIO 32 rename
XIO 33 erase
XIO 35 protect
XIO 36 unprotect
XIO 41 load a binary file
XIO 253 format disk in any format, any drive
XIO 254 format an 810 disk

>>I am pleased with DOS 3. It does the job.
>As long as you're willing to accept being incompatible with virtually
>everyone else in the Atari world, yes.

Incompatible? Well, different format yes, but hardly incompatible.
Incompatible is trying to use a Commodore disk. When I could, I
just converted DOS 2 files to DOS 3. If not, oh well, I'd use DOS
2. I used to think of DOS 3 as basic copy protection. If I lost a
disk, hardly anyone would be able to copy, or use it. heh heh.

>>I remember the old DOS wars, especially with th primary "reason"
>>against DOS 3; the use of 1024 byte blocks, but then again, no one
>>complains about hard disks and the size of their blocks, do they?

>Hard disks' blocks are generally 512 bytes -- immediately HALVING the
>"waste potential" per block compared to DOS 3 -- AND a hard disk is
>much more capacious than a 5.25" floppy under ANY Atari density. These
>two factors combine to make the individual block, sector -- even each
>BYTE -- of storage MUCH more precious and "expensive to give up to wastage,"
>as a percentage of the available disk real estate, on an Atari floppy than
>on any hard drive. I'd be much more sedate about wasting 1024 bytes of
>storage on even a small (10Meg) hard drive, than on even a double density
>(~180K) Atari floppy!
>

Still, there are hard disks that use larger blocks. And besides,
how many times does one need every single byte out of a cheap disk?
Look at some of your disks and look at some of the free space. But
in any case, I got disks extremely cheap, and used a ton of them-
like using folders on my Mega 4. Scripts on one disk, GIFs on
another, etc. Besides, floppy disks are still cheaper per byte than
any hard disk. Hard disks are though, faster and more convienient.

>>Another little feature about DOS 3, is that when you exit to BASIC,
>>and then want to get back to the DOS menu, boom, you're there. DOS
>>3 did not have to reload.

>For which you paid the price of having less RAM available for programs and
>data while in BASIC. But if that doesn't bother you, I recall SmartDOS could
>be configured for exactly the same behavior. SpartaDOS X does the same
>thing, for that matter, WITHOUT hogging up BASIC programming RAM!
So what if there was less RAM available, there was never any
instance that I got an ERROR-147 or ERROR-2 messages. ANd besides,
one reason I liked DOS 3, it was FREE! For the most part, I
preferred the DOS menu, and I did have some command line control
(with XIO) and I wrote a little three line directory program, so I
didn't have to go to DOS.

For the picky ones, if I REALLY needed RAM, I could configure
system buffers under DOS 3. Can you do that with other DOSes? Lets
have a look.

With BASIC, no DOS, 37,902 bytes
With BASIC, Atari DOS 4, 32,274 bytes
With BASIC, standard DOS 3, 32,274 bytes
With BASIC, DOS 2, 32,274 bytes (no change here)
With BASIC, DOS 2.5, 32,274 bytes (no change here either)
With BASIC, MachDOS 2.1 XL, 30,478 bytes (DOS 2 compatible)
With BASIC, SmartDOS 6.1, RESDUP on, 22,633 bytes
Well, after loading six DOSes (I don't have SpartaDOS) and even
loading DOS 4, I saw no changes in free memory between DOS 3 and
DOS 2. How much free space do you get with SpartaDOS?

>BTW, your .sig misspells SACRAMENTO... ;-) Unless you really do live in
>a place called SCARAMENTO...

I know, I haven't gotten around to changing my .sig. It was the
default .sig, and I haven't felt witty enough to change it.

How about.... Visualize whirled peas. Life's abyss, then you dive.
Read my MIPs, no new VAXes.

NAH!

--
###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
#################### default .signature file ####################

2891. Re: Dos 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 07:53:58 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul21.075358.8472@sactoh0.sac.ca.us>
Source record: 110339

In <1992Jul17.132105.28617@neb> bbs@neb (BBS System) writes:

>Dos 3 had so many bugs that even Atari corp. dropped support of it
>shortly after releasing it. Why anyone would use that OS is beyond
>me.

You know, I have heard that (I think) piece of bull for years. In ALL of the years I've used DOS 3, I have NEVER encountered any bug, lost information, or anything. Hell, I even asked Atari on their BBS and they couldn't tell me of any bugs or even fixes. If there any true, documented bugs, I'd like to know.

I've used various terminal programs, Express, Amodem, etc. with DOS 3 and.... no problems. AtariWriter, AT8GIF, ARC, GIFNCODE, GIFDCODE, nothing. The only time I use DOS 2, is when I am using a protected program that uses DOS 2, or a custom format program, like SynStock.

--

###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

2892. Archiver

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 08:59:35 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.0tt0@terapin.com>
Source record: 110337

I recently got the Floppy Controller for my Black Box from CSS. It is supposed to have the commands to use The Archiver Software built in. However, it seems Bob is having legal troubles in being able to release the Archiver software with each Floppy Controller. So, does anyone out there have The Archiver Software that I might be able to pick up relatively cheaply? I'd appreciate it. Thanks

-Lance-

2893. RE: ALTERNATE REALITY--UN

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 12:45:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <765.78.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 110260

Copy the disk with a hardware copier, or hack the code yourself. That's what I did... I remember the first time I tried cracking it, it seemed to play great, but then some cops would jump out, show you their badge and kill you. (no escaping)... I eventually did get it copied though.

2894. Re: Function Keys

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 12:56:56 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05rh@abcd.Houghton.MI.US>
Source record: 110340

In a message dated Mon 20 Jul 92 16:07, Jeff Mcwilliams <jjmcwill@mtus5.bit
wrote:

JM> Someone asked for me to post the 1200XL function key upgrade
JM> modification for XL/XE computers, so here it is.

JM> This is from Michigan Atari Magazine, October 1987.
JM> By Charles Cherry, reprinted from ABACUS, August 1987.
[text edited]
JM> I was reading a letter to the Editor of Current Notes (the newsletter
JM> of the Washington, D.C. area users) from Roger Tolbet of Ozark,
JM> Alabama. It seems he grafted a 1200XL keyboard into an 800XL and
JM> discovered the 800XL operating system supports the 1200XL function
JM> keys! "So what," I hear you say. "No one ever wrote any software
JM> for the function keys." True. But the function keys do some pretty
JM> interesting things all by themselves. Like controlling the cursor.
JM> No more holding down the control key. I immediately opened my
JM> brother's 256KXL (formerly an 800XL), drilled four holes in it for
JM> push buttons, and wired them in.

JM> It works like a charm. This is something I have to have. Guess
JM> what. It works on my 320XE (formerly a 130XE) too. Here's how to do
JM> it.

JM> Get four normally open push button momentary switches (Radio Shack
JM> 275-1547 -- $2.69 for 4). Decide where you want to put them. I put
JM> them in a diamond shape above the CONSOL keys of my brother's XL. I
JM> put them on the side of my XE. Open up your computer and take off
JM> the metal RF shield. Install the buttons. Find U24 and U25 on the
JM> XL. I don't know the chip numbers on the XE, but they are easy to
JM> find. They are 16 pin chips and are near where the keyboard
JM> connector attaches to the motherboard. They should say 4051
JM> somewhere on them. Use the one closest to the front of the computer
JM> as U25 and the one behind it as U24. Wire the buttons as follows:

JM> Button U24 U25
JM> Up 1 4
JM> Down 12 4
JM> Left 1 5
JM> Right 12 5

JM> [I did this on a 600XL, and moved from pin 12 to pin 13 on U24 to
JM> make it work... Jeff]

JM> (each button connects to both chips. One contact connects the
JM> indicated pin on one chip, the other contact connects to the

JM> indicated pin on the other chip.)

JM> This is a real easy project and the rewards are great. I encourage
JM> you to try it.

JM> [See either the 1200XL addendum to the Atari 400/800 Technical
JM> Reference Notes, or the revised edition of Mapping Atari for details
JM> on what the function keys do. In Mapping the Atari, see the XL/XE
JM> Appendix under memory location 96 and 97.

Additional notes from Jim Johnson:
A couple things... First is that the keyboard decoder chips are sometimes reversed on some motherboards - if you find the above connections don't work, simply reverse the connections.

The suggestion for mounting the switches in a diamond shape is an excellent one - it's what I did when I installed my 1200XL function keys on my 320XE several years ago; it is much easier to remember which function key moves the cursor in which direction. Also, I would suggest that you NOT mount the keys directly on the case. I mounted them to a small square pill box and used velcro to attach this box to the lower right corner of the case. A small ribbon cable looped down through the case halves to the keyboard decoder chips. By doing this I could open up the case for repairs without having wires connecting me to the case top.

By the way, Innovative Concepts in Warren Michigan sells a modification kit for the Atari 10key pad and the deluxe version also includes the function keys. The kit guts the 10key pad and attaches it to the keyboard decoder chips the same way as the function keys - the result is a 10key pad that requires NO drivers and works with ALL software. In essence the keys are simply wired in parallel. You wouldn't believe how much easier this is when you have to do extensive numeric entry such as spreadsheets or DATA statements.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2895. Re: Atari monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 13:11:13 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05rn@abcd.Houghton.MI.US>
Source record: 110341

I've built a couple monitor cables for my Ataries, but I've always built the cables to match my monitor - that is, I used only the luma when I had a monochrome monitor and I used only the composite when I had a color monitor (I never owned a monitor that used both signals such as the Commodore 1702). All the parts are readily available from Radio Shack. I often looped the composite and audio signals through our VCR. By doing this I could use my Atari as a cheap animated video titling machine (of course, without genlock I couldn't overlay images - but it certainly dressed up the home movies). Of course this isn't a direct response to the question about putting signals from the Atari into a SVHS deck, but I thought someone might be interested in the idea.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2896. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 14:48:04 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jul.21.10.48.02.1992.13677@electron.rutgers.edu>
Source record: 110342

I am trying to compile a list of all cartridges released by Atari for their computers. I am organizing the list by catalog number as listed on the outside of the cartridge. Some non-Atari carts are also included but I am not trying to make a complete list of all carts for the Atari (at least, not yet).

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 1.2

Catalog# Company Name
CXL4002 Atari BASIC Computing Language (version A)
CXL4003 Atari Assembler Editer Computing Language
CXL4004 Atari Basketball
CXL4005* Atari Video Easel
CXL4006 Atari Super Breakout
CXL4007 Atari Music Composer
CXL4008 Atari Space Invaders
CXL4009 Atari Computer Chess
CXL4010 Atari 3-D Tic-Tac-Toe
CXL4011 Atari Star Raiders
CXL4012 Atari Missile Command
CXL4013 Atari Asteroids
CXL4015* Atari Telelink
CXL4018* Atari Pilot Computing Language
CXL4019 Atari Store Demo
CXL4020 Atari Centipede
CXL4022 Atari Pac Man
CXL4024 Atari Galaxian
CXL4025 Atari Defender
CXL4027 Atari Qix

RX8021 Atari Caverns of Mars
RX8026 Atari Dig Dug
RX8029 Atari Real Sports Football
RX8030 Atari E.T. Phone Home
RX8031 Atari Donkey Kong
RX8032 Atari LOGO Computing Language
RX8033 Atari Robotron 2084
RX8034 Atari Pole Position
RX8036* Atari AtariWriter
RX8039 Atari Eastern Front
RX8040 Atari Donkey Kong Jr.
RX8042 Atari Tennis
RX8043 Atari Ms. Pac Man
RX8044 Atari Joust
RX8048 Atari Millipede

RX8049 Atari Jungle Hunt
RX8052 Atari Moon Patrol
RX8063 Atari Rescue on Fractalus
RX8067 Atari Final Legacy
RX8077* Atari Battlezone
RX8077* Atari Ball Blazer
RX8078 Atari Star Raiders II
RX8079 Atari Food Fight
RX8081 Atari Blue Max
RX8082 Atari Lode Runner
RX8083 Atari Midnight Magic
RX8084 Atari Hardball
RX8085 Atari Fight Night
RX8086 Atari Barnyard Blaster
RX8087 Atari Bug Hunt
RX8088 Atari Crossbow
RX8089 Atari Desert Falcon
RX8090 Atari Gato
RX8091 Atari Flight Simulator II
RX8092 Atari Archon
RX8093 Atari One-on-One Basketball
RX8094 Atari Commando
RX8095 Atari Karateka
RX8096 Atari Choplifter
RX8098 Atari Summer Games
RX8099 Atari Ace of Aces
RX8101 Atari Dark Chambers
RX8103 Atari Mario Brothers
RX8102 Atari Crystal Castle
RX8104 Atari Crime Busters
RX8108 Atari Necromancer
RX8109 Atari Airball
RX8111 Atari Tower Toppler
RX8113 Atari Thunder Fox
RX8114 Atari Into the Eagles Nest
RX8118 Atari Xenophobe
RX8120 Atari Super Football
RX8124 Atari MidiMaze

Demos/Limited Prototypes

CB101931 Atari Super Pac-Man
CA400201 Atari XE Demo Cartridge (four games)

???????? Activision Beamrider
???????? Activision Decathalon
???????? Activision Hero
???????? Activision Pitfall
???????? Activision River Raid
???????? Activision Zone Ranger
???????? Big Five Bounty Bob Strikes Back

???????? Big Five Miner 2049er
???????? Epyx Jumpman Jr.
PB101689 ParkerBros Frogger
PB101303 ParkerBros Star Wars: Return of the Jedi

The ones with stars I have not had verified, and may be incorrect. These numbers are unlikely to be wrong, but I can't check them.

The following are games I know were produced, but I have no info on the catalog numbers. They might not be on cartridge for all I know, but if they are I'd like to add them to this list.

Deluxe Invaders
Microsoft BASIC II Computing language
Pengo
Typo Attack

I'd would like help completing this list. If you know of any other cartridges issued by Atari, and/or know the catalog numbers of some of the unknown ones, please send me an email message with details so I can update the list. Thanks.

Kevin Chase
chase@physics.rutgers.edu

2897. Re: operating systems

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 15:27:25 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92203.102725JJMCWILL@MTUS5.BITNET>
Source record: 110343

Allen Macroware did their BOSS XL, which also reportedly has a very good
machine language monitor in it. I think Synergy concepts did a chip that
offered some neat RAMDISK support and stuff for owners of upgraded machines.
At one time I saw the chip in Brad Koda's BEST catalog. Antic once
mentioned a fairly new one called the Turbo-OS which was supposed to
increase screen I/O and have a monitor that among other things, allowed you
to monitor the IOCB's and stuff, which was really interesting.
Don't know where that one went either. Then of course there is the OS that
comes with the Turbo816.
All in all, I think there are at least 6 commercial OS systems that you
could plug into your Atari XL/XE. I believe there are a half dozen
homebrew modifications to the OS as well, for those with access to an
Eprom Burner, or perhaps with some sort of modification to
make the OS a STATIC RAM chip that is writeable. That would be ideal,
read all your ROMS onto disk, and load in the one you want to use and then
do a coldstart.

Jeff McWilliams

2898. Re: Alternate Reality--uncopy-protected?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 16:03:43 UTC
From: bbs@neb
Message-ID: <1992Jul21.160343.1482@neb>
Source record: 110351

There are several 'cracked' version of AR: Dungeon/City floating around.
Also, my Happy 1050 will create backups of AR for me just fine - Black
Patch has a patch in it for copying as well (so does Chipmunk, I
believe)

Posted by BBS User: James King

2899. Re: Dos 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 16:07:03 UTC
From: bbs@neb
Message-ID: <1992Jul21.160703.1575@neb>
Source record: 110352

Have you ever tried to use Dos 2.5 programs with your Dos 3.0 disk
booted up? Try it out sometime..

Posted by BBS User: James King

2900. Re: Function Keys

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 17:09:46 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.711738586@pv1788.vincent.iastate.edu>
Source record: 110344

In <Jim_Johnson.05rh@abcd.Houghton.MI.US> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

>In a message dated Mon 20 Jul 92 16:07, Jeff Mcwilliams <jjmcwill@mtus5.bit
>wrote:

> JM> Someone asked for me to post the 1200XL function key upgrade
> JM> modification for XL/XE computers, so here it is.
> Additional notes from Jim Johnson:

[function key stuff deleted]

>The suggestion for mounting the switches in a diamond shape is an excellent
>one - it's what I did when I installed my 1200XL function keys on my 320XE
>several years ago; it is much easier to remember which function key moves
>the cursor in which direction. Also, I would suggest that you NOT mount
>the keys directly on the case. I mounted them to a small square pill box
>and used velcro to attach this box to the lower right corner of the case. A
>small ribbon cable looped down through the case halves to the keyboard
>decoder chips. By doing this I could open up the case for repairs without
>having wires connecting me to the case top.

the other way to go with this is to connect to the keyboard
itself, rather than the decoder chips. All you need to do
is find the corresponding lines on the keyboard circuit board,
which is simple if you have a dmm.
--
Todd Greenfield
tgreen@iastate.edu

2901. Re: AMODEM/interfacing BASIC w/ modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 17:46:38 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Jul21.174638.16703@rz.uni-karlsruhe.de>
Source record: 110345

> From: Rick_Michael_Cortese@cup.portal.com
> ... I can't think of any commercial programs that were developed
> in TB, but there were quite a few in Action! ...

Oh, they are some commercial programs written in Turbo Basic XL.
I know of at least 3, two being a database programs and one
a kind of program for developing electronic circuits.
Not very good ones, I admit.

Marek Tomczyk
uj1g@dkauni2.bitnet

2902. Wanted: Memory Cards for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 18:45:28 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul21.184528.29324@dartvax.dartmouth.edu>
Source record: 110347

I have an old 800 which used to have 48k, but a chip blew (for the second time) on my 32k board, so now it's only got 16K. If anyone has extra memory cards left over from upgrading one to 256k (No, I don't know how to do that, though it may be a good topic to include in the FAQ), I would be willing to payshipping and maybe a little more. (I'm a grad student, so $$$ is tight :-(.)

E-mail me if you're interested.

--PC

pc@dartmouth.edu
--
Looking for exciting/unusual/dynamic .sig quotes...

2903. Alternate Reality - The City (codes)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 19:03:21 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Jul21.190321.19132@rz.uni-karlsruhe.de>
Source record: 110348

Hello,

browsing through old magazines I've found some cheating codes
for Alternate Reality - The City.
To make use of these codes you have to have a kind of freezer.
(A kind of hardware or software that lets you interrupt a game
or a program by pressing a hotkey and then lets you poke around
the memory).

Some memory locations follows:

$8ab6-$8ab9, $8aba-$8abd ---> HP
$8aad ---> Level
$892e,2f,30 ---> Strength
$8937,38,39 ---> Intelligence
$8940,41,42 ---> Wisdom
$8949,4a,4b ---> Skill
$8952,53,54 ---> Stamina
$895b,5c,5d ---> Charisma
$8aa6-$8aa9 ---> Experience
$8ac6 ---> Copper
$8ac0 ---> Gold
$8ac2 ---> Silver
$8aca ---> Gems
$8ace ---> Jewlery

I haven't tried them yet and probably won't try them at all.
I want to play such a great game like AR without tricks.
(IMHO)

Marek Tomczyk
uj1g@dkauni2.bitnet

2904. Looking for patches

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 20:42:08 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Jul21.204208.3040@news.ysu.edu>
Source record: 110349

I am getting pretty fed up with all this copy protection crap..
I have several programs that I would like to use on my Hard Drive
but because of these stupid protection schemes..well you know !
Here is a list of programs that I really would like to get onto
the HD:

1.)Planetarium
2.)Rambrandt
3.)Synfile
4.)Syncalc

I have all fo these in a form which will allow me to copy them to
the HD, but each one has it's own drawbacks when you try to use
it (reading only drive one, looking for support files on drive one,
etc.)

Can anyone tell me how to go about patching these suckers?

I have a Rambo 800xl..Black Box/Floppy board..xf551, and Doubled 1050..

I think that in general, we need to begin swapping ideas on this
topic. I think that many of us are reinventing the wheel when we
start writing patches that already exist..
Thanks

--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

2905. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 21:20:58 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jul21.212058.12292@vpnet.chi.il.us>
Source record: 110257
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Jul19.030949.15606@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>For anyone intersted in hooking up a Sega light gun to an Atari, here's
>an email with the details, which I'm posting for all to read:
>
>> ....
>> Forget the NES. The best thing you can do is get a Sega light gun,
>> open it up carefully, and swap the trigger and ground wires on the
>> trigger detector. Then close it back up, and you'll have a perfectly
>> good Atari light gun.
>>
>> Mine served that duty for many long years on my Atari 800xl.
>>
>> - Mark Hughes mhughes@visual.spk.wa.us
>
> ....

Hmmmm, I modified a Sega light gun to work with my 130XE, and it was a bit more complicated than that. I don't have the instructions handy, but it involved making a sort of adapter out of a joystick extension cord. More than two of the wires have to be rearranged. Another thing I remember is that when I first tried it on my XE, the gun would fire when I _released_ the trigger, not when I _pressed_ the trigger. The microswitch that the trigger actuates (what Mark calls a "trigger detector") was a NO (normally open) [or maybe a NC I don't recall exactly], and the Atari was expecting the opposite "signal", so I went to Radio Snack and bought the other type microswitch. It took a bit of kludging to get it mounted in the gun properly, but I did it. (What a way to spend a July 4th weekend!) Now I can blast barnyard beasties or shoot crossbow bolts to my heart's content (don't play them much anymore nowadays).

But by all means, folks, try Mark's mod. If it works, fine. If not, mail me and I'll upload and post the directions (they may be on atari.archive, I'm not about to look at the _huge_ Index now!). Of course, I could have spliced the wires, I just liked the "adapter" idea, but then had to change the switch anyway. Maybe some Sega l'guns are different...?

One of the local dealers sells converted Sega light guns for the 8-bit Ataris. If you would rather buy than hack (they're not outrageously expensive as I recall), mail me for the address/telno (he does a mail order business).

Nick DiMasi Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

2906. Re: Dead 1050 :-(

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 21:48:43 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Jul20.011347.3377@wvnvms.wvnet.edu>
Source record: 110258

In article <1992Jul18.210637.28673@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu (Preston F. Crow) writes:
> I was just in the process of copying my old floppies to my PC's hard drive
> (SIO2PC is wonderful!), when my 1050 decided to give up. Now it just sits
> there and turns on it's light occasionally and makes funny noises. I
> opened it up and it seems that the stepper motor is no longer attached to
> the read-write heads. Has anyone had any experience with fixing this sort
> of problem?
>
> --PC
>
> P.S. In case there were different drive assemblies packages as 1050's,
> mine is a Tandon TM50.
>
> --
> Looking for exciting/unusual/dynamic .sig quotes...

My 1050 gave up on me two weeks ago after 7 years of trouble free service. Not wanting to pay $65+ to get it fixed by a repair shop I ordered some chips from American T.V. and fixed the prob myself. The chip that went bum was the CO10745 1050 CPU chip. Could be the problem with yours.

A.Centofanti

2907. Re: AMODEM/interfacing BASIC w/ modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 21:50:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8T80NB7w164w@cyberden.uucp>
Source record: 110256

<giggle> Noooooooo... STILL don't have Action!... (I'm REALLY waiting
for Quick, tho...heheh)

Anyways.... I've started this damned program over 100 times
(ok..about 5 or 6 :))

Anyways... I tried it in BASIC 2 or 3 times...then in Draper Pascal
(BIG was of 40 pages for the docs, since DP don't work w/MyDOS (too many
buffers allocated! SCREW YOU! If I set it down to 1 (maximum this thing
lets me use) you don't WORK RIGHT!!!!!!))... FINALLY I decided "hey, I
made a little textfile->BASIC translater that's structured & has
procedure calls and all that spiffy stuff I like in TBXL but don't have
in BASIC!"... so I loaded it up... tested it out (to see if I actually
implimented ALL the routines I had on my little list) and it worked! I
have yet to get anything accomplished, but I think once I remove ALL the
bugs (and be sure to end each statement w/a ":"!!..damned xlator DOESN'T
check for syntax!!) and get it to load up & not crash, I think I could
get this thing somewhere. Anyone care to see the sourcecode? (just for
fun... you might actually want a copy of the xlator program.... NOT!)

For now I've got a disk full of ".DAT" files for the BBS to load up
properly when run, a copy of source, a BASIC LISTing of it (that the
xlator makes..btw: xlators in basic!!..I run it in TBXL tho..for speed),
a BASIC SAVE of it, MyDOS, TBXL (to run the xlator), the xlator itself,
and TPX for editing the damned source and .DAT files.... took up half th
disk, but I don't think I'll be adding much to it very soon!!!

hmm... maybe I'd better get back to work on it! ;)

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 21, 1992

2908. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 21:50:35 UTC
From: barry@sphynx.NoSubdomain.NoDomain
Message-ID: <1992Jul21.215035.25824@infonode.ingr.com>
Source record: 110350
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

In article <VeV7NB3w164w@whitebase.ukp.com>, coco@whitebase.ukp.com (Michael Pepe) writes:
|> > 3) I opened up an NES "standard" controller (like described in 2, above)
|> > and it has a mighty big IC in it. This probably somehow encodes or
|> > determines at what points when to send the 8-bits of data through the
|> > 5 pins that you can have (gotta remember that 1 pin is "power-in"ish)!
|> >
|> > So... unless the chip is just there to make the thing more expensive/look
|> > important, it seems like a bit of work.
|> >
|>
|> The Nintendo controller uses a shift register IC to multiplex 8 lines to one
|> input. There are 5 wires. Power, ground, clock, reset, and data. you *COULD*
|> connect an Atari type joystick by simply hooking up the switches to their
|> Nintendo counterparts. The Nintendo controller is not as complicated as it
|> seems. I remember hooking it up to a TRS-80 once.
|>
|>
|> --
|> _ _ Mike Pepe - Design Consultant
|> /)| / (Radical Vision Systems, Inc.: Manalapan, NJ
|> / \ |/ __) If you can't do it with a 6809, dont bother'
|> ____
|>
I looked at a Genesis controller, and it uses a quad 2-1 multiplexer: a single select line chooses what two other lines carry- A/B and C/start. I have no clue about the Nintendo, but I bet it's similar. I think the chip in the Genesis is a 74161.

2909. Re: SDX

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-21 22:55:34 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92203.175534JJMCWILL@MTUS5.BITNET>
Source record: 110353

I never heard of the ECHO utility for SpartaDOS X. Does anybody have
it, and could they send it to the archive for the rest of us?

Jeff McWilliams

2910. Memory Pointers Question.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 01:24:11 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DEC45ECDF540.2060494F@edinboro.edu>
Source record: 110354

I have been perusing 'Mapping...' and I am not sure I understand a few things.
There are Two memory locations that claim to be MEMTOP: 741,742 and 144,145.
What is the difference? Are they always the same?

As for the other locations, is this one possible configuration?

```
-----------------
| OS ROM |
----------------- RAMTOP (106)
| screen mem |
----------------- MEMTOP (741,742 or pg.0 144,145)
| Free Mem |
----------------- APPMHI (14,15)
| Basic Prog. |
----------------- MEMLO (743,744)
| Free mem |
----------------- LOMEM (128,129)
| DOS |
----------------- RAMLO (4,5)
| p.0 & OS RAM |
-----------------
```

Would this be correct for a possible memory set up? (ie. a user ML routine
between LOMEM and MEMLO).

Also: Does any know how to use the built in Relocatable Handler Routines
in the XL/XE OS?

Thanks a lot.......

Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.

2911. Echo arc now at Umich...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 05:44:57 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Jul22.054457.6575@cs.tulane.edu>
Source record: 110255

The file Echo.arc has been sent to the atari archive at
atari.archive.umich.edu and can be found in the atari/8bit/new
section.

It's an interesting program, I run it on a few of the batch files I use
with SpartaDos. Works very much like the echo command found on IBM's.
The file does include the source code.

Enjoy

Mike...

____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

2912. Re: Function Keys

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 14:41:46 UTC
From: killer@jhunix.hcf.jhu.edu
Message-ID: <1992Jul22.144146.8838@jhunix.hcf.jhu.edu>
Source record: 110259

In article <Jim_Johnson.05rh@abcd.Houghton.MI.US> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
>By the way, Innovative Concepts in Warren Michigan sells a modification kit
>for the Atari 10key pad and the deluxe version also includes the function
>keys. The kit guts the 10key pad and attaches it to the keyboard decoder
>chips the same way as the function keys - the result is a 10key pad that
>requires NO drivers and works with ALL software. In essence the keys are

Can you post Innovative Concepts' phone number and address?

Thanks in advance.
--
****
Francis Park, Johns Hopkins (History) '94 Internet: killer@jhuvms.hcf.jhu.edu
S-1, Pershing Rifles, Co E, 8th Rgt WWIVLink: 149@18407
****

2913. Re: p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 16:42:22 UTC
From: mbarnes@finally.East.Sun.COM
Message-ID: <14k35eINN1jl@finally.East.Sun.COM>
Source record: 110261

There is a program that the magazines used to use to print out there listings, MegaFont. XLEnt Software has had many different release of MegaFont for the PC, 8bit and ST. The program allowed text to be printed out with virtually any charater set that can be created with an 8X8 matrix. The program included a font uploaded that uploaded character sets into the C.Itoh 8510 and Epson FX 80. The program also would print text files as graphics.

The program was part of XLEnt Software's Printware series which had a desktop publishing package called Typesetter, a toolkit for Printshop called Printshop Companion, Page Designer, and a package called Rubber Stamp that was designed to create lables and other small printouts.

XLEnt Software is still around. Their number is (703) 569-8881.

2914. Skipping levels in Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 20:14:46 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <1992Jul22.201446.13383@cis.ohio-state.edu>
Source record: 110262

A few days ago, someone mentioned that you can skip levels in Miner 2049er by typing Big Five's phone number. I'd never heard of this before, so I loaded up the game and started messing with it, but couldn't get it to work.

Could someone please explain precisely when and what I'm supposed to type?

Mark

2915. Hard drive files

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 20:16:15 UTC
From: bbs@neb
Message-ID: <1992Jul22.201615.24471@neb>
Source record: 110270

How do you get an executable DISK program to run/copy/load from a hard drive partition? I use the old Supra Interface, and I know of no way to do such a thing - save formatting my drive1 (fake floppy partiition on my HD) and undiscomming the program to drive1...

Posted by BBS User: James King

2916. Hardware and Software FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 21:52:13 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <54797@mentor.cc.purdue.edu>
Source record: 110263

I have the following programs for sale:

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Summer Games - $5.00

Zaxxon - $5.00 (800 only, FIX-XL, translator don't
work!!!!!!!)

Suspended - $3.00 (Original, lost docs)

Jungle Hunt cart. - $3.00 no docs , easy to figure out

Skywriter cart. - $2.00 no docs

Gyruss cart. - $5.00 no docs, easy to figure out

Parker Bros. Chess cart. - $3.00 no docs, easy to figure out

Fun w/art cart - $4.00

Age of Adventure - $8.00 (on hold for someone)

Congo Bongo Cart. - $3.00 no docs, easy to figure out

Mail Order Monsters - $7.00

Super Huey - $7.00

Page Designer -$8.00

Dropzone - $2.00

Deep Blue C w/mathlib - $12.00

Colourspace - $6.00

Rambrandt - $8.00 on hold for someone

Parrot w/software and hardware - $10.00

I ALSO HAVE THE FOLLOWING HARDWARE FOR SALE:

Xetec Grafix Parallel Printer Interface $15.00

MPP 1000 300 baud modem $2.50 (or best offer)

BRAND NEW!! 65XE $60

TWO 1050'S ONE GREAT, ONE OK 45 OR 38 DOLLARS DEPENDING

JODY LENN
lenn@mentor.cc.purdue.edu

2917. SDX Users?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 23:40:45 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DF7F16675880.206046BF@edinboro.edu>
Source record: 110266

Hi,

I am wondering how many people happen to own SDX (or other versions of Sparta DOS)? Since ICD refuses to release any specifics about SDX it would be nice to pool our knowlegde. I would like to start a little Sparta DOS FAQ that would include E-mail Addresses for regular users of Sparta DOS as well as any programming/use info that users may wish to post. I would be willing to periodically post (to c.s.a.8.) and update this info.
I would also like to maintain a small collection of Files that are for use with SD (utilities, demos, etc.).

If you own SDX (or any Sparta DOS) and are interested in this, please send me e-mail.

Things I am looking for:

E-mail addresses of Sparta DOS users.
Are you more interested in Development or Use.
What Version of Sparta DOS do you own.
What other 'Advanced Equipment' do you own? (Hard-Drive, MIO, BB, etc.)

Even if only 5-10 people are interested in this, it would be interesting. I think that between the many great minds of Atari Users, we could come up with a lot of information.

Peace, | '...expanding exponentially
-Adam Conover | like some recursive virus...'
a644690c@edinboro.edu | -Phish.

2918. The Pawn!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 23:50:06 UTC
From: a644690c@edinboro.edu
Message-ID: <0095DF8064522240.206046BF@edinboro.edu>
Source record: 110265

Hello All...

I posted a while ago about my interest in purchasing the Pawn from someone, and I had several replies. But in an unintentional mass delete, I seem to have lost those replies. If you had an original you wanted to sell, could you please send me e-mail again?

Thanks a lot....

Peace,
-Adam Conover
a644690c@edinboro.edu

2919. Re: The Pawn.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 23:53:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e88BoB10w164w@cyberden.uucp>
Source record: 110268

Well... from what I recall when looking at some review of it in an OLD compute! or something.. it was supposedly a GREAT graphx/text adventure game and at least on the ST or Amiga screen (they only showed one pic) it had VERY nice looking graphics. It supposedly has about 200 peices of information for each object ...pretty much everything you see on the screen. It's not like one of those games with a picture of a chair on the screen and you say "take chair" and it says "there's no chair here!" because it doesn't KNOW that...even tho there's a picture of one right in front of you! Anyways... it looks like a pretty decent game. I'd look around for it myself, but I'm not into text adventures very much. If I came across it myself (for a DECENT price) and the graphics looked really good, I'd get it myself just to see HOW good it is on the 8-bits compared to what I read about it "in general"... if you like Zork & all those games, I'd suppose you'd really like it...

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 22, 1992

2920. 6502<-> 68881 Math Cop.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-22 23:54:17 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92204.185417JJMCWILL@MTUS5.BITNET>
Source record: 110264

Well I got some Motorola databooks today. One was for the
68000 family. Included in there was some specs on the 68881
math coprocessor. Very interesting. The 68881 can act in either of
two ways, as a coprocessor, or as a peripheral processor.
The first way would apply to the 68881 being wired up with a 68020,
where the integration of the two is almost seamless, and the pair
can be thought of as one CPU, with floating point operands and
registers.

The second method, called peripheral processor, is so that the
68881 can interface to earlier 68xxx models, like the 68000 or 68008.
In this mode, communication between the 68881 and CPU takes place
by reading and writing to the 68881's registers, called Coprocessor
Interface Registers (CIRS) These are basically registers that you map
into the CPU's address space, much like you map a PIA (6520) registers
into the 6502's address space.

Another interesting feature of the 68881 is that it can be configured
to work with an 8 bit data bus, with some decrease in performance
as compared to its default 32 bit data bus configuration-- of course.

Additionally, the 68881 can have a separate clock attached to it,
running at either a faster or slower speed than the rest of the
system, due to the asynchronous nature of the chip.

The 68881 can also handle floating point numbers in either IEEE format
or a BCD format, much like the format used in the Atari 8 bit FP
OS routines.

What does this mean for us Atari classic users? That it is probably
technically quite possible to interface a math coprocessor such as
the 68881 to the 6502, even directly, without too much hassle.
The 68881 could be running at anywhere from 16.6 to 50 mHz and not
interfere with the 6502's required clock speed of 1.79mHz in the
Atari.

All that would need to be done is wire it in, and rewrite the OS
routines to communicate with the 68881 instead of doing all the
math at slooowww 1.79mHz through software approximations.

I don't have all the specifics on the 68881. The exact method of
using the CIR locations on the 68881 to get the job done wasn't
described in this manual, only 68020 floating point opcodes were
mentioned.

If a coprocessor card were designed on the Parallel Bus, as was
mentioned earlier, comprised of a 8mHz 65802 or 65816, then

the 68881 could be implemented in there as well. In fact, the
65802 and 65881 have a new OPCODE, called COP, for doing this.
COP causes the CPU to look to an interrupt called the coprocessor
interrupt, which is handled much like a IRQ interrupt, or NMI interrupt.
An operand byte following the COP instruction would indicate
what type of operation were to be executed. The COP interrupt handler
would look at the operand byte and then call the appropriate
function. The 68881 has a pin called SENSE' on it. Basically
it is attached to ground. By using a pull-up resistor on the
PC board, the sense line would be high if the 68881 were not present,
and low if it were. The COP interrupt handler could examine this
line, and either call the standard Atari OS floating point routines
and execute them at the CPU's speed of 8mHz, or it could
talk to the 68881 and have it do the high speed, accurate floating
point operation. Either way, the COP interrupt routine would
return with the result.

This would make for, in my opinion, an elegant and flexible design.
For those not wanting to churn out the bucks for the 68881, they
could have a coprocessor card that does floating point, and whatever
else, out there on the parallel bus, doing instructions at 8mHz instead
of 1.79mHz. If they choose to, they could later purchase and plug
in the 68881, and realize an additional increase in floating point
speed, making maybe even programs like ChromaCAD really fly.

Of course, there is no reason why the 68881 can't be hooked up to
the parallel bus directly, and then redo the OS ROM with the OS FP.
routines calling the 68881. The 68881 can still run at whatever speed
desirable, as mentioned above, due to its asynchronous nature.

I will be attempting to get further databooks on the 68881, to further
research this far-out idea. I don't have the capital to
actually start building one of these babies tomorrow, but at least
I can study the feasibility of such a grand project, and perhaps
see others further develop and implement the idea.

Comments and ideas encouraged.

Jeff McWilliams

2921. Modem still wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 04:08:54 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul23.040854.11854@a.cs.okstate.edu>
Source record: 110269

Got an SX212? An 850 or a P:r: connection you would like to see in use?
I have a newbie 8bit user that I can't get software to! If he can find
a cheap way to interface with a serial modem (or serial link) or a phone line
I'll cram the archives onto his floppies!

But he's not rich....
jc

2922. 1050 + software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 04:14:40 UTC
From: hong@cs.umd.edu
Message-ID: <59180@mimsy.umd.edu>
Source record: 110267

Well, I have a 1050 in good condition for sale: asking $55 + shipping.
I also have some software for sale:

Dark Crystal
Realm of impossibility,
Indus DOS XL + Data Manager + word processor + spread sheet
Flight simulator,
+ some wp, paint program + some books, email me for a list.

Price: for program with manual, I am asking for $3 per disk, and for
those without manuals, $2 per disk.

Buyer pays shipping.
Thanks,
Sze Hong
hong@tove.umd.edu

2923. Re: Skipping levels in Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 05:56:09 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62645@cup.portal.com>
Source record: 110271

Mark Fontana writes:

>A few days ago, someone mentioned that you can skip levels in Miner 2049er
>by typing Big Five's phone number. I'd never heard of this before, so I
>loaded up the game and started messing with it, but couldn't get it to work.
>
>Could someone please explain precisely when and what I'm supposed to type?

First, let the "introduction" screen play long enough to actually see
where Big Five's telephone number comes up. Jot it down, WITH area code.

Then, while playing the game, type the digits of the telephone number,
with area code. No punctuation, just the ten digits themselves.

After that, you can hold down SHIFT-CONTROL plus any digit, and instantly
jump to that level. Voila!

(Incidentally, I remember once seeing a version of Miner 2049'er that someone
had hacked to provide an "intro screen" that let you give yourself as many
lives as you wanted and start on whatever level you wanted. I guess THAT
person didn't know the existing "cheat" either! :-))

(I find the SHIFT-CONTROL-digit thing handy when pressed the INSTANT I GET
KILLED, even just to re-invoke the level I just DIED on -- because you
don't get "deducted" one life and can play "forever." Hmm, maybe it's
actually that you have to press it the moment you see that you're GOING
to get killed (i.e. while in the midst of a fall from a height, before
actual impact.)

Enjoy!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2924. Re: SDX Users?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 05:58:26 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62646@cup.portal.com>
Source record: 110272

I use SDX, although not as often as some people nor even as often as I once did.

I also have an example somewhere that shows SDX's XIO commands, from BASIC, misbehaving as compared to running the same program under Atari DOS. Remind me via e-mail if there's any interest; it'll take me a while to find it.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2925. Re: Dos 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 06:38:28 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul23.063828.10037@sactoh0.sac.ca.us>
Source record: 110282

In <1992Jul21.160703.1575@neb> bbs@neb (BBS System) writes:

>Have you ever tried to use Dos 2.5 programs with your Dos 3.0 disk
>booted up? Try it out sometime..

Huh? So? I just run the file conversion utility and viola... it
works.

Here's an example of an incompatible format.
Try using a DOS 2.0D in a 810 or 1050 drive. Or using a DSDD disk
formatted on an XF551 drive on an 810 or 1050. The 810 and 1050
can't read the disk because of the double density format.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

2926. PORTFOLIO ACCESSORIES WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 10:47:22 UTC
From: rearly@okcadm.okanagan.bc.ca
Message-ID: <1992Jul23.104723.147951@okcadm>
Source record: 110288

```
WANTED PORTFOLIO MEMORY CARDS & SERIAL INTERFACE
WILL SWAP PARALLEL INTERFACE FOR SERIAL
WANT 32 or 64 K MEMORY CARDS, USED, AND CHEAP
PLEASE REPLY BY EMAIL TO
REARLY@ADMIN.OKANAGAN.BC.CA
```

2927. WANTED: PR connection

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 12:02:21 UTC
From: ab3f+@andrew.cmu.edu
Message-ID: <UePI1BK00WBO854hsG@andrew.cmu.edu>
Source record: 110290

```
WANTED: 850 interface or P:R: connection for an Atari 800XL !!
My work on the old Atari desparately requires the use of a printer.
Send replies to <ab3f@andrew.cmu.edu>

--Ed Bucholtz 92.07.23
```

2928. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 12:18:11 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05tp@abcd.Houghton.MI.US>
Source record: 110273

A follow on to an earlier message -
If you are interested in Assembler, the MAC65 already supports the 65C02
and the folks who introduced the 65816 upgrade wrote MAC65 macros to
support the 16bit mode.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2929. Re: Modem still wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 13:01:55 UTC
From: tmkk@uiuc.edu
Message-ID: <BruEv8.GKv@news.cso.uiuc.edu>
Source record: 110274

In article <1992Jul23.040854.11854@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>Got an SX212? An 850 or a P:r: connection you would like to see in use?
>I have a newbie 8bit user that I can't get software to! If he can find
>a cheap way to interface with a serial modem (or serial link) or a phone line
>I'll cram the archives onto his floppies!

I have an R-Verter, with the original manual and disk, which still works
(tested just a few weeks ago). Make me an offer (cash or trade) if
you're interested. (HINT: Journey to the Planets would really pique my
interest ;-)

2930. Re: Skipping levels in Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 13:02:02 UTC
From: tmkk@uiuc.edu
Message-ID: <BruEvF.GLo@news.cso.uiuc.edu>
Source record: 110275

In article <62645@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>
>Then, while playing the game, type the digits of the telephone number,
>with area code. No punctuation, just the ten digits themselves.
>
>After that, you can hold down SHIFT-CONTROL plus any digit, and instantly
>jump to that level. Voila!

There is also a Level 0 (yes, ZERO) which I somehow managed to get into
one day and haven't been able to recreate since. As I recall, you got
unlimited lives or something equally cool. Can you type SHIFT-CONTROL-0
to get there? Guess I'll have to check... ;-)

2931. Does Elvis own an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 13:20:34 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1992Jul23.132034.28267@usenet.ins.cwru.edu>
Source record: 110276

Well does he?
GO ATARI
GO ATARI
GO ATARI
GO ATARI
GO ATARI
GO ATARI

--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

2932. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 14:39:02 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jul.23.10.39.01.1992.6675@electron.rutgers.edu>
Source record: 110277

I am trying to compile a list of all cartridges released for the Atari 8-bit computers. I am organizing the list by catalog number as listed on the outside of the cartridge, when available. Starting with this release I am increasing the coverage of non-Atari cartridges, and am now interested in listing any cartridge released for the Atari computers. I have also included a new column for the release date (well, year).

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 1.4

Catalog# Company Year Name
CXL4002 Atari 1979 BASIC Computing Language (version A)
CXL4003 Atari 1979 Assembler Editer Computing Language
CXL4004 Atari Basketball
CXL4005* Atari Video Easel
CXL4006 Atari Super Breakout
CXL4007 Atari Music Composer
CXL4008 Atari Space Invaders
CXL4009 Atari 1979 Computer Chess
CXL4010 Atari 3-D Tic-Tac-Toe
CXL4011 Atari 1979 Star Raiders
CXL4012 Atari 1981 Missile Command
CXL4013 Atari 1981 Asteroids
CXL4015* Atari Telelink
CXL4018* Atari Pilot Computing Language
CXL4019 Atari Store Demo
CXL4020 Atari 1982 Centipede
CXL4022 Atari 1982 Pac Man
CXL4024 Atari Galaxian
CXL4025 Atari Defender
CXL4027 Atari Qix

RX8021 Atari 1981 Caverns of Mars
RX8026 Atari Dig Dug
RX8029 Atari Real Sports Football
RX8030 Atari E.T. Phone Home
RX8031 Atari 1983 Donkey Kong
RX8032 Atari LOGO Computing Language
RX8033 Atari 1983 Robotron 2084
RX8034 Atari Pole Position
RX8035 Atari Microsoft BASIC II Computing language
RX8036* Atari AtariWriter
RX8039 Atari 1983 Eastern Front
RX8040 Atari 1983 Donkey Kong Jr.
RX8042 Atari Tennis
RX8043 Atari 1983 Ms. Pac Man

RX8044 Atari Joust
RX8048 Atari Millipede
RX8049 Atari Jungle Hunt
RX8052 Atari Moon Patrol
RX8063 Atari Rescue on Fractalus (by Lucasfilm)
RX8067 Atari Final Legacy
RX8077* Atari Battlezone
RX8077* Atari Ball Blazer (by Lucasfilm)
RX8078 Atari Star Raiders II
RX8079 Atari Food Fight
RX8081 Atari Blue Max (by Synapse)
RX8082 Atari Lode Runner (by Broderbund)
RX8083 Atari Midnight Magic
RX8084 Atari Hardball
RX8085 Atari Fight Night
RX8086 Atari Barnyard Blaster (Lightgun game)
RX8087 Atari Bug Hunt (Lightgun game)
RX8088 Atari Crossbow
RX8089 Atari Desert Falcon
RX8090 Atari Gato
RX8091 Atari Flight Simulator II
RX8092 Atari Archon
RX8093 Atari One-on-One Basketball
RX8094 Atari Commando
RX8095 Atari Karateka (by Broderbund)
RX8096 Atari Choplifter
RX8098 Atari Summer Games (by Epyx)
RX8099 Atari 1988 Ace of Aces (by Accolade)
RX8101 Atari Dark Chambers
RX8103 Atari Mario Brothers
RX8102 Atari Crystal Castle
RX8104 Atari Crime Busters
RX8108 Atari Necromancer
RX8109 Atari Airball
RX8111 Atari Tower Toppler
RX8113 Atari Thunder Fox
RX8114 Atari Into the Eagles Nest
RX8118 Atari Xenophobe
RX8120 Atari Super Football
RX8124 Atari MidiMaze
Atari Pengo
Atari Typo Attack (???)
Atari Track and Field
Atari BASIC Computing Language (version C)
Atari Plato Learning Phone
Atari Skywriter
Atari Telelink II (???)

CB101931 Atari Super Pac-Man (prototype cartridge)
CA400201 Atari XE Demo Cartridge (four games)

Activision Beamrider
Activision Decathalon
Activision Hero
Activision Pitfall
Activision River Raid
Activision Zone Ranger
Activision Keystone Kapers
Activision Pitfall II
Activision Space Shuttle
Activision Kaboom!
AdventIntnl Rally Speedway
Big Five Bounty Bob Strikes Back
Big Five Miner 2049er
Broderbund Choplifter
Broderbund Sea Fox
Broderbund Serpentine
CBS Mountain King
CBS Boulders & Bombs
CBS K-razy Antiks
CBS K-razy Shoot-Out
CBS K-razy Kritter
CBS K-star Patrol
CBS Astro-Grover
EasternHous Monkey Wrench II
Epyx Jumpman Jr.
Epyx Gateway to Apshai
Epyx Pitstop
Epyx Lunar Outpost
Epyx Swat Rescue
Epyx Silicon Warrior
Epyx Fun with Music
Epyx Fun with Art
Epyx Monster Maze
Epyx Alien Garden
Epyx Platter Mania
First Star Boulder Dash
First Star Flip and Flop
First Star Bristles
FisherPrice Dance Fantasy
FisherPrice Linking Logic
Gebelli Firebird
Gebelli Embargo
LJK Letter Perfect
LJK Edit 6502
Imagic Atlantis
O.S.S. Mac/65
O.S.S. Basic XL
O.S.S. Basic XE
O.S.S. Action!
O.S.S. Write Tool
PB101689 ParkerBros Frogger

PB101303 ParkerBros Star Wars: Return of the Jedi
ParkerBros Gyruss
ParkerBros Q*Bert
ParkerBros Popeye
ParkerBros Astrochase
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros Star Wars
ParkerBros James Bond
Reston Movie Maker
Roklan Deluxe Invaders
Roklan Gorf
Roklan Wizard of Wor
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Romox Flapper
Scarborough MasterType
Sega Buck Rogers
Sega Star Trek
Sega Congo Bongo
Sega Tac Scan
SierraOnLin BC Quest for Tires
SierraOnLin Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Sammy Lightfoot
SierraOnLin Mr. Cool
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Spinnaker Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
Spinnaker Delta Drawing
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Synapse Protector II
Synapse Shamus
TG Products Droids
Thorn EMI War Games
Thorn EMI Hockey

Thorn EMI Soccer
Thorn EMI Submarine Commander
Thorn EMI Jumbo Jet Pilot
Thorn EMI River Rescue
Thorn EMI Kick Back

The numbers with stars I have not had verified, and may be incorrect.

I'd would like help completing this list. If you know of any other cartridges issued for the Atari computers, and/or know the catalog numbers or release dates of some of the unknown ones, please send me an email message with details so I can update the list. Thanks.

Kevin Chase <chase@physics.rutgers.edu>

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Chris_F_Chiesa@cup.portal.com

2933. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 14:46:33 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jul.23.10.46.32.1992.6718@electron.rutgers.edu>
Source record: 110278

Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

>A follow on to an earlier message -
>If you are interested in Assembler, the MAC65 already supports the 65C02
>and the folks who introduced the 65816 upgrade wrote MAC65 macros to
>support the 16bit mode.

>-- Via DLG Pro v0.992

>Jim Johnson-
>*** Remember, they're only tools - Not a way of life! ***

Actually, according to the manual I have, it only supports things like
STZ, ADC (ZP), and a few others. It does not implement the BBS 0-7,branch
or the BBR, or TSB, TRB opcodes. I have a hacked version of ra65 which
supports these, but I have never tested my additions. (I added the feature
less than a month ago).

2934. Re: Modifying NES lightgun for Atari 2600/78

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 15:03:11 UTC
From: malay@sae.com
Message-ID: <1992Jul23.150311.13479@sae.com>
Source record: 110279

In article 12292@vpnet.chi.il.us, nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
>In article <1992Jul19.030949.15606@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>>For anyone intersted in hooking up a Sega light gun to an Atari, here's
>>an email with the details, which I'm posting for all to read:
>>
>>> ....
>>> Forget the NES. The best thing you can do is get a Sega light gun,
>>> open it up carefully, and swap the trigger and ground wires on the
>>> trigger detector. Then close it back up, and you'll have a perfectly
>>> good Atari light gun.
>>>
>>> Mine served that duty for many long years on my Atari 800xl.
>>>
>>> - Mark Hughes mhughes@visual.spk.wa.us
>>
>> ....
>
>Hmmmm, I modified a Sega light gun to work with my 130XE, and it was a bit
>more complicated than that. I don't have the instructions handy, but it
>involved making a sort of adapter out of a joystick extension cord. More
>than two of the wires have to be rearranged. Another thing I remember is
>that when I first tried it on my XE, the gun would fire when I _released_
>the trigger, not when I _pressed_ the trigger. The microswitch that the
>trigger actuates (what Mark calls a "trigger detector") was a NO (normally
>open) [or maybe a NC I don't recall exactly], and the Atari was expecting

This was not necessary - according to the Antic/Analog?? article that gave
the instructions for modifying the Sega light gun the only change to the
trigger mechanism was to swap a few wires - how do I know?, because I have
a working Sega light gun which plugs directly into the joystick port of my
130XE. Also I recall that I didn't have to fool with a joystick extension
card either. I remember taking the gun part and removing entirely the Sega
cord by desoldering the wires - I then used a Radio Shack joystick extension
cable with the female end cut off and soldered this cable to the proper points
in the Sega Light gun. Then I switched the trigger wires, put the case back
together and tried "Barnyard Blaster".

If anybody is interested I can dig up the Antic/Analog (most likely it was
Analog) article and post a synopsis.

>the opposite "signal", so I went to Radio Snack and bought the other type
>microswitch. It took a bit of kludging to get it mounted in the gun
>properly, but I did it. (What a way to spend a July 4th weekend!) Now I
>can blast barnyard beasties or shoot crossbow bolts to my heart's content

>(don't play them much anymore nowadays).
>
>But by all means, folks, try Mark's mod. If it works, fine. If not, mail
>me and I'll upload and post the directions (they may be on atari.archive,
>I'm not about to look at the _huge_ Index now!). Of course, I could have
>spliced the wires, I just liked the "adapter" idea, but then had to change
>the switch anyway. Maybe some Sega l'guns are different...?
>
>One of the local dealers sells converted Sega light guns for the 8-bit
>Ataris. If you would rather buy than hack (they're not outrageously
>expensive as I recall), mail me for the address/telno (he does a mail order
>business).
>
>Nick DiMasi Internet: nickd@vpnet.chi.il.us
> Delphi: TURBONICK

2935. Microsoft BASIC II

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 17:07:15 UTC
From: c3460350@fsu1.cc.fsu.edu
Message-ID: <1992Jul18.215424.3620@mailer.cc.fsu.edu>
Source record: 110280

Hey All..

I have Microsoft BASIC II. I had the accompaning disk when
I bought it (BASIC II) years and years ago. When I lost
my software (long story..), I lost that disk also. Does
anyone have a copy? If so, Could I get a copy of it. I
know that is illegal, BUT I did buy the darn thing, but
just lost it. Anyway I do not think anyone is going to
come to my house. bust down the door, for copied software
for my atari. (They would come first for my PC software!)

Thanx in adavce!

Scott B.
C3460350 @ FSU1.CC.FSU.EDU

|||
|||
/ | \
/ | \ atari(s) will never die, only look that way...

2936. Thanks for Miner help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 17:22:17 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <1992Jul23.172217.24815@cis.ohio-state.edu>
Source record: 110281

Thanks for the replies about how to skip levels in Miner 2049er. It was fun to finally see those levels that had sat latent for nearly 10 years!

It would be nice to have an archive site for some of these classic games, if someone could work out the legal mess once and for all. The amount of fun you can pack into one megabyte of disk space is incredible. (Compare this with the average IBM game :)

I'd like to find a copy of Koronis Rift to use with SIO2PC. My original boot disk now makes that lovely "blip--- blip---- blip----" sound.

Mark

2937. sio2pc file utility uploaded to archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 18:08:03 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.711914883@vincent1.iastate.edu>
Source record: 110283

I finally got around to putting my sio2pc file utility
program on the archive. It's actually not quite done
yet, but it is usable. The files are s2pc.exe (ibm executable),
and s2pc.txt (ascii text description). It works for mydos and
atari dos disk images.

If you use it, I'd like to hear for you - any problems, suggestions,
or whatever. It's free, but if you feel you must, I'll accept
donations :-)

Todd
--
Todd Greenfield
tgreen@iastate.edu

2938. sio2pc opinions/hints wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 18:18:29 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jul23.181829.10328@a.cs.okstate.edu>
Source record: 110284

I'm considering usind SIO2PC to xfer stuff from the internet to an
8bit. How is this best done? Anyone out there do it regularly?
Any problems using a 1.2Mb drive to do the task?

THanks (email appreciated... put post if you like!)
jc

2939. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 19:11:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2TPDoB2w164w@cyberden.uucp>
Source record: 110286
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

coco@whitebase.ukp.com (Michael Pepe) writes:

> input. There are 5 wires. Power, ground, clock, reset, and data. you *COULD*
> connect an Atari type joystick by simply hooking up the switches to their
> Nintendo counterparts. The Nintendo controller is not as complicated as it
> seems. I remember hooking it up to a TRS-80 once.

Yeah.. But why bother is my question! Just hook up a Sega/Sega Genesis
controller!

(BTW: You're in NJ?? YOU DIDN'T SAY "HI!" :))

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |_____________________________
NJ!| July 23, 1992

2940. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 19:14:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XyPDoB3w164w@cyberden.uucp>
Source record: 110287
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

barry@sphynx.NoSubdomain.NoDomain (Barry Wayne Hart) writes:

> I looked at a Genesis controller, and it uses a quad 2-1 multiplexer: a sing
> select line chooses what two other lines carry- A/B and C/start. I have no c
> about the Nintendo, but I bet it's similar. I think the chip in the Genesis
> a 74161.

Hmmm.. I never popped open the Genesis controller that I used on my
8-bit (at the time praying that sparks werent about to fly!) but I did
notice that from what >I< tried.. yeah, only B & C worked. So what way
would it tell the system that A or Start are being pressed..? Anyone
mess with this??

later

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 23, 1992

2941. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 19:29:52 UTC
From: goldman@cork.CS.Berkeley.EDU
Message-ID: <14n1bgINNrdd@agate.berkeley.edu>
Source record: 110285

>I havent yet sent in for the registered version of III (still using the
>demo) - but will be sending my check in soon. You can now add pic's and
>icons into the output document? WOW! How do you specify (within the
>document itself) where and which pic to insert? All replies appreciated!
>Daisy Dot III - better than Word Perfect in my opinion!!
>-----
>Posted by BBS User: James King

There are a couple of utility programs that create "fonts"
representing the desired picture or icon. To incorporate the
graphics, you set the line spacing to 0 and the character spacing to 0
and then type the corresponding characters. For example, if the
utility program creates a 96 X 96 graphic, it could store the data in
the characters in the characters A through I. To include the graphic
in your document, you'd type:

```
\S0\XV00
ABC
DEF
GHI
```

Not the most elegant method, but the results can be very impressive.

=-=-=-

2942. Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 21:33:57 UTC
From: jeffh@oakhill.sps.mot.com
Message-ID: <1992Jul23.213357.28919@oakhill.sps.mot.com>
Source record: 110289

Remember when there was a big movement to see if the old games had been released into the public domain (or to get the companies to do so)? Well, my results after contacting numerous companies were:
No reply.
No way.
Thanks for the suggestion, but it is not feasible.
And finally, (from Sierra): we would have to support them still, so we will not do so. However, our first adventure is in the public domain. (I don't remember the name of it.)

So... it looks like you won't get any condoned copying. However, I wouldn't let that stop you. These companies obviously aren't making any sales to this arena anymore, so it doesn't make any difference.

If you can find it for sale, buy it. If not, copy it.
I hope to establish a "clearinghouse" for orphan software RSN...

Jeff

2943. Re: 'Puter & Stuff 4-sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 23:28:56 UTC
From: bbs@neb
Message-ID: <1992Jul23.232856.13167@neb>
Source record: 110294

```
$40.00 for the US DOUBLED 10550
J. King aka Kamaro Kid
-----
Posted by BBS User: James King
```

2944. Complaints

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 23:31:08 UTC
From: bbs@neb
Message-ID: <1992Jul23.233108.13234@neb>
Source record: 110296

Look, this is an Atari 8 bit SIG - if you dont like the topics or the IBM bashing, then take it somewhere else. To each his own - for most of us, we prefer the 8 bit platform (and about 80% of us own IBM PC's as well!)

Posted by BBS User: James King

2945. PSAN

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-23 23:39:28 UTC
From: bbs@neb
Message-ID: <1992Jul23.233928.13412@neb>
Source record: 110295

I am looking for issues (back and current) for the PSAN (puget sound
atari news) magazine. Are they still printing that excellent document?
Is there a phone number and name I can get to contact them???
.
James King aka Kamaro Kid

Posted by BBS User: James King

2946. Re: Writing A Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 02:07:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92205.210751JJMCWILL@MTUS5.BITNET>
Source record: 110291

In article <Jul.23.10.46.32.1992.6718@electron.rutgers.edu>,
chase@electron.rutgers.edu (Kevin Chase) says:
>
>Actually, according to the manual I have, it only supports things like
>STZ, ADC (ZP), and a few others. It does not implement the BBS 0-7,branch
>or the BBR, or TSB, TRB opcodes. I have a hacked version of ra65 which
>supports these, but I have never tested my additions. (I added the feature
>less than a month ago).

According to my manual, which is revision 1.2, and comes paper
bound with 3 holes in its edges, and a yellow cart., MAC/65
supports the following:

Indirect addressing, via LDA (indirect)

which is the same as LDY #0
LDA (indirect),Y

the BIT instruction has two new modes,

BIT absolute,X
BIT zeropage,X

and adds JMP (indirect,X) as well.

further, new OPCODES are supported:

BRA, DEA, INA, PHX, PHY, PLX, PLY, STZ, TRB and TSB

Note: There are two different 65C02 processors, the one mentioned and
supported by MAC/65 is made by NCR. Well, according to "Programming
the 65816, including the 6502, 65C02, and 65802" this chip is
originally from WDC.

Rockwell made a different 65C02, with different instructions and
enhancements, as follows:

BBR Branch if Bit Reset
BBS Branch if Bit Set
RMB Reset memory bit
SMB Set memory bit

The Rockwell R65C02 also supports the NCR or WDC 65C02 instructions
and addressing modes, making the R65C02 instruction set a superset
of the W65C02. So, actually your presumption that MAC/65 doesn't
support the 65C02 fully is incorrect, it just depends on what
65C02 you are talking about!

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

Hige sceal pe heardra, herote pe cenre,
mod sceal pe mare, pe ure maegen lytlad

Courage must be the firmer, heart the bolder,
spirit the greater, the more our force diminishes.

2947. Re: Dead 1050

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 02:35:12 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Jul24.023512.2774@vpnet.chi.il.us>
Source record: 110303

Well, the ol' Alchemist brought up an interesting point (about the spare Tandon mechanisms - I gather that most/all 1050's use these, i.e. if one has a spare mech from American Tech.-V. for a 1050, it's a Tandon?). Our (SCAT's) 8-bit librarian bought one of those mechs, and put it in, and her previously dead 1050 worked for a short (?) time, but then stopped working (dead, as I understand it). I paid her a visit to drop off a submission (to the library), and we took the 1050 apart, and I poked at the chips (but didn't reseat them because I didn't know how to remove the board; but I noticed that one or two connectors seemed loose. I pushed it/them back in tighter, and we tried the 1050 with half the case on (as I recall) - and it worked. But when we put the whole thing together, it died again.
Now, her husband won't let her sink any more $$ into 8-bit eqpt repairs (they are going to get her a PC- compatible :-/). Any suggestions for fixing this thing for (almost) free? That is, is there anything a non-electronics-tech (I'm really a s/w person) can do to fix this?

Thanks for any help,

Nick DiMasi

Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

2948. SX212

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 03:37:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <711961385.F00001@tdkt.kksys.com>
Source record: 110299

To those of you who thought that the modems didnt have a volume pot in them are wrong. I just discovered it while taking my modem apart. The problem is the hole in the PC board is too small to fit a screwdriver in. So unless you have a real long and narrow screwdriver that could fit though the hole, youll have to get the thing apart to change volume. Also as with most atari products, theres metal sheilding to take off as well.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2949. Re: Still prefer DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 03:57:42 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05up@abcd.Houghton.MI.US>
Source record: 110292

In a message dated Thu 23 Jul 92 21:06, Mfolivo@sactoh0.sac.ca.us (mark New wrote:

MN> After buying a single density DOS, and not wanting to pay to
MN> upgrade the 1050 to double density (hell, just buy more disks)
MN> therefore making the purchase of SpartaDOS irrevelant (SmartDOS was
MN> a DD DOS anyway), I am pleased with DOS 3. It does the job.

Actually there is a very good reason to upgrade a 1050 drive - speed.

Aside from better organized storage with SpartaDOS (subdirectories, etc.) the single best thing about this DOS is drive speed. Once you get used to read and writes occuring in 1/3 of the time (including boots) you'll never want to wait while a stock 1050 grinds it out again.

AND if you go all the way to SpartaDOS X on a XL/XE with more than 128K you will find the most memory available of any DOS. This is really nice for applications that dynamically use RAM for a buffer like TextPro.

Also, in terms of just buying more disks - some of the graphics packages limit you to the number of images that fit on one disk (like Print Power), therfore the more disk space available, the more images you can work with.

-- Via DLG Pro v0.992

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

2950. Re: Hard drive files

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 05:39:00 UTC
From: bmarcum@world.std.com
Message-ID: <Brvp11.IGB@world.std.com>
Source record: 110293

In article <1992Jul22.201615.24471@neb> bbs@neb (BBS System) writes:
>How do you get an executable DISK program to run/copy/load from a hard
>drive partition? I use the old Supra Interface, and I know of no way to
>do such a thing - save formatting my drive1 (fake floppy partiition on
>my HD) and undiscomming the program to drive1...
>-----
>Posted by BBS User: James King

That's probably the easiest way to do it. The Black Box interface lets you define up to 96 partitions for this purpose. I have an MIO (256k) and a 20 meg HD, and I don't often bother with boot disk programs. When I do, I just boot from the floppy.

Bill Marcum

2951. Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 14:38:32 UTC
From: dfdaly@cmb00.larc.nasa.gov
Message-ID: <BrwE09.4ur@news.larc.nasa.gov>
Source record: 110298

Hi, this is my first post to c.s.a.8, I've read the group for some time, and I've thoroughly enjoyed every minute of it. But on to the subject at hand.

After about a four year hiatus, I've setup my 8 bit and I've taken it upon myself to rediscover this wonderful machine. Looking through my software, I've come across one that puzzles me. I have the disk version of Blue Max and I recall how to do everything except the key(s) to press when I come to a runway and want to land.

I haven't played this game in some time and my memory is fuzzy. Let me tell you, this is the original disk, not a copy, and I have misplaced (read lost) the manual, so no flames please.

Any help is greatly appreciated.
Dennis Daly
dfdaly@tab00.larc.nasa.gov

2952. Re: Dos 3

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 14:58:41 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jul24.145841.12784@usenet.ins.cwru.edu>
Source record: 110297

In a previous article, mfolivo@sactoh0.sac.ca.us (Mark Newton-John) says:

>Here's an example of an incompatible format.
>Try using a DOS 2.0D in a 810 or 1050 drive. Or using a DSDD disk
>formatted on an XF551 drive on an 810 or 1050. The 810 and 1050
>can't read the disk because of the double density format.

Do you HAVE DOS 2.0D? I've never heard of anyone who had seen it. Maybe
you have an 815 Drive to go with it?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2953. Thorn EMI War Games vs. Thorn EMI Computer War

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 15:35:20 UTC
From: kcd@defender.ecn.purdue.edu
Message-ID: <kcd.711992120@defender.ecn.purdue.edu>
Source record: 110300

chase@electron.rutgers.edu (Kevin Chase) writes:

> Thorn EMI War Games

Well I have Thorn EMI's Computer War cartridge (THA12010) which definitely seems based on the movie War Games and I am wondering if these are the same game. Did Thorn EMI release it as "War Games" and get into trademark/copyright troubles and change the name?

I haven't played "Computer War" in years put as I remember you are shown a map of the US showing missle tracks coming in, you selected one of the missles and were put in a gun turrent with a somewhat 3-D view where you could turn the turrent left-right and move the gun up and down to try and shoot down the missle zipping across the screen. Each missle you failed to shoot down raised failed to shoot down raised your DEFCON level by one and if it reached DEFCON 5 thermo-nuclear war borke out and you lost. There may have been some kind of "bonus" round but I don't remember for sure. Anyway does this sound like the same game as "War Games"? --Kent

---
Kent C. De La Croix Engineering Computer Network (ECN)
Purdue University EMAIL: kcd@ecn.purdue.edu
1285 Electrical Engineering Building ...!rutgers!pur-ee!kcd
West Lafayette, IN 47907-1285 USA PHONE:(317)494-3546 FAX:(317)494-6440

2954. Re: Thorn EMI War Games vs. Thorn EMI Computer War

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 16:38:17 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <55004@mentor.cc.purdue.edu>
Source record: 110301

I have War Games for the 800/XL/XE and it was done by Coleco, yes, Coleco.

Thorn only did Computer War.

Jody Lenn

2955. Stuff left for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 16:38:56 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <55005@mentor.cc.purdue.edu>
Source record: 110302

I have the following programs for sale:

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Summer Games - $5.00

Zaxxon - $5.00 (800 only, FIX-XL, translator don't
work!!!!!!!)

Suspended - $3.00 (Original, lost docs)

Skywriter cart. - $2.00 no docs

Parker Bros. Chess cart. - $3.00 no docs, easy to figure out

Mail Order Monsters - $7.00

Super Huey - $7.00

Page Designer -$8.00

Dropzone - $2.00

Deep Blue C w/mathlib - $12.00

Colourspace - $6.00

I ALSO HAVE THE FOLLOWING HARDWARE FOR SALE:

Xetec Grafix Parallel Printer Interface $15.00

BRAND NEW!! 65XE $60

TWO 1050'S ONE GREAT, ONE OK 45 OR 38 DOLLARS DEPENDING

JODY LENN
lenn@mentor.cc.purdue.edu

2956. WANTED:1050 or compat. cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 17:49:44 UTC
From: graham@gamera.hri.com
Message-ID: <6814@bigbird.hri.com.hri.com>
Source record: 110304

If you have a 1050 or compatible drive and would
like to sell it cheap, please let me know. I just
traded for an atari 400 and would rather not invest
to much money into it.

Ed.

2957. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 19:59:17 UTC
From: darekm@microsoft.com
Message-ID: <1992Jul24.195917.26248@microsoft.com>
Source record: 110205

In article <1992Jul23.213357.28919@oakhill.sps.mot.com> jeffh@oakhill.sps.mot.com (Jeff Hunsinger-MUX_Tech) writes:
>Remember when there was a big movement to see if the old games had been
>released into the public domain (or to get the companies to do so)? Well,
>my results after contacting numerous companies were:
>No reply.
>No way.
>
>So...
>
>If you can find it for sale, buy it. If not, copy it.
>I hope to establish a "clearinghouse" for orphan software RSN...
>
>Jeff

Amazing. Not only are you offering to pirate software and telling other people to do so, but you're actually offering to do this for people. Not for free, I'm sure. How much do you plan to charge people for this? Do you plan on sending any of the profits to the original companies like Sierra or are you gonna bag all the profits yourself.

Hey, I have another profitable idea for you. Break into warehouses and storage lockers and steal the merchandise and re-sell it. Heck, go and break into people's home during the day when they're not there. After all, they're not using at the moment. They don't need the stuff!

Let's forget the fact that the people will come home and want to use it. Let's ignore the possibility that this software may at some time be repackaged or brought to market again. Let's forget that somebody still owns the rights to that code.

And give me a break. You 8-bit users are all pirates anyway, even though only Jeff here will admit it in public. You want me to believe that your typical Joe 6 Pack Atari user will be able to _only_ pirate software that is no longer in production and refrain from pirating software that is. Like your average user will _know_ which software it's "ok" to pirate and which it isn't.

BULL****!!!! You are a complete disgrace to the Atari community. I hope you not only get sued by every 8-bit software developer past and present but that you lose your net privilidges as well. You're also pretty stupid. By blatantly offering your piracy services in public, you're opening yourself for all sorts of trouble. Moron.

- Darek

```
--
/-------------------------------------------------------------------------\
| darekm@microsoft | What the above looked like to Homer Simpson: |
| Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
\-------------------------------------------------------------------------/
```

2958. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 20:50:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J4oFoB1w164w@cyberden.uucp>
Source record: 110221
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

Here's what ANTIC says about the Sega gun being used on the 8-bits.

from: "First Look Inside the XE Game System," ANTIC V7,#4, Aug.1988, p.42

"..If you're tired of waiting, you may wish to pick up the Sega light gun
for about $25 (when on sale) and modify it for the Atari.
" To modify the Sega gun for the Atari, you'll have to cut off the
incompatible connector. The wires must be stripped back and soldered
into an Atari joystick connector as follows:
SEGA GUN ATARI JOYSTICK PORT
Blue wire Pin 1 stick FWD
Gray wire Pin 6 trigger
Green wire Pin 7 +5 volts
Black wire Pin 8 ground
" Because of the close-fitting connections for the XEGS ports, don't
wire in a DB9 female connector that has "ears." Most joysticks don't
have wires for unused signals, so cutting up an old joystick may not
work. Specifically, an Atari joystick does not need the +5 volts, so
there isn't likely to be a wire connected to Pin 7. Howeverm you can find
joystick extension cables at Radio Shack [I don't think this is true
these days...check MCM Electronics...], which have all nine pins wired
from male to female. [...Antic disclaimed responsibility for damages or
deaths...hehe]
" Once it's all hooked up, you'll notice that the gun fires when you
/release/ the trigger, which is annoying. The Sega trigger wiring is the
opposite of what the Atari light gun uses. To rewire the trigger switch,
remove the five screws (one is under the Sega logo on the side). Find the
trigger micro switch with three connections. Wire to the normally
/closed/ contacts instead of the normally open."

There ya go. Sounds like a bit of work, but I suppose it's worth it.
Does anyone know if the Genesis has a seperate light gun and if it works
identical to the Masters or what??

later

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 24, 1992

2959. Re: Atari 800 programs on an IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 20:53:23 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <o8oFoB2w164w@cyberden.uucp>
Source record: 110210

tmkk@uiuc.edu (Khan) writes:

> <Throwing caution to the wind>
>
> Why? I must have missed those ad nauseum discussions which took place
> here. Anyone out there care to give the newcomers a break and post or
> email a brief summary explaining why Darek refuses to release his PC
> version of the 8bit emulator? I'm sure Jeff, myself, and many others
> would me most appreciative.
>
> Thanks!
>

Possibly because they are using an ATARI OS, which means they're breaking
the law if they sell it...?
BTW: is the ST-Xformer HARDware or SOFTware and what about this diddy?
Same thing??
thanx

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |_____________________________
NJ!| July 24, 1992

2960. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 21:05:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HRPFoB3w164w@cyberden.uucp>
Source record: 110211

I got a call from David Richardson a day or two ago (he was verifying my address) and is going to send me 5 disks worth of ARCed files - unARCed size being >9< disks!!! which describes how to add pictures to text files and I suppose has examples (he says there are over 100 fonts on these disks). Anyways.. what he says to do is unARC them all, then go into DDIII's PP.COM and go thru EVERY SINGLE text file on each disk!!!! He says the docs come out to be about 47 pages. WHEW! Welp... I got some disks ready to be mailed out to him so he can mail 'em back with the ARCs on 'em... THis'll be fun! :)

One thing he said tho is there's probably 20 copies of some of the fonts because they're used thruout the entire text. WHY!? Why wasn't DDIII made to be disk-swapable!? Instead of having each disk w/ a copy of a font, just have it on one disk and when the PP.COM file reads from the text to change fonts, and it sees that it can't, it should request a disk swap! SIMPLE! Sure, you'd have to hang around the computer all the time, but I have to anyways because the paper I use in my printer likes to jam if it's not seen to every once in a while...

Oh well... one day that'll hopefully be fixed.

Oh..just as a note David & I got into talking about Graphics 9 dumping (which he says this can do) and said he's made plenty of ColrView digitized pictures with ComputerEyes... he also plays with GIFs alot... he got an IBM just to look at the GIFs... how ironic that an 8-bitter gets an IBM JUST to help out the 8-bit! <snicker!>

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 24, 1992

2961. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 21:42:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jul24.214230.7569@usenet.ins.cwru.edu>
Source record: 110206

In a previous article, darekm@microsoft.com (Darek Mihocka) says:

Darek,

I basically agree with you, or at least I think I do since you
didn't provide too much in the way of factual information. But this
statement:

>And give me a break. You 8-bit users are all pirates anyway, even though
>only Jeff here will admit it in public. You want me to believe that

is a personal insult to a great many of us, and it's flat wrong.

Perhaps when you've cooled down a bit you might explain your opinion
on the issue in a more effective manner, without resorting to
categorical name-calling. If you do so I just may forgive you.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

2962. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 22:44:37 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul24.224437.2195@dartvax.dartmouth.edu>
Source record: 110207

In <1992Jul24.195917.26248@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

>In Article <1992Jul23.213357.28919@oakhill.sps.mot.com> jeffh@oakhill.sps.mot.com (Jeff Hunsinger-MUX_Tech) writes:
>>Remember when there was a big movement to see if the old games had been
>>released into the public domain (or to get the companies to do so)? Well,
>>my results after contacting numerous companies were:
>>No reply.
>>No way.
>>
>>So...
>>
>>If you can find it for sale, buy it. If not, copy it.
>>I hope to establish a "clearinghouse" for orphan software RSN...
>>
>>Jeff

>Amazing. Not only are you offering to pirate software and telling other
>people to do so, but you're actually offering to do this for people.
>Not for free, I'm sure. How much do you plan to charge people for this?
>Do you plan on sending any of the profits to the original companies
>like Sierra or are you gonna bag all the profits yourself.

Get a clue! Read what's posted! Jeff in no way offered to help pirate software. My understanding of his post (though I admit it was a bit vague) was that he would act as a middleman for people who had legal copies of software that they wanted to sell. In effect, eliminating the excuse that the programs aren't being sold.

[...]

>And give me a break. You 8-bit users are all pirates anyway, even though
>only Jeff here will admit it in public. You want me to believe that
>your typical Joe 6 Pack Atari user will be able to _only_ pirate software
>that is no longer in production and refrain from pirating software
>that is. Like your average user will _know_ which software it's "ok" to
>pirate and which it isn't.

So you're not an 8-bit user? Then what are you doing here in the first place? Actually, I suspect you've got an 8-bit with hundreds of pirated games and you're feeling a bit guilty, so you're releasing that guilt by flaming others who do what you do yourself. See a phschiatrist.

Actually, you did actually bring up (by accident, of course) one legitimate point. You refer to software that is still in production. Is there any? Any at all? Is there even one company that is still producing software

for the 8-bits? (I'm not talking about stuff sitting on store shelves for years, I want to know if there's still anything in PRODUCTION.) Furthermore, does anyone really believe that any of the old 8-bit software that is no longer on the market will ever be re-released for the 8-bits? I didn't think so.

>BULL****!!!! You are a complete disgrace to the Atari community. I hope
>you not only get sued by every 8-bit software developer past and present
>but that you lose your net privilidges as well. You're also pretty stupid.
>By blatantly offering your piracy services in public, you're opening yourself
>for all sorts of trouble. Moron.

>- Darek

>--
>/--\
>| darekm@microsoft | What the above looked like to Homer Simpson: |
>| Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
>\--/

--PC

Smiley faces removed for the humor impaired.

Isn't a nasty flame every now and then fun?

2963. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-24 23:49:05 UTC
From: dunham@mpd.tandem.com
Message-ID: <2119@devnull.mpd.tandem.com>
Source record: 110208

In article <1992Jul24.195917.26248@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
]In article <1992Jul23.213357.28919@oakhill.sps.mot.com> jeffh@oakhill.sps.mot.com (Jeff Hunsinger-MUX_Tech) writes:
]>Remember when there was a big movement to see if the old games had been
]>released into the public domain (or to get the companies to do so)? Well,
]>my results after contacting numerous companies were:
]>No reply.
]>No way.
]>
]>So...
]>
]>If you can find it for sale, buy it. If not, copy it.
]>I hope to establish a "clearinghouse" for orphan software RSN...
]>
]>Jeff
]
]Amazing. Not only are you offering to pirate software and telling other
]people to do so, but you're actually offering to do this for people.
]Not for free, I'm sure. How much do you plan to charge people for this?
]Do you plan on sending any of the profits to the original companies
]like Sierra or are you gonna bag all the profits yourself.
]
]Hey, I have another profitable idea for you. Break into warehouses
]and storage lockers and steal the merchandise and re-sell it. Heck,
]go and break into people's home during the day when they're not there.
]After all, they're not using at the moment. They don't need the stuff!
]
]Let's forget the fact that the people will come home and want to use it.
]Let's ignore the possibility that this software may at some time be
]repackaged or brought to market again. Let's forget that somebody still
]owns the rights to that code.
]
]And give me a break. You 8-bit users are all pirates anyway, even though
]only Jeff here will admit it in public. You want me to believe that
]your typical Joe 6 Pack Atari user will be able to _only_ pirate software
]that is no longer in production and refrain from pirating software
]that is. Like your average user will _know_ which software it's "ok" to
]pirate and which it isn't.
]
]BULL****!!!! You are a complete disgrace to the Atari community. I hope
]you not only get sued by every 8-bit software developer past and present
]but that you lose your net privilidges as well. You're also pretty stupid.
]By blatantly offering your piracy services in public, you're opening yourself

```
]for all sorts of trouble. Moron.
]
]- Darek
]
]
]--
]/-------------------------------------------------------------------------\
]| darekm@microsoft | What the above looked like to Homer Simpson: |
]| Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
]\-------------------------------------------------------------------------/
```

So how do you REALLY feel, Darek?

--Jerry Dunham
dunham_jerry@tandem.com
400, 600XL, 800XL, 520ST, Xformer

2964. alt real dungeon: stuck

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 03:49:28 UTC
From: aa763@cleveland.Freenet.Edu
Message-ID: <1992Jul25.034928.22191@usenet.ins.cwru.edu>
Source record: 110209

```
can anyone help me. i have gotten to the fourth level in
alternate reality dungeon. there is a gargoyle with this riddle.
i would appriciate any clues or even the answer, because as far
as i can tell it is the only thing left for me to do.
thanks
--
```

2965. Re: Microsoft BASIC II

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 06:30:50 UTC
From: bbs@neb
Message-ID: <1992Jul25.063050.3787@neb>
Source record: 110215

I have MicroSoft Basic II (on cart
and disk) - you are welcome to it - if you like, call the Citadel BBS at
801-965-8450 and leave me [F]eedback and we will make arrangements.

Posted by BBS User: James King

2966. RE: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 06:39:43 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92207.013943JJMCWILL@MTUS5.BITNET>
Source record: 110212

First, to answer Preston Crow's question, absolutely, there ARE places still producing software. This includes Chroma-CAD, and I believe there is a company called Software Infinity who sells imported games software here in the U.S. I believe it was Rick Reaser who recently wrote in his Editorial article in Current Notes that Steve Hoffee was looking into importing other products from Peru, but that it would probably not happen, because the market here for 8 bit products is horribly flat compared to other places. Additionally, there is the new language called Quick from Germany. Marek Tomczyk (spelling?) commented that a book on this language will also be published soon. These are from a German company called Power Per Post. So yes, absolutely, there is software out there being developed.

Now regarding Darek's comments, I think he does have a legitimate concern that such an offer could turn into a Piracy ring. Legally speaking, even though the software is no longer being distrubuted, it still is copyrighted. But I also have some mixed feelings about this. As software disappears off of the shelves of distributors and resellers, where will users go for the programs they may need? Right now there are some excellent programs, not just games, that I would like to see for sale again. I recenlty purchased a used official copy of Paperclip, and I think that barring its 40 column display, it is one of the most complex, yet easy to use full featured word processors available for the 8 bit. It's a shame it's no longer available, those who haven't seen or tried it don't know what they are missing.

Darek's labelling of the entire 8 bit community as pirates was an unjust act. It simply isn't so. I'm not a pirate. I WAS a pirate, in fact I wrote an article about anti-piracy titled "I was a Teenage Pirate" in an issue of Michigan Atari Magazine way back when, when I had recently converted from piracy to anti piracy. I think Historically, 8 bit users were pirates, or many of them were. Look at the number of back-up hardware and software products out on the market.
Sure, a good deal of those were used strictly for archival backup purposes, but from experience, I know of two people, one was my older brother, who bought copying devices for the exclusive purpose of copying and trading software. But it's not like the 8 bit community is a cult of paganistic worshippers among a host of religiously correct people. My older brother used to compete against a friend Commodore computer owner to see who could amass the largest amount of pirated software. There is right now a guy who lives across the street from me who had a Beta copy of MS-Windows 3.1 before the official release was out on the shelves. I've worked in offices as an aid where Macintosh software was casually distributed to everyone's machine, without there being a group license or any other legal reason for their doing so. I remember several years back a store was busted for selling PC clones with all sorts of commercial software, Lotus 123, Dbase, etc. being put on the hard disk for free, illegally, as

an incentive to buy the machine. A friend of mine went 386 shopping last fall, I was there when the Mail order dealer on the other end of the line offered to put an illegal copy of DOS 5.0 on the Hard Drive, to shave $50.00 off of the cost of the machine. My friend turned it down, but he does run an illegal copy of Autocad on his machine, as well as Wordperfect.
So please don't look down upon us as from Mount Olympus, declaring us heathens unworthy of oxygen.

The Atari 8 bit community has a legitimate problem: both harware and software sources are drying up, while there is still demand for them.
So far, no one has offered an easy solution to the problem. It would have been terrific if the software companies would have released their programs from copyright, or Atari made amends for dropping the 8 bit line by putting their programs into the Public Domain. It didn't happen though, and perhaps it was unrealistic for us to expect them to do so.
We're getting caught between a rock and a hard place here, and in desperation, people are trying to come up with ANY idea that will help eleviate the problem.

I don't have any answers myself, and perhaps Jeff's idea deserves some criticism for sounding like an offer for a orgy-like piracy free for all.
But the criticism Darek offered was a little harsh.

If the rest of the Atari 8 bit world is legitimately interested in keeping what dealers and developers we have alive, then pledge your loyalty with the dollar. There are places that do still sell old software, and I mentioned a few examples of developers who are still creating new products. Buy their stuff, write them letters, saying, if nothing else, just that you think their programs are good, or maybe not so good, but that you are still interested and would like to see continued support from them. If you think their programs aren't so hot, offer some constructive criticism. If you really like the program, then perhaps you should write a review, or maybe just post a message on the Internet saying, "Quick is great! Buy it if you can!" I personally know one guy who is working on some new software, a game or two, and some other innovative products. His decision to release and continue to improve these programs will depend on his initial success in selling the first few offerings. There are probably others in the same situation, like the author of ChromaCAD.

Let's not have a flame war about all this. There are enough in other groups, including the ST one. When it happens, I get this bile like taste in my mouth, and begin to get disgusted. I just want to turn the computer off, and wish the hot-headed people would go away, and leave us alone. I think the participants of C.S.A.8. should be proud of themselves. Despite of all that has happened to them, there has been little in terms of flame wars, Atari bashing, or ST bashing from this group. I think it reflects on the overall maturity and level-headedness of the people here. That is a good thing in my book. If more people in the world spent less time fighting and more time grouping together to solve problems, the world would be a heck of a place. Maybe not the garden of Eden, but it would be better.

Let's keep ourselves focused on the betterment of the 8 bit community,
and restrain from arguments.

Well, my soapbox time is over, thanks to all for listening.

Jeff McWilliams ---> jjmcwill@mtus5.cts.mtu.edu

2967. Puzzle Mania - Concentration!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 06:51:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZVggoB2w164w@cyberden.uucp>
Source record: 110214

I'm working on a concentration puzzle game that will incorporate selectable Graphics 9 digitized (or not) images (shrunk to 1/16th screen size... auto shrinker included) and probably digitized sound samples. Whenever you match two peices, you'll hear a certain sound for that image (ie, if one were to include a Madonna picture and a Paula Abdul picture you'd have a little bit of a Madonna song when you match the Madonna images, and a little bit of a Paula song when you match her's...)

ANYways... any suggestions on how to make this? I decided against using APAC or APAC-2 modes for now, because the squashed images look pretty bad as they are (then again, the one's I've shrunk are all images I've made myself, which don't look the best anyways.) If I knew how/had some code that installed Pryzm (aka Interlaced APAC) mode, I'd eagerly use it (wasting a little more RAM, but oh well ;^]) but for now it's just black & white. (maybe I'll add a nice rainbowy multiple-DLI for a touch of color???) WOuld anyone even want to play something like this???

c-ya Bill

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |_____________________________
NJ!| July 24, 1992

2968. Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 09:28:01 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92207.042801JJMCWILL@MTUS5.BITNET>
Source record: 110213

Some hardware questions, that maybe someone more inclined toward hardware
than myself (yikes!) can answer:

1) Does anyone know of a source for a prototyping card, like the apple
cards, but with an edge connector containing 25 connecions per side,
that will mate with a 50 conductor ribbon cable IDC edgecard connector?

2) Does anyone know exactly what the differences are between a standard
6502 and Atari's 6502C used in the XL/XE computers? i.e. exactly
what did they change, and therefore what would need to be added
to say, a 65C02, to plug wire it into an XL/XE?

Thanks for the help folks!

Jeff McWilliams

2969. Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 11:05:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <712142739.F00001@tdkt.kksys.com>
Source record: 110224

What do you mean by 'reversed Engineered? From your post Im somehow
getting the impression that you had something to do with the design of the Sears
'Tele games' system.

If you do know a bit about the 2600, Id like to hear more from you.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2970. Re: Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 12:41:22 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13737@mindlink.bc.ca>
Source record: 110216

> Jeff McWilliams writes:
>
> 1) Does anyone know of a source for a prototyping card, like the apple
> cards, but with an edge connector containing 25 connecions per side,
> that will mate with a 50 conductor ribbon cable IDC edgecard connector?

Looking through the catalogs for the some of the local (Vancouver) supply houses, I don't see anything with 50 conductor card edges. Lots of 56's, though. You could saw/file a 56 down to a 50 without much trouble, although I wouldn't want to do a large quantity by hand.

> 2) Does anyone know exactly what the differences are between a standard
> 6502 and Atari's 6502C used in the XL/XE computers? i.e. exactly
> what did they change, and therefore what would need to be added
> to say, a 65C02, to plug wire it into an XL/XE?

Ack, I lent my Sams Photofax schematics on the XL/XE's to a friend last year, and I still haven't seen them back. :(

Do you have a copy of the Hardware Manual? If so, turn to the schematic of the old (rev A) CPU board with the true 6502. Note these two TTL parts:

Z301 - 74LS02 quad nor gate
Z302 - 7474 dual D-type flipflop with preset and clear

I'm not exactly sure how this stuff works. Digging around with a scope would tell the full story. But it looks like Antic generates clk0 and -halt. These are massaged by the TTL parts into clk0 for the CPU, as well as clk1, clk2 and r/-w for the rest of the system. This stuff is basically glue to allow Antic to take over the bus cleanly during Antic's DMA. The CPU-generated clk1 and clk2 aren't connected, since they would contain wierd burps whenever Antic went after the bus.

Since I'm without XL/XE schematics, I don't have anything on the 6502C. But from memory, this clock stuff is what was moved to the 6502C chip.

I'd guess that those two chips are all that is needed parts-wise to get a R65C02 into an XL/XE. The problem is... you won't find everything you need on the CPU socket, so a simple daughtercard won't work. You'll have to cut a few traces on the motherboard and run lines to the daughtercard.

I took the easy route out on my 400. I found someone with a rev A CPU board in his 800 who didn't care about CPU upgrades and swapped cards with him. Then I stuck in a 3 MHz R65C02 (same price as the 2 MHz part, still ran at 1.79.) But after a bit of playing, I went back to the trusty XL... I preferred Sparta 3.2, and I hated the 400's keyboard. :)

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2971. Re: Skipping levels in Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 13:45:52 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62787@cup.portal.com>
Source record: 110218

Khan writes:

>In article <62645@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>
>>After that, you can hold down SHIFT-CONTROL plus any digit, and instantly
>>jump to that level. Voila!
>
>There is also a Level 0 (yes, ZERO) which I somehow managed to get into
>one day and haven't been able to recreate since. As I recall, you got
>unlimited lives or something equally cool. Can you type SHIFT-CONTROL-0
>to get there? Guess I'll have to check... ;-)

Wowl... level ZERO? Never saw THAT one. Do you remember what the layout
was like?

As I remember, typing SHIFT-CONTROL-0 in "cheat mode" took you to level
TEN, not ZERO...

Chris
Chris_F_Chiesa@cup.portal.com

2972. Re: Microsoft BASIC II

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 13:48:15 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <62788@cup.portal.com>
Source record: 110217

Dang - _I_ have the MicroSoft BASIC II cart, manual -- and NO DISK -- too!
Can someone supply ME with it now that we're on a roll here???

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2973. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 18:31:20 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Jul25.183120.29356@mnemosyne.cs.du.edu>
Source record: 110219

I don't want to beat a dead horse or flame anyone, but Jeff is right.
I bought my first Atari in 1981. A 400 w/48k, 810 drive, 410 recorder and a couple of games and the BASIC Programmer package. (A *large* box with the BASIC cart and manuals.) It wan't until 1988 that I ever had one piece of pirated software. I had a Happy installed in 1986 to back up everything for myself alone.
In February of 1990, I bought a Packard Bell 386sx and didn't even have it a whole week before I managed to be given several illegal copies of PC software. I have a rather large collection of the stuff now and don't use any of it. But my point is this; the Atari 8 bit users are not as bad as they have been made out to be. Just because there was a lot of hardware/software made for copying stuff doesn't mean a thing. Commodore had its share of same and you can still buy stuff for that machine today. I've read magazines for the 8 bit with articles concerning piracy actually laying the blame for no software on some sort of conspiracy by the develepors to make the Atari community an example by not producing stuff for it. Sort of like, "see, if you pirate this is what will happen to you." I don't believe that at all. But it is tolerated to an extent on the clone platform because of the sheer number of machines that are installed. I love my Atari, but if I can't legally buy a piece of software then I will gladly take a pirated copy. The notion that there are developers in Europe and Peru still making stuff for the Atari doesn't make me feel better either. It's not easy to get and it's not the stuff that I want. (mostly) What I want is the stuff that was made and isn't even being sold from musty old shelves at American T.V. or the like. If the copyright holders won't allow the stuff to be released then what am I supposed to do? If you look in the big Sears catalog, you will see that they are selling parts for autos that were made in the 1930's. Do you suppose they had to ask Ford or whoever for permission to make/sell a part for an auto that is no longer in production?
I've been through the same hassle of trying to find the copyright holder of particular programs and met with little or no success in some instances and with others the answer was the same as the original poster of this subject. "No way." I had the same idea (be a source for old software) and was going to make it a virtually non-profit venture on my part. Royalties and fees would of course go to the proper people. They just don't want to hear it. I wish any poor sucker that tries to do the same immense luck if they try to do the same. The number of copyright holders that will even deign to discuss the issue with you will number less than five. I am talking about the old "classic" stuff. I don't know what sort of experiences Darek has had, but it sounds like he lost some money some where and still holds it against the Atari community at large. Well, I've lost money too Darek. We can't all get rich off of a machine that was destined to all but disappear.

Since 1981 and my first Atari, I now own two additional 400's, two 800xl's and a 130xe, an XF551 and two 1050 drives. I bought all but the extra 400's at retail and not some clearance sale. I forgot the printers that I have gone through. Two Atari printers and an Epson and a Star Micronics. The amount of software that I purchased was enormous. I contributed monetarily to the wealth of Atari and its software producers. Now they have abandoned us to go on to drink from another well. That well will run dry also eventually and will in turn be abandoned. I don't believe in piracy but I *do* believe that if a particular piece of software is not available for sale anywhere in _this_ country then the acquisition of same by whatever means is not hurting anyone.
I think I've blathered on long enough, but you can bet that this subject will continue to come up with the same old arguments and wild accusations. To what end? It's certainly not going to make time go backward and make things like they were in the early 80's. Face it. We're dead in the water and any piece of useable flotsam that drifts our way whether legal or not isn't going to make one whit of difference.

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

2974. Re: PSAN

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 18:42:06 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Jul25.184206.29807@mnemosyne.cs.du.edu>
Source record: 110220

To whover asked about the PSAN (Puget Sound Atari News) newsletter, I just happened to have an April 1990 copy on my desk (the rest are God only knows where) and can give you the following:

Jim Chapman (coordinator) (206) 566-1703

I don't know if he's still at that number, so here's some BBS numbers that are connected with S*P*A*C*E and PSAN:

The Reef BBS: (206) 848-3371
Cave Creek BBS: " 783-5867
Sub S*P*A*C*E BBS: " 756-8122

One other indivudual that would be helpful is:

Jeff Fehr (S*P*A*C*E librarian) at (206) 473-0709.

And for the hell of it, a nice underground Atari BBS:

The Great Gig (206) 448-7460

Hope this helps.
--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

2975. SDX Users?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 21:14:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712142739.F00002@tdkt.kksys.com>
Source record: 110225

Since I have been unable to send any e-mail, I'd thought I'd post this direct.

I own several versions of SpartaDOS from version 1.1 to 4.20 (the X cart). It is my DOS of choice and I use it daily, along with around 250 utilities (most pertaining to 3.2d, but work well with the X cart).

As an example, I found a bug in the X cart yesterday, that pertains to the command.com module in the cart. Just fiddling around I turned on my system (Newell 1 MEG 800XL, 1 MEG MIO, and hard drive, and typed the following:

```
TIME
DATE
KEY ON
COMMAND
PATH ON
IBM ON
?
```

After hitting return on the question mark line, the system locked up. It locked up 5 out of 5 times.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2976. SDX Users?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 21:22:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712142739.F00003@tdkt.kksys.com>
Source record: 110226

BTW, I did mention that I have several versions, but didn't list which ones or a full list of equipment, so I'll do that now:

SpartaDOS: X32C, X32D, X32X (MODIFIED), XC23C, XC23E, XD23C, XD23E.
Also SpartaDOS version 1.1

Equipment used: ! MEG 800XL, 320K XE, 1 meg MIO, Hard drive set up contains 2 hard drives - Seagate ST-251-MLC-0 and ST-251-1, a Citizen 120D printer and a ATD 2400 baud modem.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2977. Re: Stuff left for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 21:25:18 UTC
From: bbs@neb
Message-ID: <1992Jul25.212518.1481@neb>
Source record: 110229

Are any of the two 1050's double density (US Doubled, etc..)?? If so, I
am interested in one of them..

Posted by BBS User: James King

2978. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 21:28:53 UTC
From: bbs@neb
Message-ID: <1992Jul25.212853.1555@neb>
Source record: 110228

Hmm. Talk about moronic posts. Granted, pirating hurts everyone, but when the companies are no longer in business or no longer carry (sell, manufacture, publish, ad nauseum) 8 bit titles - what then? Do those titles simply just disappear? I seriously doubt that anyone will pursue 8 bit pirates at this specific day and age - as most business's that DID create 8 bit stuff are no longer making money on them and its simply not worth the hassle and expense.

Posted by BBS User: James King

2979. Re: Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-25 22:07:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92207.170729JJMCWILL@MTUS5.BITNET>
Source record: 110223

Tom ,

Hmmm, interesting. Okay, I will have to continue to look into this.
I have the Tech Ref notes, and am getting a SAMS manual for the XL from
a generous soul here on the Internet.

Roger on the 56 connector cards, Dataque's T816 board uses a 50 pin
connector which allows you to plug in memory cards, etc to it.
I have a 256K SRAM card and a clock card, but would like to prototype
my own stuff someday on it, by plugging a prototyping board into
the cable as well. That way I could fool with other things on it.

For that reason, modifying a 56 cond. board wouldn't be too much hassle.

Thanks!

Jeff

2980. Re: Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 09:20:26 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Jul26.033146.3386@wvnvms.wvnet.edu>
Source record: 110222

In article <BrwE09.4ur@news.larc.nasa.gov>, dfdaly@cmb00.larc.nasa.gov (Dennis F. Daly) writes:
> Hi, this is my first post to c.s.a.8, I've read the group for some time, and
> I've thoroughly enjoyed every minute of it. But on to the subject at hand.
>
> After about a four year hiatus, I've setup my 8 bit and I've taken it upon
> myself to rediscover this wonderful machine. Looking through my software,
> I've come across one that puzzles me. I have the disk version of Blue Max
> and I recall how to do everything except the key(s) to press when I come to
> a runway and want to land.
>
> I haven't played this game in some time and my memory is fuzzy. Let me tell
> you, this is the original disk, not a copy, and I have misplaced (read lost)
> the manual, so no flames please.
>
> Any help is greatly appreciated.
> Dennis Daly
> dfdaly@tab00.larc.nasa.gov

IF I remember right, all you have to do is press the joystick button after the high pitch runway "Warbal" sound and your speed will automaticly decrease.
Hope this helps.
a.centofanti

2981. Re: SX212

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 12:36:54 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1992Jul26.123654.10365@usenet.ins.cwru.edu>
Source record: 110227

A jewelers screwdriver from Radio Shack works just fine on that
volume control.
GO ATARI
GO ATARI
GO ATARI
GO ATARI
GO ATARI
GO ATARI
go usenet
go usenet
2117 Buffalo Road
--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

2982. Re: Skipping levels in Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 15:09:58 UTC
From: khan@mrcnext.cso.uiuc.edu
Message-ID: <Bs04so.AK4@news.cso.uiuc.edu>
Source record: 110230

Chris_F_Chiesa@cup.portal.com writes:

>>In article <62645@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>>
>>>After that, you can hold down SHIFT-CONTROL plus any digit, and instantly
>>>jump to that level. Voila!
>>
>>There is also a Level 0 (yes, ZERO) which I somehow managed to get into
>>one day and haven't been able to recreate since. As I recall, you got
>>unlimited lives or something equally cool. Can you type SHIFT-CONTROL-0
>>to get there? Guess I'll have to check... ;-)

>Wowl... level ZERO? Never saw THAT one. Do you remember what the layout
>was like?

Actually, it was ZONE 0. The layouts were identical, but I vaguely recall that your "life dots" extended much farther across the top of the screen and your time limit was unusually high. But then again, I only saw it once by PURE accident, back in 1984, and haven't been able to recreate it since. :-(I do know for certain that Zone 0 was much easier than Zone 1 (which makes sense ;-).

>As I remember, typing SHIFT-CONTROL-0 in "cheat mode" took you to level
>TEN, not ZERO...

Correct.

>Chris
> Chris_F_Chiesa@cup.portal.com
--
Scott Coleman tmkk@uiuc.edu

Free Advice: It is inadvisable to read Bush's lips at an official banquet.

2983. To the person who wanted tech. info

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 15:15:33 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207261514.AA14994@brachot.jct.ac.il>
Source record: 110231

```
A while ago there was a guy who asked for info on using
Character sets, PMs etc., and I have JUST the thing for him...
Who was he? If it's YOU, contact me!
ps If you noticed I have a new signature.
-Itay
--
*****************
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
*****************
Calling to YOU from Jerusalem, Israel! (a cozy place)
```

2984. Jeff Hunsinger (Jeff H Tech)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 15:19:47 UTC
From: jeffh@oakhill.sps.mot.com
Message-ID: <1992Jul26.151947.5215@oakhill.sps.mot.com>
Source record: 110232

Jeff:

I am Jeffrey Hopkins, and I also work at Motorola. My login name is jeffh, and I get mail from the outside world through oakhill!jeffh. The login name that you have chosen conflicts with mine, and I have been getting your personal mail regarding your recent postings. I have about 16 old letters addressed to you. You need to use a different login name. Please call me at 891-3170 to tell me how I can get your letters transferred to you. I know that posting to a news group seems like a strange way to contact you, but the telephone operator does not have your number.

Jeffrey Hopkins

2985. Re: Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 18:08:00 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <13759@mindlink.bc.ca>
Source record: 110233

> Jeff McWilliams writes:
>
> Roger on the 56 connector cards, Dataque's T816 board uses a 50 pin
> connector which allows you to plug in memory cards, etc to it.

I've never seem one of those before. Does it connect to the PBI, or on the motherboard CPU socket? If the latter, which is what I'd guess, does it involve various jumpers?

> I have a 256K SRAM card and a clock card, but would like to prototype
> my own stuff someday on it, by plugging a prototyping board into
> the cable as well. That way I could fool with other things on it.

Sounds like an ideal way of doing it.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

2986. Re: Microsoft BASIC II

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 20:45:05 UTC
From: bbs@neb
Message-ID: <1992Jul26.204505.11386@neb>
Source record: 110237

Contact me on the Citadel BBS at 801-965-8450 (in Utah) and we will make arrangements to get you the Microsoft disk... Leave me [F]eedback once onlne..

Posted by BBS User: James King

2987. Re: PSAN

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 20:46:57 UTC
From: bbs@neb
Message-ID: <1992Jul26.204657.11445@neb>
Source record: 110238

It was I who asked about PSAN and I too only have 1 issue NOV. 1990
(what a coincidence, eh?) I was so impressed with the magazine, I
thought I would see if its possible to get a subscrip..
..
Jim King aka Kamaro Kid

Posted by BBS User: James King

2988. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-26 23:50:14 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul26.235014.23768@ucsu.Colorado.EDU>
Source record: 110234

In article <1992Jul24.195917.26248@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

[long, ranting diatribe deleted]
>
>And give me a break. You 8-bit users are all pirates anyway, even though
>only Jeff here will admit it in public. You want me to believe that
>your typical Joe 6 Pack Atari user will be able to _only_ pirate software
>that is no longer in production and refrain from pirating software
>that is. Like your average user will _know_ which software it's "ok" to
>pirate and which it isn't.
>
>BULL****!!!! You are a complete disgrace to the Atari community. I hope
>you not only get sued by every 8-bit software developer past and present
>but that you lose your net privilidges as well. You're also pretty stupid.
>By blatantly offering your piracy services in public, you're opening yourself
>for all sorts of trouble. Moron.
>
>- Darek

Shut up, you stupid pussy. Your crappy article only served to reinforce
the opinion I'd already formed of you based on your previous posts - that
of an immature whiner. You can't even be bothered to stick with the
ATARI market, so why don't you butt out and stay away from our newsgroups
- especially the 8-bit one, where you have no apparent business? Unless
you can come up with something worthwhile to offer us, instead of bi-
monthly whine articles, you're not welcome here! Go away, little boy.

--Michael "You're gonna buy more software from the idiots
who brought you messy-dog and EDLIN??!!" Hill

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
-----------My boss is a Jewish carpenter!-----------
Did you ever notice that everybody in favor of abortion has already been born?!

2989. Re: SDX Users?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 01:33:18 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Jul27.013318.17177@news.ysu.edu>
Source record: 110235

I have all versions of Sparta from 1.0 to SDX 4.2. I use everyday
Sparta 3.2d and SDX ONLY. I am interested in use and development.
I have 3 USD1050s, 1 meg MIO, 320xe, RamboXL, xep80, 30megHD in
IBM minitower with 200w power supply.
I am working on a hack right now to put 2 720k ibm drives in the
2 half highth slots in the minitower with a PERCOM controller.
(the docs say its supposed to work with 80 track drives...hope
it works.)
--
Joe Sabatino-->ab588@yfn.ysu.edu

2990. 8-bit/modem/PR question

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 01:57:38 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Jul.26.21.57.38.1992.13391@remus.rutgers.edu>
Source record: 110236

Hi all! The past week my 8-bit setup has been acting up. The
modem dials out and connects fine, but after receiving a few
lines of text, it just drops carrier. This happens until
everything has been turned on for about 10 minutes; then
the problem goes away and it works fine. My setup includes
an 800xl, PR Connection and SX212 modem. I find it most
likely that the modem is at fault, and I don't really care
about having to replace it...but I just wanted to check here
real quick and see if anybody thinks it might be the 800xl
or the PR that is at fault, or if anybody has experienced the
same thing on their system. Thanks in advance for any input.

-Ray

2991. Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 03:08:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712233269.F00001@tdkt.kksys.com>
Source record: 110249

I must agree with your statements, due to the fact that I for one have spent since my intorduction to the Atari 8-bit over $1200.00 in all types of software and still keep up with vendors who are selling the software to try to keep something alive for the Atari 8-bit. I've also made MANY purchases at my local user group and they have aided me greatly in being able to purchase software.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2992. Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 03:16:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712233269.F00002@tdkt.kksys.com>
Source record: 110248

Read the entire post and all I can say is:

Well said!! <clap-clap-clap-clap>!!!!!!!!

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

2993. Re: Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 03:21:16 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6HwJoB2w164w@cyberden.uucp>
Source record: 110242

Here are 3 more carts. to add to your list, Kevin:

CZ-003-04 Activision Mega Mania (I THINK that's its ID #?)
DLD-AT Spinnaker Delta Drawing Learning Program (ID???)
?????????? Parker Bros. Q*Bert

I hope everyone else out there helps add to this list as well.. I'm
really interested to see the final (!?) results...

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 25, 1992

2994. Re: AMODEM/interfacing BASIC w/ modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 03:24:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5NwJoB3w164w@cyberden.uucp>
Source record: 110241

UJ1G@DKAUNI2.BITNET writes:

>
>
> > From: Rick_Michael_Cortese@cup.portal.com
> > ... I can't think of any commercial programs that were developed
> > in TB, but there were quite a few in Action! ...
>
> Oh, they are some commercial programs written in Turbo Basic XL.
> I know of at least 3, two being a database programs and one
> a kind of program for developing electronic circuits.
> Not very good ones, I admit.
>
> Marek Tomczyk
> uj1g@dkauni2.bitnet

Just remembered. From what I recall Dean Garraghty's "Digi-Studio" is in
TBXL.. right?
>IT'S< commercial.

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 25, 1992

2995. Re: Looking for patches

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 03:43:56 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XJXJoB1w164w@cyberden.uucp>
Source record: 110244

ac742@yfn.ysu.edu (Joe Perkins) writes:

> I have all fo these in a form which will allow me to copy them to
> the HD, but each one has it's own drawbacks when you try to use
> it (reading only drive one, looking for support files on drive one,
> etc.)
>
> Can anyone tell me how to go about patching these suckers?

Do these access "D:" as drive one or "D1:" as drive one? (some
programmers are lazy and assume that you're using DOS 2.5 or something
close in which "D:" could ONLY be drive one)
If the program DOES access "D:" then it's just a simple case of changing
the working directory "CWD <dir>" in SpartaDOS - not sure about SDX tho;
or in MyDOS use [R] (or was it [Q]?) to "pick default directory." In
both cases whenever "D:" is accessed it acts like how it's set. (oops..
BTW: in SpartaDOS, just type "Dx:" to change the drive NUMBER and "CWD"
to change DIRECTORIES. In MyDOS the same command does both)
Anyways. From there whenever you're prompted from within the program for
a filename, if it's smart it'll stick a "D:" in the front of it if no
drive is given. This means all your working files for this program are
in it's directory/on the same drive. If you DON'T want this, just add a
"Dx:" at the beginning.

IF, however, the program DOES use "D1:" (waste of 1 byte every time it's
used!!! ;)) then my best feeble suggestion would be to get out a good
old sector editor (which, BTW: I am without!!!) and change all occurences
of "D1:" to something like "DD:" or "Dx:" (x being your new drive/hard
drive number...remember it's unchangeable unless you go around editing it
every time... just use SpartaDOS or MyDOS and "DD:"). I've only tested
"DD:" with MyDOS. I used BobTerm to play with it while I was online.. so
don't trust this 100%. Play with it first. If it works, go in and edit
your program (SAVE THE ORIGINAL!!!!!!!!!).

I do think, however, that most programmers were lazy enough ;) to say
"D:" instead of "D1:" back in the good old days of non-directory DOSes...

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |_____________________________
NJ!| July 25, 1992

2996. Re: SDX

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 03:44:53 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iLXJoB2w164w@cyberden.uucp>
Source record: 110243

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> I never heard of the ECHO utility for SpartaDOS X. Does anybody have
> it, and could they send it to the archive for the rest of us?
>
> Jeff McWilliams

Is there any for SpartaDOS 3.2 by any chance???

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 25, 1992

2997. Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 04:26:55 UTC
From: conklin@theclub.UUCP
Message-ID: <9207270426.AA26561@frith.egr.msu.edu>
Source record: 110239

It's worthy of note that the entire piracy issue could be moot, since some of the copyrighted titles involved may be beyond the lifetime of Copyright. (Lifetime of copyright? There have been court decisions along these lines) Further, if fair effort has been made identify the legal holders of the copyright, and the holder of that copyright no longer exists and the copyright wasn't explicitly transferred then the expression of the work falls into the public domain. Basically, a non-existent corporation can't hold a copyright.

Another factor worthy of note - most Atari products weren't licensed. If you look at, say, a Microsoft product, you'll note that you never OWN the product. Your purchase is a license to use. If the product were actually sold, then you would _own_ the product and the vendor would have no right to dicate the terms by which you used it. However, Atari products were sold long before this distinction was recognized and thus are not restricted in the same way modern products are.

Back in the real world, (the legal world is so enfused with lies as to not qualify,) you have a problem of reason versus the law. The law clearly supports Derek's position, but the law in my town also states that anyone can file a noise complaint at ANY time no matter what the volume level and you MUST comply. Certainly, these laws have some real purpose, but the letter of the law isn't the intended use of the law. Unfortunately, writing laws that come out like their intent seems impossible, something that lawyers (and Derek, it seems) (ab)use to their heart's content.

Not to be callous, I must admit Derek comes across like the Serbs declaring that feeding starving Croatians is a crime.

Terry Conklin "Satan loves you. How would you know?"
theclub!conklin@egr.msu.edu
uunet!frith!theclub!conklin The Club II (313) 334-8877 <<-- 8 bit stuff

2998. Re: 8-bit/modem/PR question

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 05:55:28 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Jul27.055528.5892@usenet.ins.cwru.edu>
Source record: 110240

> Hi all! The past week my 8-bit setup has been acting up. The
> modem dials out and connects fine, but after receiving a few
> lines of text, it just drops carrier. This happens until
> everything has been turned on for about 10 minutes; then
> the problem goes away and it works fine. My setup includes
> an 800xl, PR Connection and SX212 modem. I find it most
> likely that the modem is at fault, and I don't really care
> about having to replace it...but I just wanted to check here
> real quick and see if anybody thinks it might be the 800xl
> or the PR that is at fault, or if anybody has experienced the
> same thing on their system. Thanks in advance for any input.

Well, I have been out of the 8-bit world for a while (please, no flames, I'm just saying that to explain my lack of expertise!!) but I thought the SX212 has both the RS232 connection and a standard Atari SIO connection. It so, it seems that if you used that directly, instead of going through your P:R:, you could at least see if it was the P:R: that was acting up... Talking of strange P:R:'s, the one I had broke one day and dropped the 8th bit of every character coming in the serial port, so any EVEN Atascii character came through okay, but and ODD numbered Atascii character displayed as the char. before it... Talk about headaches trying to figure out what happened!! I musta spent hours messing with parity, data bits, etc... Geez!

Steve Lin
bp112@cleveland.freenet.edu

2999. Re: 8-bit/modem/PR question

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 06:37:48 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul27.063748.5935@dartvax.dartmouth.edu>
Source record: 110245

Well, I don't have any of your problems (or equipment, other than the 800XL), but I would guess that it's the modem. My 1030 started acting up a few years back--it still works, but (well, it's been a long time) I think the lights stay on even when it's not connected and it does a few other things weirdly. My understanding is that while my power cords are plugged into a surge protector, this does little (as in nothing) to protect the modem from spikes on the phone line. My brother had his whole system fried by a lightening strike on the phone line (if I remember that one correctly...).

I believe that you can get surge protectors for phone lines as well, though I suspect that dangerous spikes are much more rare or we would hear more about them.

I hope these shared experiences will be found to be helpful by someone.

--PC

3000. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 06:51:38 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul27.065138.6150@dartvax.dartmouth.edu>
Source record: 110246

In <9207270426.AA26561@frith.egr.msu.edu> conklin@theclub.UUCP writes:

>It's worthy of note that the entire piracy issue could be moot, since some of
>the copyrighted titles involved may be beyond the lifetime of Copyright.
>(Lifetime of copyright? There have been court decisions along these lines)

I believe that with a revision to the laws in 1978 (which would cover most
if not all Atari software), copyrights last until the holder dies or, for
corporatly held copyrights, 100 years. I may not be remembering this
exactly, but assuming that most of the programmers are still alive, then
the copyrights are still very valid.

>Further, if fair effort has been made identify the legal holders of the
>copyright, and the holder of that copyright no longer exists and the
>copyright wasn't explicitly transferred then the expression of the work
>falls into the public domain. Basically, a non-existent corporation can't
>hold a copyright.

You may have a point here, but you would have to be very careful in making
sure. The copyright may have been implicitly transferred back to the
author according to a clause in the contract with no action being taken
at the time the corporation dissolved. Furthermore, a company that bought
the assets (possibly for liquidation), may have inadvertantly acquired the
copyrights. I would be rather surprised if very much software has entered
the public domain due to corporate dissolutions. Still, it would not
be surprising if the new copyright holders would be more receptive to
giving up their rights.

>Another factor worthy of note - most Atari products weren't licensed. If
>you look at, say, a Microsoft product, you'll note that you never OWN
>the product. Your purchase is a license to use. If the product were actually
>sold, then you would _own_ the product and the vendor would have no right to
>dicate the terms by which you used it. However, Atari products were sold
>long before this distinction was recognized and thus are not restricted in
>the same way modern products are.

That is interesting. Why is software now licensed? What is the legal
distinction? Does it effect how the copyright applies or only make a
difference in how much control big brother (oops, I meant Microsoft)
has in how we use the software?

>Back in the real world, (the legal world is so enfused with lies as to not
>qualify,) you have a problem of reason versus the law. The law clearly
>supports Derek's position, but the law in my town also states that anyone
>can file a noise complaint at ANY time no matter what the volume level and
>you MUST comply. Certainly, these laws have some real purpose, but the letter

>of the law isn't the intended use of the law. Unfortunately, writing laws
>that come out like their intent seems impossible, something that lawyers
>(and Derek, it seems) (ab)use to their heart's content.

>Not to be callous, I must admit Derek comes across like the Serbs declaring
>that feeding starving Croatians is a crime.

Or a dictator complaining about how the US is stealing the country he
rightfully took over.

--PC

Luke Skywalker: "You are my father, prepare to die!"
Darth Vader: "Stop saying that!"
Luke Sky@#$^*& Oops, wrong movie.

3001. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 08:36:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <712243211.F00001@tdkt.kksys.com>
Source record: 110247

Well I got one cartidge you left out.

Atari Artist (RX8053)

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3002. ** 100+ Atari 8bit/ST/IBM items (XE/PS/Mega/STE/monitors) **

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 09:42:05 UTC
From: cwilliam@tigger.cs.colorado.edu
Message-ID: <CWILLIAM.92Jul27094205@tigger.cs.colorado.edu>
Source record: 110254

The following items are for sale, they are seperated by category, some
items fitting into more than one category...

-= Atari 8bit hardware =-
Atari 130XE computer in brand-new condition w/PS $90
Atari color monitor (will also work with VCR, nice sharp picture) $75
Atari 800/XL/XE monitor cable to VCR or monitor for clear picture $5
Atari 400/800/810/1050 9VAC power supplies (nice to have a spare) $3
Atari XL/XE 5VDC power supplies (good to have a spare, expensive new) $3
Atari 800/XL/XE SIO cables (connects drives, etc) $2
Atari Edumate light pen for the 8bit $1

-= Generic hardware/modems for any machine =-
Seagate ST157N 45MB SCSI mech (brand-new in sealed box w/1yr warranty) $190
Practical Peripherals 2400 v32/32bis/42/42bis/MNP1-5 w/docs. Great modem
get the error-correction and data-compression that will work on all
modems for a 9600-baud throughput without paying for a 9600 baud... $125
Magnavox AnalogRGB/TTL/Comp video monitor (works with Atari/Amiga/VCR) $125
Composite color video monitors (work as TV/VCR or for older computers) $75
Monitor arm (big arm attaches to desk and supports up to 14" monitor $20
Volksmodem VM520 1200 baud modem w/ST-Talk (telecomm software for ST) $5
Practical Peripherals Mini/Laptop 1200-baud modem $5
Old-fashioned-style Atari joysticks (Apple/C64 also) $5
Fancy combat joystick with suction cups and multiple fire buttons $5

-= Atari SuperSonic ST =-
Atari Mega 2 ST fully-socketed (good for hacker-type like me) $290
Atari 68030 SST board to turn your ST into a *kickass* machine $490
33MHz 68030 chip (barely used) $190
8MB 60ns SIMMs $28 ea.
40MHz 68882 FPU to go with 68030 (never used) $90
** Buy the whole thing already assembled and you have one hell of an SST!
It may be expensive but its fully-loaded with top-of-the-line components
and if you add up the components its quite a good deal. $1190

-= Atari ST Hardware =-
Atari Mega ST 4 with brand-new internal 45MB SCSI drive & TOS1.4 $590
w/o SCSI drive $390
Atari Mega 2 ST fully-socketed (good for hacker-type like me) w/TOS1.4 $290
w/4MB RAM (I have the DRAMS and its already socketed) $340
Atari 1040STE (incredible sound...) upgraded to 4MB w/TOS 1.6 $290
1040ST FM CPU (case in good shape) w/TOS1.4 and supply $145
Spectre GCR w/ROMS, w/Spectre 3.0 update, System 605, Mac manuals $390
Atari SM1224 color monitor good picture, small chip in screen $95
Atari SM124 mono monitor in great shape $75

Magnavox AnalogRGB/TTL/Comp video monitor (works with Atari/Amiga/VCR) $125
Monitor master $15
Monitor master $15
Astra monitor master w/power plugs and power/audio buttons $20
Seagate ST157N 45MB SCSI mech (brand-new in sealed box w/1yr warranty) $190
Atari ST compact enclosure w/PS,fan,card and latest ICD software $125
I can install the Seagate in enclosure, giving you new Atari 45MB $290
EZRam II board w/2MB RAM for 520/1040ST/FM no-solder install $90
SF354 (SS) external drive $50
SF314 (DS) external drive w/brand new mech $90
Syncro Xpress copies 1disk/30secs and all protected disks
(similar to Blitz! but no drive mods required, just plug&go) $30
VideoKey with RF modulator lets Atari run on TV/VCR/Stereo $30
Supra hard drive controller (SCSI->DMA with cables) $20
Volksmodem VM520 1200 baud modem w/ST-Talk (telecomm software for ST) $5
520ST power supply brand-new (5VDC 3A, 12VDC .03A, -12VDC .03A) $10
520ST power supply (5VDC .8A, 12VDC .2A) $5
ST monitor to Video/Audio RCA for VCR/TV/monitor $5
External floppy/HD PS (+5VDC@1A,-5@.1A,12@.3A) w/floppy connector $5
ST drive cable to 34-pin floppy connector (just plug in a mech...) $5
Atari ST Time-Saver clock saver (keyboard chip) for 520/1040ST/FM $5
ST mouse w/pad $20
Drive Master lets you use two external drives $10
ST printer or modem cable $5
520/1040ST fake-leather cover $1

-= Atari ST Software/Books =-
Kings Quest IV w/docs in box $10
Falcon (super F-16 simulator) w/docs in box $10
Populous (great graphical god-type game) $8
Stellar crusade (space adventure) w/docs in box $5
Sinbad &Throne of the Falcon (graphic RPG adventure) w/docs in box $5
Typesetter ST (desktop publishing) w/docs in box $5
LDW Basic (Basic compiler) w/full docs in unopened box $5
Police Quest (famous Sierra adventure) w/docs $5
Beckemeyer Hard Disk Sentry (fix/optimize hard disks) w/docs $5
DeathSword (also called Barbarian) very cool head-chopping game $5
Autoduel (Car Wars) w/docs in box $5
TimeLink (calander/diary/scheduler/database) w/docs in box $5
A Day at the Races (horse betting game) w/docs in box $5
Trump Castle Casino gambling (good graphics) w/docs in box $5
Universal Item Selector 3.0 (a must have) $5
Sundog w/docs (in my opinion, all-time best game for ST) $5
Thunder! spelling checker w/docs $2
Flash 1.6 and Shadow (background downloader) - disk only $2
Turbo ST 1.6 - disk only $2
Atari ST internals (details ports/OS/chips) book $5
"Programming with GFA Basic 3.0" for Atari ST book $2
Compute/START magazine disks free w/any ST purchase FREE
SupraDrive Hard Disk Utilities w/manual FREE

ST Language Disk or 1st Word disk FREE
Atari 1040 ST manual FREE
Atari ST BASIC Sourcebook and Tutorial FREE
Atari ST Logo Sourcebook FREE
Atari 1st Word w/manual FREE

-= Chips and RAMS =-
Phoenix 286 NEAT BIOS ROMS $2
9 64K video RAMS (M37S64) to upgrade EGA card to hi-res $5
18 256Kx9 80ns DRAMS .75 ea.
1MBx8 100ns SIMM (Mac/Atari STE/Amiga) $8
68000-8 new processor with socket (for Atari ST and others) $2
Atari CO25912-20 MMU for Atari ST $5
Atari TOS 1.2 ROMS $5
Atari CO70122 chip $1
20MHz oscillator (DIP style case) $1
Apple Mac Motorola 68851-16 PMMU chip $2
8 256Kx8 SIMMS (Mac/Atari/Amiga) $5 ea.
8 1MBx8 60ns SIMMs (Mac/Atari/Amiga) $30 ea.
33MHz 68030 chip (barely used) $190
40MHz 68882 FPU to go with 68030 (never used) $90

-= Misc. other electronic stuff =-
Sony modern (super-thin) Betamax (copy protection doesnt work in Beta) $75
I will send 20 free blank tapes with the Betamax
My First Sony portable CD player runs off batteries/AC/car with
built-in speaker/headphones/lineout plus no one will steal it! $90
12VDC 2/6 amp car battery charger with nice long cables $5
KORG Concertmate 3500 weighted keys/touch sens/MIDI/manuals $795
Comet pinball machine in very good condition w/manuals,parts,etc $595

-= IBM Hardware =-
Elt 286 20MHz Motherboard- Ami BIOS, 1MB RAM (8MB maximum in DIP/SIP),
NEAT chipset, 80287 FPU installed, LIM EMS4.0/Shadow built-in $125
ATI VGA Wonderboard w/512K&mouse, handles up to 1024x768x256 will work
in 8-bit, but faster in 16-bit, has *both* CGA/EGA/VGA ports $80
IBM AT 200W original (never-used) power supply $20
External 5-1/4" full-height drive enclosure with 200W PS/fan/lights $20
Boca IO/AT 2serial/1parallel will work as COM3/4 w/docs&disk $10
Miniscribe 4020 20MB MFM 5-1/4" full-height hard drive $10
Heavy, sturdy metal PC/XT/AT Tower stand converts desktop to tower $5
Xylex ST506(MFM)->SCSI card (identical to Adaptec 4000) $5
5-1/4" mounting h/w for 3-1/2" HD w/busy light and pretty cover $5
Phoenix 286 NEAT BIOS ROMS $5
9 64K video RAMS (M37S64) to upgrade EGA card to hi-res $5
IBM Game controller w/2 game/joystick ports $2

-= Will consider trades for =-
Ski boots mens size 13 and ladies size 9, HP Deskjet, 1MBx9 SIMMS,
1024x768x32768 VGA monitor, 386 motherboard or basic 386 system,
1.2MB 5-1/4" floppy, IBM adventure/RPG games (even old ones), Roland MT32,

Soundblaster or similar IBM sound board, CD-ROM drive (mech only preferred),
100MB+ IDE/SCSI drive, Simple radio scanner, FPU for 386 system,
Tuner/amplifier which handles both audio/video inputs and has a remote

-= Terms =-
You mail me check/MO or tell me to ship COD ($4 extra). I will also
accept GeNIE Gift of Time (its easy) for items < $50. For shipping,
figure on $5 for a number of reasonably smallish, light items. $10 for
bigger stuff, $15 for monitors and computers. Minimum order of $10.
You can have one of the free items with each purchase. You may email
response to cwilliam@cs.umd.edu or C.WILLIAMS06 on GeNIE or phone me
at 303-665-0614 day/night until midnight CST. Gosh, after looking
this over I have alot more stuff than I thought!

/\/\/\

3003. SpartaDOS utilities?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 12:49:00 UTC
From: a644690c@edinboro.edu
Message-ID: <0095E311DDB0FA00.206073BE@edinboro.edu>
Source record: 110250

Hi all,

As you all (should) know, I am trying to put together a SpartaDOS FAQ sheet
as well as an archive of all the various SpartaDOS utilities. If you have
a good collection of SpartaDOS utilities, could you please send me a list of
filenames. (A simple raw directory would suffice. Ie. DIR >>FILES.TXT).
This would be of great help as I try to compile my list of avaiable utils.
(Oh, could you also mention which utils you like best or use most. Note too
that the utilities do not have to be 'SpartaDOS ONLY'; if they are usefull
under SD then I want to include them.)

Thanks a lot.....

-Adam Conover.
a644690c@edinboro.edu.

3004. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 13:35:25 UTC
From: tmkk@uiuc.edu
Message-ID: <Bs1v31.CHK@news.cso.uiuc.edu>
Source record: 110252

In article <1992Jul24.195917.26248@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>
>Amazing. Not only are you offering to pirate software and telling other
>people to do so, but you're actually offering to do this for people.

[Much ranting omitted.]

>And give me a break. You 8-bit users are all pirates anyway, even though
>only Jeff here will admit it in public. You want me to believe that
>your typical Joe 6 Pack Atari user [...]

>BULL****!!!! You are a complete disgrace to the Atari community. I hope
>you not only get sued by every 8-bit software developer past and present
>but that you lose your net privilidges as well. You're also pretty stupid.
>By blatantly offering your piracy services in public, you're opening yourself
>for all sorts of trouble. Moron.
>
>- Darek

My, you're a BITTER little person, aren't you?

You refuse to explain the whole story, but I gather that you wrote some software (an 8-bit emulator for the ST and/or PC) and apparently it was pirated. Because of that, the entire Atari community is now *nothing* but pirates - "Joe 6 Pack" pirates, even. Fascinating.

Either jettison this emotional baggage you're carrying, or quit reading this group. It'll do wonders for your blood pressure and add years to your life.

3005. RE: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 13:51:39 UTC
From: jeffh@oakhill.sps.mot.com
Message-ID: <1992Jul27.135139.593@oakhill.sps.mot.com>
Source record: 110251

OK, sorry about the confusion. Please address all private responses and/or flames to:
jeffh@apache.mot.com

By the way, I do not own a single piece of pirated Atari software. I am just frustrated that I can not find any legal copies anywhere...

Jeff

3006. AtariWriter Printer Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 15:24:42 UTC
From: gary@mcsiad.UUCP
Message-ID: <323@mcsiad.UUCP>
Source record: 110202

This summer marks over 9 years since I started building the first Printer Driver for the AtariWriter Word Processing Cartridge. In those 9 years, Atari sold over 800,000 original cartridges and God knows how many AtariWriter Plus products. I sold about 10,000 Printer Driver diskettes, originally through the old Atari Program eXchange (APX), then for the last 8 years by mail order only. Several companies started copying my Printer Drivers and I'm sure that thousands of copies have been made by individuals. Still, I'm here to support users of the Atari 8-bit machines who still use the old AtariWriter cartridge.

I still sell Printer Drivers for about 140 different printers, however, I have stopped trying to create new Drivers to accommodate all of the new printers. I still sell them for $10.00 each for a diskette and User's Manual, customized to each printer.

If you are interested, or know someone who is, send check or money order to:

Gary W. Furr
P. O. Box 469
Vienna, VA 22183

3007. Re: alt real dungeon: stuck

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 15:46:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62885@cup.portal.com>
Source record: 110253

Off the top of my head, I can remember ship wreck & bloodstone. Did you need his name or the other answer? I can get both, but it'll take me a few minutes to find the answers.

3008. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 16:33:44 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62889@cup.portal.com>
Source record: 110155

Soap Box Attack, so you can stop reading now. Copyright laws were written at a time where novels like Moby Dick were being written. It was concievable that writting the "Great American Novel" could set you up for life as well as your heirs. There was also a need for trade mark, brand name protection since a company may well be in existance for decades. IMHO: These laws are being wrongly applied to software. If a special case for software is not created, then it should be a case of patent law where it would be valid for 17 years. Patents were originally concieved as an exclusive use for a fixed term in exchange for divulging the technology behind the invention. It gets me PO'ed that software writers that that they deserve a better deal then the invertors of the laser, telephone, powered flight (whoops! inveNtors above), integrated circuit, etc, etc. Take Ben & I as examples from the pharmacuetical field. If we come up with something there is a lag time of at least 7 years before a product can be introduced while testing & FDA clearance is being sought. So you end up with a mere 10 years of an exclusive market. Does that stop development of drugs in the US? I do ack software is being copyrighted & even though it is a mistake to copyright it in the 1st place they are entitled to protection under the law. Just as an example (& I'll ack my figures may be off) Lotus 123 does about $300 million/year in sales. 17 years means a $5.1 billion gross. Software developers are blind if they think any other technical person thinks of them as "Artist" deserving perpetual exclusivity on their work. It's just code! not the freaking Mono Lisa.

3009. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 17:02:42 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul27.170242.29063@dartvax.dartmouth.edu>
Source record: 110157

In <712233269.F00002@tdkt.kksys.com> Amos.Jackson@f47.n282.z1.tdkt.kksys.com (Amos Jackson) writes:

>Read the entire post and all I can say is:
>
>Well said!! <clap-clap-clap-clap>!!!!!!!!
>
>Amos Jackson

Which post did you read? There have been a lot of them in this thread.
[I expect you mean the other one you posted. :-)]

--PC

3010. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 17:11:23 UTC
From: xx140@yfn.ysu.edu
Message-ID: <1992Jul27.171123.24112@news.ysu.edu>
Source record: 110156

So in all of this discussion..no one has seem to come up with a
solution. It is apparent that we have a computer that is useless
wtihout software. Point: You can't buy the software!
So, what do we do?
In the very least, the Atari Corp. has an implied warranty with it's
consumers, namely that it's computers would be suitable for the
purposes for which it was advertised..
It is not! Therefore, I suggest the following:

1.) The Atari corp must take the lead in this matter..releasing all
8bit software that is under their control to the public domain, perhaps
establishing a BBS for user access..ideally both the sofware and the
Source Codes..This seems only fair, since 8-bit users have indeed
spent considerable sums which have directly benefited the Atari Corp.

2.) If not, then any person who buys an Atari product is CRAZY !
Sorry to say, but ST users are setting thmselves up for the same fall that we have taken.
There is NO WAY
that I will invest my money in an Atari product until I see some
change in the way this corp treats it's customers. I think that anyone
who feels the same way should let these people know about it.

Why take this crap? We are the customers, so we are right.

What do you say..BOYCOTT ATARI and let them know about it!

Hope this loosens up some of those tight assed execs..
--
****
YSU Freenet Atari SIG Sysops
Internet: xx140@yfn.ysu.edu
****

3011. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 18:15:44 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jul.27.14.15.43.1992.11884@electron.rutgers.edu>
Source record: 110158

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 1.6

I am trying to compile a list of all cartridges released for the Atari 8-bit computers. I am organizing the list by catalog number as listed on the outside of the cartridge, when available, and by manufacturer. A release date column is included as well.

The release dates are not intended to be very accurate at this point. They are intended only to give an idea of when the cart was released (i.e 1982 release versus 1986 release). They are almost always the copyright date on the cartridge. In fact, I might as well call it that, since there is little else to go on usually.

The list is filling up quite nicely thanks to many contributors. A number of Atari cartridges, especially newer ones, are still undocumented, but I hope to fill in the gaps shortly.

The following questions have come up while working on this list.
* Is the Rev. C BASIC cartridge distinguishable from the Rev. A, i.e is their a different catalog number for it, and what is that number?
* Was their ever a Superman cartridge for the Atari 8bits? I have found a couple of old mail order ads listing it, but I suspect it might be vaporware. The same goes for Star Trux.
* Is there a cartridge CXL4001? (i.e., before BASIC)

I'd would like help completing this list. If you know of any other cartridges issued for the Atari computers, and/or know the catalog numbers or release dates of some of the unknown ones, please send me an email message with details so I can update the list. Thanks.

Kevin Chase <chase@physics.rutgers.edu>

Contributors:
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Tim.Gearin@f47.n282.z1.tdkt.kksys.com (Tim Gearin)

Size so far: (may not be up to date)
Cataloged Listed Questioned
Atari 79 3 5
Activision 2 11 1
AdventureIntl 0 1 1
Big Five 0 3 0
Broderbund 0 3 0
CBS Software 0 7 0
Datasoft 0 1 0
Eastern House 0 2 0
Epyx 0 11 0
First Star 0 1 2
Fisher Price 0 2 0
Gebelli 0 2 0
LJK 0 2 0
ICD 0 2 0
Imagic 0 2 0
InHome 0 1 0
InnovativeDesign 0 2 0
O.S.S. 0 5 0
Parker Bros 2 11 0
Reston 0 1 0
Roklan 0 6 0
Romox 0 6 0
Scarborough 0 1 0
Sega 1 10 0
Sierra On Line 0 6 0
Sirius 0 3 0
Spinnaker 0 11 0
Synapse 0 5 0
TG Products 0 1 0
Thorn EMI: 6 2 0
Unclassified 0 11 0
---- ----- ----
88 + 134 + 6 = 228 Cartridges

Catalog# Company Year Name
CXL4002 Atari 1979 BASIC Computing Language (version A)
CXL4003 Atari 1979 Assembler Editer Computing Language
CXL4004 Atari 1979? Basketball
CXL4005? Atari 1979? Video Easel
CXL4006 Atari 1979? Super Breakout
CXL4007 Atari 1979? Music Composer
CXL4008 Atari 1979? Space Invaders
CXL4009 Atari 1979 Computer Chess
CXL4010 Atari 1979? 3-D Tic-Tac-Toe
CXL4011 Atari 1979 Star Raiders
CXL4012 Atari 1981 Missile Command
CXL4013 Atari 1981 Asteroids
CXL4015 Atari Telelink
CXL4018 Atari Pilot Computing Language

CXL4019 Atari Store Demo
CXL4020 Atari 1982 Centipede
CXL4022 Atari 1982 Pac Man
CXL4024 Atari 1982 Galaxian
CXL4025 Atari Defender
CXL4027 Atari 1982 Qix

RX8021 Atari 1982? Caverns of Mars (by APX)
RX8026 Atari Dig Dug
RX8029 Atari Real Sports Football
RX8030 Atari E.T. Phone Home
RX8031 Atari 1983 Donkey Kong
RX8032 Atari 1983 LOGO Computing Language
RX8033 Atari 1983 Robotron:2084
RX8034 Atari Pole Position
RX8035 Atari Microsoft BASIC II Computing Language
RX8036 Atari AtariWriter
RX8039 Atari 1983 Eastern Front (by APX)
RX8040 Atari 1983 Donkey Kong Jr.
RX8042 Atari Tennis
RX8043 Atari 1983 Ms. Pac Man
RX8044 Atari 1983 Joust
RX8045 Atari Pengo
RX8048 Atari Millipede
RX8049 Atari Jungle Hunt
RX8052 Atari Moon Patrol
RX8053 Atari Atari Artist (packaged with CX77 Atari Touch Tablet)
RX8057 Atari Typo Attack
RX8059 Atari Skywriter
RX8063 Atari Rescue on Fractalus (by Lucasfilm)
RX8067 Atari Final Legacy
RX8069 Atari Track and Field
RX8077? Atari Battlezone
RX8077? Atari Ball Blazer (by Lucasfilm)
RX8078 Atari Star Raiders II
RX8079 Atari Food Fight
RX8081 Atari Blue Max (by Synapse)
RX8082 Atari Lode Runner (by Broderbund)
RX8083 Atari Midnight Magic
RX8084 Atari Hardball (by Accolade)
RX8085 Atari Fight Night (by Accolade)
RX8086 Atari Barnyard Blaster (Lightgun game)
RX8087 Atari Bug Hunt (Lightgun game)
RX8088 Atari Crossbow
RX8089 Atari Desert Falcon
RX8090 Atari Gato
RX8091 Atari Flight Simulator II (by subLogic)
RX8092 Atari Archon (by EA)
RX8093 Atari One-on-One Basketball
RX8094 Atari Commando

RX8095 Atari Karateka (by Broderbund)
RX8096 Atari Choplifter (by Broderbund)
RX8098 Atari Summer Games (by Epyx)
RX8099 Atari 1988 Ace of Aces (by Accolade)
RX8101 Atari Dark Chambers
RX8102 Atari Crystal Castle
RX8103 Atari Mario Brothers
RX8104 Atari Crime Busters
RX8108 Atari Necromancer
RX8109 Atari Airball
RX8111 Atari Tower Toppler
RX8113 Atari Thunder Fox
RX8114 Atari Into the Eagles Nest
RX8118 Atari 1989? Xenophobe
RX8120 Atari Super Football
RX8124 Atari MidiMaze
Atari BASIC Computing Language (version C)
Atari PLATO Learning Phone
Atari Deflektor
Atari Blast 'Em (was included with XEGS ???)
Atari Telelink II (???)
Atari Paint (???)
Atari Star Trux (???)
Atari Superman III (???)

CB101931 Atari Super Pac-Man (prototype cartridge)
CA400201 Atari XE Demo Cartridge (four games)

Activision Beamrider
Activision Decathalon
Activision H.E.R.O.
Activision Pitfall
Activision River Raid
Activision Zone Ranger
Activision Keystone Kapers
Activision Pitfall II
CA-012-04 Activision Space Shuttle
Activision Kaboom!
Activision 1984 Zenji (a maze type game)
Activision The Designer's Castle
Activision Ghost Busters (???)
CZ-003-04 Activision Mega Mania (I THINK that's its ID #?)
AdventIntnl Rally Speedway
AdventIntnl Preppie II (???)
Big Five Miner 2049er
Big Five Scraper Caper
Big Five Bounty Bob Strikes Back
Broderbund Choplifter
Broderbund Sea Fox
Broderbund Serpentine
CBS K-razy Antiks

CBS K-razy Shoot-Out
CBS K-razy Kritter
CBS K-star Patrol
CBS Mountain King
CBS Boulders & Bombs
CBS Astro-Grover
75010 CBS 1984 Math Milage
Datasoft Letter Wizard
EasternHous Monkey Wrench
EasternHous Monkey Wrench II
Epyx Jumpman Jr.
Epyx 1983 Gateway to Apshai
Epyx 1983 Pitstop
Epyx Lunar Outpost
Epyx Swat Rescue
Epyx Silicon Warrior
Epyx Fun with Music
Epyx Fun with Art
Epyx Monster Maze
Epyx Alien Garden
Epyx Platter Mania
First Star Boulder Dash
First Star Flip and Flop (???)
First Star Bristles (???)
FisherPrice Dance Fantasy
FisherPrice Linking Logic
Gebelli Firebird
Gebelli Embargo
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
ICD SpartaDOS X
ICD R-Time 8
Imagic Atlantis
Imagic Demon Attack
InHome Baseball
InnovDesign Pool 400
InnovDesign Speedway Blast
O.S.S. 1984 Mac/65
O.S.S. Basic XL
O.S.S. 1984 Action!
O.S.S. 1985 Basic XE
O.S.S. The Writer's Tool
PB101689 ParkerBros Frogger
PB101303 ParkerBros Star Wars: Return of the Jedi
ParkerBros Gyruss
ParkerBros Q*Bert
ParkerBros Popeye
ParkerBros Astrochase
ParkerBros Super Cobra

ParkerBros Tutankhamen
ParkerBros Risk
ParkerBros Chess
ParkerBros Star Wars
ParkerBros James Bond
ParkerBros Death Star
Rantom Trust
Reston Movie Maker
Roklan Deluxe Invaders
Roklan 1982? Gorf
Roklan Wizard of Wor
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Romox Flapper
Romox Princess and Frog (Frogger clone)
Romox Fortune Hunter ("Berzerk" style adventure)
Romox AntEater
Romox Typo
Romox Spark Bugs
Scarborough MasterType
Sega Buck Rogers
004-03 Sega 1983 Star Trek
Sega 1983 Congo Bongo
Sega Tac Scan
Sega 1983 Spy Hunter
Sega 1984 Zaxxon
Sega Spy Hunter
Sega Tapper
Sega Up N Down
Sega Frogger II
Sega Super Zaxxon
SierraOnLin BC Quest for Tires
SierraOnLin Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Sammy Lightfoot
SierraOnLin Mr. Cool
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil
Spinnaker Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
DLD-AT Spinnaker Delta Drawing Learning Program (ID???)
Spinnaker Facemaker
Spinnaker Fraction Fever

Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Synapse Protector II
Synapse Shamus
Synapse File Manager
Synapse Encounter
Synapse Chicken
Synapse Picnic Paranoia
Synapse Claim Jumper
Synapse Slime
Synapse Nautilus
Synapse The Pharaoh's Curse
Synapse Survivor
TG Software Droids
TG Software Nightstrike
THA12001 Thorn EMI 1982 Submarine Commander
THA12002 Thorn EMI 1982 Jumbo Jet Pilot
THB12003 Thorn EMI 1982 Soccer
THB12004 Thorn EMI 1982 Kick Back
THB12005 Thorn EMI 1983 River Rescue
THA12010 Thorn EMI 1983 Computer War
Thorn EMI Hockey
Thorn EMI ORC Attack
Thorn EMI Home Financial Management (??)
Thorn EMI Darts (???)

Cartridges looking for a publisher
Mr. Do's Castle
Gridrunner
Dreadnought Factor
Fortune Hunter
Fantastic Voyage
Attack at EP-CYG-4
Alien Ambush
Bumper Bash
Squish'Em
Final Orbit
Drelbs

3012. Pirated software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 18:51:18 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2125@devnull.mpd.tandem.com>
Source record: 110159

How's this for an inflammatory post?

I admit to owning several pieces of pirated SW, although none have been acquired recently and none are in current use. I have always treated such acquisitions as shareware: try 'em out to see if they're worthwhile and go buy a real copy if repeated use appears likely. If I don't use them I don't destroy them, I just stash them for posterity. Is this illegal? I'm sure it is, but I fail to see how it runs counter to the author's benefit. I have bought SW because of this that I would not have otherwise, and I have not failed to buy SW that I would have otherwise, so how have I damaged the authors? The goal of all this copyright stuff is to see that an author gets to benefit from the fruits of his efforts, nicht wahr?

By contrast, I must admit that I have a couple of bits on my ST that are shareware and are being used regularly that I have not paid for. My excuse is that they are of some age and it is a bunch of trouble to go find the author so I can pay him. That's not a good excuse and I do intend to make things right. In fact, you may see me post here to see if anyone knows where some of these folks are today. Time to pursue it is the biggest problem.

'Scuse me while I go don my asbestos suit....

--Jerry Dunham
dunham_jerry@tandem.com

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
-=-=-=

3013. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 19:41:09 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul27.194109.8966@dartvax.dartmouth.edu>
Source record: 110163

In <1992Jul27.171123.24112@news.ysu.edu> xx140@yfn.ysu.edu (Atari SIG Sysops) writes:

>So in all of this discussion..no one has seem to come up with a
>solution. It is apparent that we have a computer that is useless
> wtihout software. Point: You can't buy the software!
>So, what do we do?
>In the very least, the Atari Corp. has an implied warranty with it's
> consumers, namely that it's computers would be suitable for the
>purposes for which it was advertised..
>It is not! Therefore, I suggest the following:

>1.) The Atari corp must take the lead in this matter..releasing all
>8bit software that is under their control to the public domain, perhaps
>establishing a BBS for user access..ideally both the sofware and the
>Source Codes..This seems only fair, since 8-bit users have indeed
>spent considerable sums which have directly benefited the Atari Corp.

If anyone approaches Atari with this argument, please DO NOT ASK FOR
ANYTHING TO BE PUT IN PUBLIC DOMAIN! Atari would be foolish to do so
since it could make implementations on other platforms public domain
as well. (Or at least make it legal for some other company to make the
game without paying royalties to Atari.) We don't want public domain, we
want access to the software. The solution is to have them declare that
they retain all rights, but will allow the software to be distributed
in a shareware-type fashion. They could even ask that a read.me file
accompany all Atari software with an address that $2-$5 in royalties should
be sent to if you use the software. Who knows, they may even collect enough
money to take some interest in the 8-bit community again. (Yes, I know it's
doubtful.)

>2.) If not, then any person who buys an Atari product is CRAZY !
>Sorry to say, but ST users are setting thmselves up for the same
>fall that we have taken. There is NO WAY
>that I will invest my money in an Atari product until I see some
>change in the way this corp treats it's customers. I think that anyone
>who feels the same way should let these people know about it.

>Why take this crap? We are the customers, so we are right.

>What do you say..BOYCOTT ATARI and let them know about it!

We need to make a serious effort to get the software available in one format
or another first. But if Atari doesn't agree to some sort of reasonable
solution, then it's time to start a serious letter writing campaign and
try to get ST users to help us out.

--PC

3014. logging onto umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 19:45:51 UTC
From: jmedeiros@UMASSD.EDU
Message-ID: <1992Jul27.194551.26926@cis.umassd.edu>
Source record: 110164

I know there are a great deal of Atari 8-bit files located in
atari.archive.umich.edu but I don't know how to login to that
system. I don't know what to type in at the login prompt.
Is is visitor, guest, or what? If anyone can help me I would
be thankful.
Thanks
John Medeiros
JMEDEIROS@UMASSD.EDU

3015. Re: REPLY

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 20:04:00 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05wt@abcd.Houghton.MI.US>
Source record: 110161

HH> Another unpleasant "feature"
HH> (IMHO) is a leftover from the ATARI 40-column printer days. If you
HH> send
HH> ANY character after a RETURN, the P: handler will pad it out to 40
HH> spaces! Very annoying for a program I was writing... I couldn't get
HH> around it at the OS level.

HH> --Michael

HH> ---
HH> ---------
HH> Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting,
HH> waiting for
HH> hill@spot.Colorado.EDU | you/ Sooner or later you know He's

Its been awhile, but it is my understanding that ANY of the device drivers built into the Atari OS can be replaced by the user (well, the program used by the user anyhow). The device table is read from the bottom up for the first occurence of the device name and the vector to the handler. To get around the buffer padding for the printer will require you to write your own P: handler and install its vector in the device (handler) table. Since the OS will take the first matching vector it comes to, the replacement P: handler would be used rather than the one built into the OS ROM. A fair example of building your own printer handler is the G: driver published some years ago in ANALOG. (You are right though that the 155<->13 translation happens in the printer adapter hardware and cannot be controlled by the P: handler).

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3016. Re: SIO port protocol

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 20:21:57 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05wz@abcd.Houghton.MI.US>
Source record: 110160

I assume you are talking about building a RS-232 serial port and a Centronics compatible parallel port for your 8bit directly from the SIO port. Sorry to say, but you will be major money ahead to buy something like the P:R: Connection. The SIO port doesn't have the correct voltages or data lines to simply assemble a cable with a SIO connector on one end and a RS-232 connector on the other end.

Going from a RS-232 line to a SIO device (as in the ST-Xformer) is another story. It is much easier to drop from RS-232 12volt signals to SIO 5volt signals, AND not too much more than the data lines and software polling signals are needed to send/receive from SIO devices.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3017. Re: Bigdemo

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 20:27:10 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05x5@abcd.Houghton.MI.US>
Source record: 110162

In a message dated Sat 25 Jul 92 19:01, Moon!cyberden!phbill@well.sf.ca.us
wrote:

M> What's the deal!? Should I just go out and get an 800xl!? ;)
M> (even tho it doesn't have this awesome keyboard!?)

M> Oh... good question just popped up. How hard is it to replace
M> keyboards between the 800xl & 1200xl. Opps.. No deal. I just
M> remembered the F-keys and Console buttons & the like are on the side
M> on
M> the 800xl.

M> Damn!

M> Say___________9_year_veteran_ ||| __
M> Hi PhBill: Bill Kendrick / | \
M> if moon!cyberden!phbill@well.sf.ca.us
M> in _____________________________
M> NJ! July 17, 1992

You don't have to try to stuff a 1200XL keyboard into an 800XL. The 800XL
OS retains full support for the 1200XL function keys. Just add four push
button switches and wire them into the keyboard decoder chips (see messages
from here about a week ago). You will have full 1200XL functionality
without the limitations.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3018. Re: ** 100+ Atari 8bit/ST/IBM items (XE/PS/Mega/STE/monitors) **

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 21:02:44 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <55234@mentor.cc.purdue.edu>
Source record: 110165

```
i have for sale the following:

130xe with memory upgraded to 360k
1050 disk drive with the happy chip
multi i/o (half a meg)
Action Cart
Basic XE cart
Spartados X cart
Mac/65 Cart
plus many software titles that include things like MULE>

best offers only.

michael
.
```

3019. Re: Pirated software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 21:31:10 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92209.163110JJMCWILL@MTUS5.BITNET>
Source record: 110176

Jerry,

Your "try before you buy" method may seem to be a legitimate reason for obtaining copyrighted software, but unfortunately it's a rule that gets abused I think more often than not. There was a time when a company existed where you could rent Atari software. I think it was based out in California. For a small fee, then would send you the disk and a XEROX of the docs (so that you don't destroy their originals).
My brother did this, and quite cheaply obtained his own pirated copies of 4 or 5 programs. Ideally, I am sure the business was set up so that you could try the software, and then if you really like it, you buy a version for yourself. But since it's so easy to abuse such a practice, it was, from my direct experience anyway.

Further, if you would allow me to push the reality envelope a little wider than usual, who says what the trial time for a piece of software is? One week, two weeks, a month? If you're buying an arcade game, you could very easily solve that game in the alotted trial time, and then you would have no incentive to purchase the program. In such a case, you can't really say the program was bad, because it did provide you the entertainment that the company promised it would provide. But all of a sudden you've found a somewhat legitimate excuse for not buying that program. Or, if everyone "borrowed" the program on a trial basis, a company could go out of business waiting for people to decide whether or not to purchase the thing.

Invoking a "try before you buy" enters you into a horribly grey area, where many things can happen, from honest people actually purchasing the software they like, and discarding the software they don't, to people coming up with reasons to keep the trial program while not purchasing the real product.

Not to flame you of course, just to point out some negative aspects of the theory. It would be great if everyone had a dealer or user group near them, because then the "Try before you buy" rule could be carried out in the store or at a meeting. You go and see the product, maybe play a quick game or look at an application's features quickly, and if you like it, you but it, and if you don't like it, you don't. There would be no piracy involved either way.
Unfortunately, everyone knows dealers aren't to be found, and even user groups are getting scarce.

That's where product reviews come in. It's supposed to be the job of the product reviewer to explain as clearly as possible how the product works, what is good and bad about it, etcetera, so that from that review you can make a purchase decision without having to resort to obtaining a pirated copy simply for trial purposes. Hopefully, within the next several

months, you will see the emergence of Atari Classics, and be able to look forward to well written reviews of software and hardware for your computer.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

3020. Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 21:52:10 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9207272152.AA21721@smithkline.com>
Source record: 110167

Tsk, tsk, tsk! Now Michael, you are such a very naughty boy! How many times have Mummy & Daddy told you about that temper of yours? You know, Santa Claus might not come to your house this year if you keep doing that. So run along now & apologize to Uncle Darek. Unle Darek is a very nice man & has given us many fine & wonderful things.

<Aside, to Uncle Darek>. Really, Uncle, it certainly was not very nice of you to label us all pirates. Dear me, Joe 6-Pack. Stupid, moron, & other ravings. I do hope you haven't been skipping your lithium tablets again. You KNOW what happens when you do that, the doctor will have to commence those nasty shock treatments. You don't want THAT again, do you?

So, you two boys shake hands now. There, that's better. Uncle Darek, wipe that foam off your mouth. And Michael, quit sticking out your tongue or it's no Santa for you this year.....

Us Alchemists are getting too old for this. Martha, I thought you told me the children were all grown up! Sheesh. <tee-hee!>

OK, serious now. The experiences- & attitudes- expressed by people such as Jeff McWilliams & Uncle Fester are quite common. Most of us still in this market admit it only furtively. Jeff only expressed sentiments which quite a few 8bitters hold. Myself among them. I, too, passed thru a stage a stage when people handed me copied software like it was no big deal, & I accepted it. I guess it was a period of 8 months, right after I bought my first 800XL. Then I read an editorial on piracy in ANALOG. I changed my ways.

I DESTROYED all the pirated software in my possession.
I went out & BOUGHT as much of the destroyed material as I could find. That was in 1985 or '86, when there was still a viable 8bit market. I replaced about 95% of the destroyed material over the next year or so. Not only did I have the satisfaction of knowing I was supporting the legitimate 8bit market, but it sure was nice to get a *manual* with the software, which the pimple-peppered teenybopper pirates never bothered to reproduce. (In my area most of the pirates turned out to be 13-16 year-olds who swapped software & baseball cards interchangeably.)

About a year ago, in the July/Aug 1991 Current Notes, I raised up the indig-nant hand of an honest user & smote a mighty blow against 8bit piracy by publicly exposing the DataRush operation as the most blatant pirate vendor I had ever seen. Using money that was later repaid to me by Current Notes, I purchased a number of copies of then-current commercial software, & published the list of pirate titles I had obtained. One of the companies whose products were being pirated elected to pursue the DataRush operation & persuaded its owner to adopt a different occupation. I counted a great victory, & waited for the 8bit market to rebound. It didn't.

In all of 1991, there were only 2 new releases of commercial software for the 8bits. They were: Movie Credits by LJK; & ChromaCAD by Marv Seaman. With some difficulty I expedited arrangements to get reviews of those 2 programs published in CN.

But that was last year. Now it's 1992, & everything is different.

In 1991, Atari still officially supported the 8bit community. But beginning in 1992, Atari has kicked out butts out in the cold.
ICD has abandoned us.
EXPLORER, whose 8bit coverage was never more than superficial, has undergone yet another shakeup (the phrase "Jack attack" comes to mind).
PSAN folded.

And I must confess I have had second thoughts about the DataRush affair. He was so darn brazen about it, it was like he wore a neon sign that said, "I'm a pirate & proud of it!" I did the right thing then, & given the same circumstances I would do it again today.

But if I encountered a pirate who had the good sense to stay in his dark slime pit where he belongs, would I still go after him, skewer the vermin on the end of my pen, & expose the monster in the pages of some magazine? I honestly don't know, & I hope the situation never arises. The very fact that I now vacillate on this question troubles me deeply.

In this, Year One of our excommunication from the Tramiel Entente, not one single new piece of commercial 8bit software has appeared. That also troubles me greatly.

In the past couple issues of this Digest several people have expressed quasi-legal opinions on the legality of copying abandoned software. Judging by the contradictory nature of those opinions, the legal issues are just as murky as the moral ones.

Yet, as our community contines to sputter on despite all the currents that are flowing against us, this is an issue which more than any other, tears at the conscience & knaws upon the inner fabric of moral sensibility. Most of us out here are very decent people. We are not pirates or criminals. We want to do what is right.

But we also want to SURVIVE, to maintain our faith in the brotherhood & companionship of other 8bit users like ourselves. We have all paid our dues, & we have a RIGHT to this existence!

Perhaps if as much energy were expended upon serious professional legal research & open discussion of the moral issues involved as was spent upon the recent silly flame war, we might actually accomplish something useful for ourselves.

- BEN POEHLAND
The Alchemist

Responses to this msg, post to csa8 or IA8, not to me personally.

****

3021. Re: logging onto umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-27 21:55:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Jul27.215555.10704@usenet.ins.cwru.edu>
Source record: 110166

In a previous article, jmedeiros@UMASSD.EDU () says:

>I know there are a great deal of Atari 8-bit files located in
>atari.archive.umich.edu but I don't know how to login to that
>system. I don't know what to type in at the login prompt.
>Is is visitor, guest, or what? If anyone can help me I would
>be thankful.
> Thanks
> John Medeiros
> JMEDEIROS@UMASSD.EDU

Login as "anonymous", type in your e-mail address as your password.

Make sure you FTP there - you cannot TELNET there.

Complete information can be found in this group's FAQ list which will
be posted again in a few days.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3022. PSAN

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 00:05:03 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9207280005.AA22210@smithkline.com>
Source record: 110168

The word I have is that PSAN folded last year.
The last issue of PSAN I'm aware of came out around March 1991. The cover was a riot. It featured Saddam Hussein wearing a duncecap, & camels with bullseyes painted on their humps in the background.
Sometime in the fall of 1991 I sent Jim Chapman a postcard inquiring about PSAN & requesting a sample issue. I never received a response.
Several sources mentioned it was a severe case of burnout.
A few months ago I heard a rumor PSAN was going to start up again this Fall.
We'll see.....

- BEN POEHLAND
The Alchemist

****

3023. Modem Software for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 01:26:31 UTC
From: bantolph@carina.unm.edu
Message-ID: <7_mmd3g@lynx.unm.edu>
Source record: 110169

I recently picked up an Atari SX212 modem for my ST and i hve
been wanting to use it on my 8bit. Can anybody reccomend some software
for use on the old 800.

Thanks

3024. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 01:54:56 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.712288496@pv1788.vincent.iastate.edu>
Source record: 110170

In <9207272152.AA21721@smithkline.com> poehland%phvax.dnet@SMITHKLINE.COM writes:

>In the past couple issues of this Digest several people have expressed quasi-
>legal opinions on the legality of copying abandoned software. Judging by the
>contradictory nature of those opinions, the legal issues are just as murky as
>the moral ones.
I'll second that. This isn't really a clear cut issue. Sure we'd
like to support the authors of 8bit software, but the reality is
that there aren't any authors left, and the old software can be
difficult to find. In the past, the software companies and authors
were actually hurt by 8bit piracy, but now that point is moot.
The only people it still hurts are those retailers that still
carry the stuff.

my $.02

Todd
--
Todd Greenfield
tgreen@iastate.edu

3025. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 03:20:36 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Jul28.032036.2866@mnemosyne.cs.du.edu>
Source record: 110171

Okay. So we all agree that there's a problem, but nobody seems to have a solution. We probably can't get any help from Atari. ("probably", hell I'd say "definitely not".) So the only people that can help us is "us".

Sounds stupid doesn't it? But that's the truth. And right now distribution of illegal copies of software is the solution. But we agree that piracy hurts. As Todd Greenfield said, "...that point is moot."

I can't think of a damn thing that wouldn't require an act of Congress to pass legislation making 8bit Atari users exceptions to copyright law. It ain't gonna happen folks.

However, I do have a question that may provide some answers if the right people read this and know from their experience what I am talking about:

Atari 8bits are orphans. TI-99 is an orphan platform also. Just what happened to users of TI-99 computers? Did the software for it go into public domain or was it relegated to the oblivion that we now face? If the TI-99 users were successful in reaching a solution to the problem, what was it? (the solution) I don't know because I don't know anyone that owned on of them things. Are there any other orphan computers out there that managed to meet this problem and defeat it?

The answer to the question of other orphans may not be what we want to hear. It's probably the same answer that we all know in our hearts. We're in the dumper.

But what the heck! We could make history repeat itself by doing something that worked for Star Trek fans a quarter century ago. (yes, THAT LONG.) Maybe we need to organize a huge letter writing campaign to not only Atari but also computer related publications and corporations that made products for the Atari. I know that there are lots of us Atari 8-bit users just as there was lots of Star Trek fans that made NBC change its mind and give Star Trek another season. We could have another " "season" also. Do we believe in the machine enough to launch a truly dedicated campaign that could only be effective if enough of us actually followed through with the idea and not just paying lip service to it? I know in the past, most Atari users counted on "the other guy" to get things done for him. We couldn't afford an atitude like that if we really want things to happen for us. If there could be a way to set a near-future date for the campaign to start, we could prepare for it by spreading the word to make sure that as many users know about it and can participate. I seem to remember something about another "Atari Revolution" that was a dismal failure though. (but Atari itself screwed that one, admittedly.) What I am trying to say, is that there is no way for our "voice" to be heard if it's just a puny little 'squeek' rather

than a massive 'roar'. We have lain down in submission in the past and let the times roll over us. Will that happen again if we try to launch a campaign that could help us rise up out of the dust and have another "Golden Age of Atari"?

It's either boot-strap ourselves up, or continue to bitch and moan and pass pirated software.

It's our choice. Nobody else is going to make it happen for us.

Since I can only make suggestions and pose questions, I would like someone else to help. Some of you seasoned programmers and others with connections to the right publications and people can help organise. I have never organised anything bigger than my desktop, so I need help.
I
Is this the way we should go, or does anyone have a better idea?
(although this was really not my idea - I just followed up on it)

C'mon! Let those MicroSoft microcephalics go rave in a dark corner somewhere and let's do something! Anything!

I am totally serious!
Anyone else game?

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3026. Re: SIO port protocol

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 04:13:42 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul28.041342.27241@dartvax.dartmouth.edu>
Source record: 110173

In <Jim_Johnson.05wz@abcd.Houghton.MI.US> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

>I assume you are talking about building a RS-232 serial port and a
>Centronics compatible parallel port for your 8bit directly from the SIO
>port. Sorry to say, but you will be major money ahead to buy something
>like the P:R: Connection. The SIO port doesn't have the correct voltages
>or data lines to simply assemble a cable with a SIO connector on one end
>and a RS-232 connector on the other end.

>Going from a RS-232 line to a SIO device (as in the ST-Xformer) is another
>story. It is much easier to drop from RS-232 12volt signals to SIO 5volt
>signals, AND not too much more than the data lines and software polling
>signals are needed to send/receive from SIO devices.

It amy be a bit different, but the SIO2PC hardware device does allow 2-way communication with a RS-232 port. If you're building something that deals with RS-232 and SIO, I suggest you look at the hardware specifications for SIO2PC available at the archive site.

--PC

3027. Touch Tablet: need pinouts!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 04:27:20 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <1992Jul28.042720.8963@constellation.ecn.uoknor.edu>
Source record: 110172

After hitting a garage sale and misc.forsale, I have assembled myself a(nother) small working Atari system; Atari 400 + cassette drive + miscellaneous hardware. Among this miscellaneous hardware is an Atari Touch Tablet. I'd like to try to use it with my "AtariArtist" cartridge, but unfortunately the connector (that goes into the joystick port) for the touch tablet has been ripped apart, leaving only wires. Reassembling the connector would be easy if I knew which wires go to which pins.

So does anyone know which wires (i.e. purple goes to pin 5, white goes to pin 9, etc.) go to which pins on the Atari Touch Tablet? Any help would be greatly appreciated!

Thanks,

Norman Lin
norlin@uokmax.ecn.uoknor.edu / norlin@129.15.20.2 (preferred)
nlin@alliant.backbone.uoknor.edu (alternate)

3028. SIO2PC/UltraSpeed+ OS problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 05:26:44 UTC
From: jewison@aurora.physics.utoronto.ca
Message-ID: <Bs334K.3F7@helios.physics.utoronto.ca>
Source record: 110174

OK, guys. I've got a problem for you and the answer is not intuitively obvious to me.

I have an 800XL to which I have added a TransKey and the UltraSpeed+ OS from CSS. I also have built an SIO2PC interface, which I've just upgraded to version 3.03. Here's the problem:

Under the previous version of the SIO2PC software I was running, 2.12, I had no problems with my hardware configuration. With version 3.03, I cannot boot from the SIO2PC while the XL is running in US+ mode. My monitor speaker spits out that horrible raspberry sound you get during a device timeout and I end up in the US+ self-test mode, indicating that the computer doesn't believe there's a drive attached. However, if I flip the switch on the OS chip so that I'm running either the standard XL/XE operating system or else the XL-Fix OS (basically a 400/800 OS) then the SIO2PC will boot just fine. It times out only in US+ mode which is unfortunate since I want to use the built-in ramdisk handlers in the US+.

I haven't yet pursued this with either Bob Puff or Nick Kennedy, but I was wondering if anyone would have any insights into this dilemma. My guess is that some change in the SIO2PC software from v2.12 to v3.03 is now adversely interacting with some nuance of the US+ OS. But what?

Feel free to post if you like, but I've directed followups to me directly; I'll summarize the results in two weeks when I return from vacation.

- Mike Jewison
David Dunlap Observatory
University of Toronto
jewison@centaur.astro.utoronto.ca [for now]

*** DISCLAIMER: I'm not an astronomer, but I play one on TV. ***

3029. Atari DOS 2.0D

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 06:31:07 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul28.063107.12937@sactoh0.sac.ca.us>
Source record: 110175

In <1992Jul24.145841.12784@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>Do you HAVE DOS 2.0D? I've never heard of anyone who had seen it. Maybe
>you have an 815 Drive to go with it?

Well, no. I did let a 815 drive slip through my fingers about 10
years ago...

But I DO have the Atari 2.0 double density DOS. It's really the
same as 2.0S except that it uses DD sectors, so if you were looking
at a directory, the sector counts would look funny.

I forgot where I got it... Probably another user in Sacramento,
when I was more active in the local user's group.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

3030. A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 14:23:18 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207281422.AA11174@brachot.jct.ac.il>
Source record: 110177

Alot of times I ask myself the question: How was the Rev A OS written? I mean, the Atari assembler wasn't out yet, so did they use calculators? And how was Rev A BASIC created? And how was the Atari Assemler/Editor written?
Were all the Rev A bugs (both in the OS and in BASIC) there just because they were written in unreliable ways? (not using an assembler?)
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3031. I wanna buy some stuff

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 14:26:28 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207281426.AA11184@brachot.jct.ac.il>
Source record: 110178

I've accidentally fed my Indus GT's power supply with 220 A/C volts...
I need a new one!! Where? How much?
Also, anyone know where I can buy joystick cords and/or joysticks?
I'm down to my last working stick, and it's going fast!!! Aaarrggh!!
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3032. 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 14:28:51 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9207281428.AA11197@brachot.jct.ac.il>
Source record: 110179

If the 2600 game system was such a large hunk of crap, what was it doing in the marketplace in the first place? - Itay

3033. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 15:33:32 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul28.153332.11137@infonode.ingr.com>
Source record: 110180

In article <9207281428.AA11197@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>If the 2600 game system was such a large hunk of crap, what was it doing in
>the marketplace in the first place? - Itay

Wasn't this same question asked a few weeks ago?

- Ted

3034. Re: A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 16:04:11 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul28.160411.16781@dartvax.dartmouth.edu>
Source record: 110182

In <9207281422.AA11174@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:

>Alot of times I ask myself the question: How was the Rev A OS written? I mean,
>the Atari assembler wasn't out yet, so did they use calculators? And how was
>Rev A BASIC created? And how was the Atari Assemler/Editor written?
>Were all the Rev A bugs (both in the OS and in BASIC) there just because they
>were written in unreliable ways? (not using an assembler?)

I remember reading somewhere that they were written by OSS (under contract
for Atari) using an assembler on an Apple II. This may go for DOS 1.0, as
well. (BTW: Where could I get a copy of DOS 1?)

--PC

3035. Re: Stuff left for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 16:18:22 UTC
From: mabu@delight.uucp
Message-ID: <dx-a0btsdpd@delight.uucp>
Source record: 110123

In article <55005@mentor.cc.purdue.edu> lenn@mentor.cc.purdue.edu writes:

]
] Super Huey - $7.00
]
] Page Designer -$8.00
]
] Dropzone - $2.00
]
] Deep Blue C w/mathlib - $12.00
]
] Colourspace - $6.00
]
]
]
] I ALSO HAVE THE FOLLOWING HARDWARE FOR SALE:
5d
]
] Xetec Grafix Parallel Printer Interface $15.00
]
] BRAND NEW!! 65XE $60
]
] TWO 1050'S ONE GREAT, ONE OK 45 OR 38 DOLLARS DEPENDING
]
]
]
]
]
] JODY LENN
] lenn@mentor.cc.purdue.edu

Hello Jody Lenn

I have want by the 65XE BUT I LIVE IN GERMANY ! I don't now to make the
deal have you an idea ??????

Bye Mabu

--
	E-MAIL : mabu%delight@corrado.in-berlin.de	

|||	Adresse : Markus Buhland	|||
|||	Friedrichsruher Str.25	|||
/	\	D-1000 Berlin 33	/	\
ATARI	---	ATARI
	Telefon : +49 30 826 53 71	

|----------|

3036. Re: A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 16:18:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <62989@cup.portal.com>
Source record: 110181

It's my understanding a lot of the software developed by Atari was done on mainframes (DEC PDP-11's?) using terminals. I've heard Wilkinson did DOS XE on his trusty 1200XL & I imagine a lot of stuff developed after the creation of tools like the Assembler/Editor cartridge was done on the 8-bit. Heck, I even have cross assembler for my clone. it'll do everything from RCA 1802 to Rockwell 65C02. I don't use it, but I can understand why other people would. Boot up your favorite WP to edit your code with 80 column full screen scrolling then pop into the command line to generate the .OBJ file. If you have a local library that has either Dr. Dobb's Journal or Steve Cicara <sp?> Circuit Cellar, check them out. They both have cross development packages advertised that'll give you an idea of what's available for different target processors.

3037. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 16:56:46 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05xt@abcd.Houghton.MI.US>
Source record: 110183

The reason I sold all my Atari 8bit stuff almost a year ago was that the excitement was gone. I had moved a few hundred miles from an active user group (SPACE - St. Paul - and I've seen the trails of several of my co-members floating through here). There apparently was NO one locally involved with the 8bits (now there appears to be a couple Michigan Tech students). I could not obtain any decent new software (I'm not into games which is what most of the privately developed stuff appeared to be). And finally, it was a major pain continually transfering data and text files between MS-DOS and SpartaDOS.
So I sold my stuff and bought a portable DOS machine which I use in my consulting business. In some ways I have more power, but in many ways I have much less.

At any rate, the 8bit is now an orphan. Rather than pirate the old software, what I would suggest is group(s) approach copyright holders and see if they will sell their rights to the group - cheap. The publishers obviously aren't getting anything in sales - so maybe they will let it go. In some cases it will probably be tough trying to find out who owns the copyrights. There's my
two cents (BTW, my DOS machine can produce a cent symbol - but it turns out to be the Atari EOL character - hardly useful here, right?)

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3038. Re: I wanna buy some stuff

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 18:17:22 UTC
From: tmkk@uiuc.edu
Message-ID: <Bs42sz.1x7@news.cso.uiuc.edu>
Source record: 110184

In article <9207281426.AA11184@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>I've accidentally fed my Indus GT's power supply with 220 A/C volts...
>I need a new one!! Where? How much?

The power supply on my Indus GT was frotzed several years back. I replaced it with a 12VDC unit from Radio Shaft. As I recall, the max current rating on the RS supply was a bit lower than that on the original Indus supply, but it's been working fine for years now so I don't hesitate to recommend it. I don't have the exact catalog number handy (I can go home and look if you like), but it's the black plastic 12VDC power supply (maybe 1A current). They also sell a couple others in gray metal cases, but these a) cost a heck of a lot more, and b) have more current than you need, and thus are overkill.

You have Radio Shaft stores in Israel, right? ;-)

3039. Re: I wanna buy some stuff

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 18:49:43 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.712349383@pv1788.vincent.iastate.edu>
Source record: 110185

In <Bs42sz.1x7@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:

>In article <9207281426.AA11184@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>>I've accidentally fed my Indus GT's power supply with 220 A/C volts...
>>I need a new one!! Where? How much?

>The power supply on my Indus GT was frotzed several years back. I
>replaced it with a 12VDC unit from Radio Shaft. As I recall, the max
>current rating on the RS supply was a bit lower than that on the
>original Indus supply, but it's been working fine for years now so I
>don't hesitate to recommend it. I don't have the exact catalog number
>handy (I can go home and look if you like), but it's the black plastic
>12VDC power supply (maybe 1A current). They also sell a couple others in
>gray metal cases, but these a) cost a heck of a lot more, and b) have
>more current than you need, and thus are overkill.

I bought a used Indus w/o the power supply, and I just bought
an unregulated 12v supply for about $5 (can't remember where).
I looked inside the drive - there is a voltage regulator and a
big capacitor, so you don't need to be as picky with the power
supply as you would for an 800xl for example. All you really
need is a transformer and rectifer. Don't know how much current
it draws.

--
Todd Greenfield
tgreen@iastate.edu

3040. WANTED: Atari 800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 18:59:32 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Jul28.185932.3579@uwm.edu>
Source record: 110186

I am trying to collect as many commercial games for the 8-bit as possible.
If you have anything you're looking to get rid of, drop me a line. I am
interested in cartridge and disk games only (sorry cassette people).
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3041. Re: A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 19:26:06 UTC
From: deaven@physics.Berkeley.EDU
Message-ID: <15470eINN7lp@agate.berkeley.edu>
Source record: 110187

bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>Alot of times I ask myself the question: How was the Rev A OS written? I mean,
>the Atari assembler wasn't out yet, so did they use calculators? And how was
>Rev A BASIC created? And how was the Atari Assemler/Editor written?
>Were all the Rev A bugs (both in the OS and in BASIC) there just because they
>were written in unreliable ways? (not using an assembler?)

They were developed on PDP-11's, as you can tell from the Atari
Hardware manual, which gives PDP-11 command sequences to load the test
monitor from an Atari development machine. I was pretty jealous when I
read that part in the manual!

Bugs are present in almost all code -- witness the recent collapse of
a major AT&T phone routing network due to ``a few lines of code''.

I still write Atari assembler on a workstation. A cross-assembler in a
UNIX environment is a very nice thing -- I use a small one which I've
written in C and you can imagine how much easier it is
to go through the edit-assemble-edit cycle. I can download the binary
straight to the Atari via RS-232 over a 2400b modem (or just right off
the port on the workstation, if I bring in an xl machine on the
weekend or at night). This is all very much simpler for me than the
old Atari Macro Assembler or (even worse) the Assembler/editor cartridge.
But then I have a pretty low-tech system; no hard drive and none of my
machines have more than 48K. My main use for these beautifully
engineered machines is for incorporation in to electronic projects
which require a brain, and some small ``home computation'' tasks.
--
David Deaven (deaven@physics.berkeley.edu)
Physics Department
University of California at Berkeley
Berkeley, CA 94720

3042. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 19:30:07 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Jul28.193007.3133@news.ysu.edu>
Source record: 110188

Atari corp has had long enough already.. Let's not play nice guy
with hat in hand approaching them for a "favor".
Who cares idf we piss them off? What are they gonna do..drop 8-bit
supprort? Ha!
I'm tellin' you..I will not buy any of their products, present or
future, no matter how glitzy..until they properly address the customers
they have abandoned!
As a matter of fact..the TV station I work for was looking for a
graphics machine, and I am in charge of selecting the system...
The ST would do a better job at a cheaper price..do you think I
stuck my neck out and supported the Atari product?
Hell no...get a PC I told em!
They bought 6 (six) of the darn things!

Yes Atari..I am your worst advertiser..what do you think of that?
So if there are others of you out there who feel the same way, let's
pull it together and tell these guys to get a GRIP , or we will trash
their reputation worldwide...

That is the only way I kow to deal with a large, unresponsive company.

--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

3043. SOFTWARE AND HARDWARE FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 22:32:49 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <55352@mentor.cc.purdue.edu>
Source record: 110189

I have the following hardware for Sale:
65XE Brand New - $60

2 (1050's) One newer and quieter $45 One older but works fine $
w/Dos 2.5 or Mydos your choice

Xetec Grafix Printer Interface $15

Books: Mapping the Atari (w XL/XE maps) $7
Computes Atari Graphics $6
Computes Second and Third Books of Atari $5 each
Analog Compendium $5 (lots of type in programs)
Creative Atari $5

I have the following program disks for sale:

Kampffgruppe: $13

Alternate Reality: Dungeon - $12

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Summer Games - $5.00

Zaxxon - $5.00 (800 only, FIX-XL, translator don't
work!!!!!!!) (no docs)

Suspended - $3.00 (Original, lost docs)

Mail Order Monsters - $7.00

Super Huey - $7.00

Page Designer -$8.00

Dropzone - $2.00

Deep Blue C w/mathlib - $12.00

All items have docs unless otherwise mentioned.

Buyer pays shipping on all items.

JODY LENN
lenn@mentor.cc.purdue.edu

3044. SOFTWARE AND HARDWARE FOR SALE!!! (older 1050 price)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 22:36:00 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <55355@mentor.cc.purdue.edu>
Source record: 110190

I forgot to put the price of the second 1050, it is $40 plus shipping.

Jody Lenn

3045. A new perspective on 8bit piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 23:08:28 UTC
From: a644690c@edinboro.edu
Message-ID: <0095E43191CF4C60.20C00892@edinboro.edu>
Source record: 110191

Well, with such an interesting thread going on, I can't resist throwing
in my $.02 as well.

My question is: Why do us Atari 8-bitters really need any commercial
support? Software is not written by companies but by people. If people
(Atari owners) want to write quality software and give it away, what is the
difference? It is not hard to notice that the PD/Shareware of the past
5 years better than most of the commercial stuff produced in the first 7.
Granted, very few individuals have the time to sit and write an 'Alternate
Reality' in there spare time, but I don't think that it is fair to blame
software companies for not supporting 8bit stuff. If a company has talented
programmers they are going to program for the platform that will produce
the greatest cash flow. Even with the A.C. write in campaign, there were still
less than 600 replies (to my knowledge). If you are too lazy to fill out a
card, what are the chances you will seek out software to spend money on.
An apparent user base of less than 1000 people is not very enticing to existing
software companies.

So who is left? Us! The Users! Some of us have more experience with our
Atari's than ANY company could possibly have with their IBM's. I consider
myself a fair programmer and if I _need_ a nonexistent application, I'll
try my best to write it myself. The time issue is a consideration here
again but with a twist; If you own an Atari 8bit machine you obviously
enjoy it. Spend a little time with your machine.... Learn it! I feel
that the Atari 8bit is a great hobbyist machine. (Just like an old car...
A lot of work but well worth the rewards.)

Obviously, everyone is not going to know how to write every little application
they want. This is why we need a Forum; a means to help ourselves.
Something like Atari Classics that would allow easy access to all the latest
info in the Atari 8bit world. A place that people could exchange ideas
and knowledge. Knowledge is Power. Don't abandon your machine 'Just because
a developer did'.

This brings me to my real point (Yes there is one here somewhere!). There
is no point in reinventing the wheel. If a software package exists but has
been unavailable for sale, is it really piracy? Legal aspects aside, who are
you hurting. If the manufacturer has no copies (or is out of business), and
stores have no copies, you are really not helping the market by simply buying
an original from a friend. I not condoning blatant copying however! I think
It really comes down to a moral issue.

We Atari users should almost feel proud! Think about it. We are the First
home computer owners in history to undergo this kind of dilemma. (I believe
the Atari 8bit line is the largest home computer series to actually be declared
obsolete by the manufacturer). We are treading on new ground. Just as the

Atari 400/800 computers were the most innovative of their time..... We, now again, must set a standard for innovation by answering.... Is it Piracy????

-Adam Conover.
a644690c@edinboro.edu

PS. Yes this post got a bit longer than I expected! :)

3046. Re: p handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 23:15:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XFaNoB2w164w@cyberden.uucp>
Source record: 110195

Another program that can print out user-defined character sets is Daisy Dot III. What's more is since the 8x8 is converted to DDIII, you can edit the DDIII and make it look better for print out. The only things I see wrong with it is I THINK that DDIII's font utilities (the thing that changes chsets to DDIIIs) does them proportionally, which aint good for program listings. I think some helpful features needed in DDIII are:

1) inverse (simply print out 255 minus whatever bytes was GOING to be printed)
2) proportional off (makes all the characters have the same lengths)
3) disk swaps (lets you swap disks if a file (ie-font) isn't found... it'd be VERY helpful because for some reason DDIII hates my drive 2)

But I've already mentioned this to Roy...as well as to David Richardson, who Roy thinks knows more about DDIII than he does!

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 28, 1992

3047. MONROE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-28 23:18:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <VkaNoB4w164w@cyberden.uucp>
Source record: 110196

I've made some REALLY nice pics. of Marylin Monroe. Do you think it's
worth uploading to the archive???
(btw: also colorized a few)

How many others out there have ComputerEyes?
How many of you USE yours??

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 28, 1992

3048. Re: Ben Poehland's post

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 00:49:19 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul29.004919.7230@ucsu.Colorado.EDU>
Source record: 110193

So I got a bit riled up... I admit, if I had it all to do over again, there's one word of my previous post that I would change. But I think I have a right to be upset with Darek's immature attitude, because at least I post worthwhile stuff and contribute to this group once in a while; I've only seen whining and complaints from Darek.

(And besides, he hasn't ever given ME anything. I can't think of a single piece of software for the 8-bits with his name on it.)

Still standing by all but one word of my previous post,

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3049. Re: A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 00:53:22 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.05y8@abcd.Houghton.MI.US>
Source record: 110192

In a message dated Tue 28 Jul 92 13:24, Bruck@brachot.jct.ac.il (itay Chami wrote:

BC> Alot of times I ask myself the question: How was the Rev A OS
BC> written? I mean,
BC> the Atari assembler wasn't out yet, so did they use calculators? And
BC> how was
BC> Rev A BASIC created? And how was the Atari Assemler/Editor written?
BC> Were all the Rev A bugs (both in the OS and in BASIC) there just
BC> because they
BC> were written in unreliable ways? (not using an assembler?)
BC> -Itay
BC> --
BC> ****************
BC> * Itay Chamiel *
BC> bruck@brachot.jct.ac.il OR bruck@147.161.1.1
BC> * The Parasite *
BC> ****************
BC> Calling to YOU from Jerusalem, Israel! (a cozy place)

By now someone will have answered this, but in case they haven't...
All the complex tools in the world have been built the same way, that is by preceeding generations of simpler tools. The Atari OS, et al, were built by a 6502 cross assembler. That is to say, another computer (in this case a mainframe (archaic by now)) ran an assember that generated machine language code for a different processor (in this case a 6502). Mind you, this is more complicated than writing ML code programs for the Atari, because everyone who writes for the Atari uses routines already written in the OS.

If you think about it, this is the way all the game cartridges for the Atari Lynx, Nintendo, Sega, etc. are built. After all, none of them come with program development capabilities.

I have heard of many cross assemblers for MS-DOS machines to program nearly every commonly used processor ever produced (including mainframes).

Jim Johnson - Laurium, Michigan, USA (near Lake Superior where 6-8 meters of snow falls every winter)...

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3050. Origins of the ATARI OS (Rev. A)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 01:04:27 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul29.010427.7982@ucsu.Colorado.EDU>
Source record: 110194

In article <9207281422.AA11174@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>Alot of times I ask myself the question: How was the Rev A OS written? I mean,
>the Atari assembler wasn't out yet, so did they use calculators? And how was
>Rev A BASIC created? And how was the Atari Assemler/Editor written?
>Were all the Rev A bugs (both in the OS and in BASIC) there just because they
>were written in unreliable ways? (not using an assembler?)
> -Itay

The operating system was cross-compiled from a mainframe (can't remember which one, and I haven't been able to find my ATARI Technical Reference Manual in about a year! :^( ). I don't know about BASIC and A/E, but I'd hate to think they were (as a nasty rumor states) written on a Crapple II! <shudder> ;^)

As for why the bugs were there, I'd guess that they weren't field-tested for months on end before release, which is what it usually takes for a large number of bugs to appear.

--Michael "contributing to one of my favorite net.groups" Hill

---

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
-----------My boss is a Jewish carpenter!-----------
Did you ever notice that everybody in favor of abortion has already been born?!

3051. New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 03:33:20 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Jul29.033320.28876@cs.tulane.edu>
Source record: 110197

Just sent to the Atari arcives at UMich, Dean Garraghty's Issue 6 news disk.
The disk is in DCM format and can be found in the Atari/8bit/New section.

Also, Dean has released his DMS to public domain... as soon as I Diskcomm
both sides of the disk, I'll send them to the Archive.

Mike...

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu
New Orleans, Louisiana. Psychedelic Daydreams

3052. Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 04:40:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712394276.F00001@tdkt.kksys.com>
Source record: 110107

No, I meant the one Jeff W. posted about how he used to pirate software, but got out of it.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3053. Pt 1/2: Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 04:49:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712394276.F00002@tdkt.kksys.com>
Source record: 110108

One cart that was missed was Smart Terminal rev 4.1 (c) 1983 by Microbits
Peripheral Products, Inc. All of the information that has
has been typed above is being taken off of the main menu of the cart as I have
it booted up on a 320K XE and plugged into the top of a SpartaDOS X cart. This
is THE FIRST terminal program that was placed in cart form for the Atari 8-bit.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3054. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 13:17:13 UTC
From: barry@sphynx.NoSubdomain.NoDomain
Message-ID: <1992Jul29.131713.4618@infonode.ingr.com>
Source record: 110199
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

In article <4qwJoB4w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
|> barry@sphynx.NoSubdomain.NoDomain (Barry Wayne Hart) writes:
|>
|> >
|> > There's a select line which runs from the Sega into the multiplexer. When th
|> > line is high, B & C are sent to the Sega (I may have this backwards, but...).
|> > the line is low, A and Start are sent.
|>
|> Do you know how to detect this line?? :) I'm thinking of buying a
|> generic Genesis controller ($12! hehe...pretty good deal)
|>
|> "Be seeing you!"
|> Say|____________9_year_veteran_ ||| __
|> Hi |PhBill: Bill Kendrick / | \
|> if |moon!cyberden!phbill@well.sf.ca.us
|> in |___________________________________
|> NJ!| July 25, 1992

It's just one of the nine lines on the connector. I'm not sure which one- I may still have it written down somewhere.

3055. Life Construction Set

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 14:30:30 UTC
From: sourada@iastate.edu
Message-ID: <sourada.712420230@vincent1.iastate.edu>
Source record: 110201

I may have posted this question before, but I might as well try again...
In Antic's (now quite defunct) PD catalog, there is one disk that sounds
pretty interesting, and if anyone has it, I would be grateful if they
would upload it to an ftp site. Here's the description from the Catalog:

LIFESET- Game of Life Construction Set with more variables than inventor/
scientist John Horton Conway could have dreamt of! #PD019

Thanks,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

3056. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 14:32:59 UTC
From: glens@natinst.com
Message-ID: <1992Jul29.143259.22793@natinst.com>
Source record: 110200

Look, do yall really think things would be any different if you
owned an Apple II or a Commodore 64? I don't think so.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

3057. Rambrandt

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 16:26:43 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Jul29.162643.29005@news.ysu.edu>
Source record: 110203

I have some Antic disks that contain the paint program "RAMBRANT",
as well as some utilities and the SOLID OBJECT MODULE for Rambrant.
The disks are numbered AP0157a, AP0182, and AP0157b..
Can anyone tell me if the source code to these programs ever
appeared in print (Antic magazine)..and if so, in what issue?
Better yet, is the author out there listening somewhere?
I am trying to get this thing to work on my Hard drive..I would like
to change the default drive # for disk access..and maybe a few other
things that will allow it to search subdirectories and exit to DOS.
Thanks
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

3058. Test...

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 16:36:08 UTC
From: Mark Czarnowski <U58578@uicvm.uic.edu>
Message-ID: <92211.113608U58578@uicvm.uic.edu>
Source record: 110204

123
Mark B. Czarnowski
UIC (University of Illinois at Chicago)
Internet: U58578@uicvm.uic.edu

Go Cubs!!!

3059. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 17:08:02 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Jul29.170802.11901@mnemosyne.cs.du.edu>
Source record: 110105

Joe...

What do you mean "we will trash their reputation world-wide?" It's already been done, and much more effectivly than you could do it; and it was done by the Tramiels themselves. So, why are ou wasting the tim and emotional energy to try to trash 'em?

If you don't care to take my word for it, just check out the aug 3. issue of Forbs magazine. Forbes carries a lot of weight in the world.

Pattie Rayl (Atari Interface)

3060. Re: Does Elvis own an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 17:16:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NHoooB2w164w@cyberden.uucp>
Source record: 110111

bd891@cleveland.Freenet.Edu (Paul Allwood) writes:

>
> Well does he?
> GO ATARI
> GO ATARI
> GO ATARI
> GO ATARI
> GO ATARI
> GO ATARI
>
SOMEbody was pretty bored!!! :)

"Be seeing you!"
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 29, 1992

3061. Re: A new perspective on 8bit piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 17:23:27 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Jul29.172327.13124@mnemosyne.cs.du.edu>
Source record: 110106

Adam,

I follow your point about buyig an original from a friend, but I don't condone cpying commercial programs, even if the company "isn't around anymore." If the company had folded, the softwar reverts back to the author. A lot of comapnies that aren't in the Atari market anymore are still around. The best thing, would be to get the company to release the old commercial game into the public domain. If a company isn't around (ie alive), we should tr to get ahold of the author, andsee if he/she will release the program into the PD. Who knows who wrote Paperclip, for example? Wouldn't it be nice to get software out into the public domain, and maybe if we get lucky, source code could come with it, for someone like Bob Puff to make an update.

That's the solution, not piracy.

Pattie Rayl (Atari Interface)

3062. Ali Baba++

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 17:52:44 UTC
From: tmkk@uiuc.edu
Message-ID: <Bs5wBx.7yn@news.cso.uiuc.edu>
Source record: 110109

[This is a re-cross-post of a pair of notes note originally posted in comp.sys.ibm.pc.games (for reasons that will shortly become obvious). It is being reposted here because Ali Baba was originally an Atari 8-bit game, and thus there may be more people in this group who are familiar with the game and interested in discussing this topic, especiall;y those who, like me, have an Atari 8-bit AND an IBM clone. Those who've alredy seen this post in c.s.i.p.g will want to hit 'n' now; there's nothing new here.]

Speaking of Stuart Smith adventures...

How would you (all) feel about an MSDOS version of Ali Baba or Heracles? How about a version which allowed multiple machines to participate in the game? But wait, there's more! What if this hypothetical game used either serial ports, network connections, or combinations of both, to link the machines together? Suppose the number of machines which could play were limited only by the number of available ports and/or the number of available playable characters? NOW how much would you pay? Is this beginning to sound like a Ginsu ad? ;-)

No, an exact clone of Ali Baba/Heracles is not politically correct, but a new game, inspired by AB/RoH, and incorporating the above features (and more), would certainly be doable from a legal standpoint. But would it be worthwhile (i.e. would there be a market for it)? Would anyone want to play it? Would anyone want to BUY it? Could the concept be sold to a commercial sofware producer, a modern day Quality Software?

This whole concept arises from the question "what do I do now that I've rescued the Princess unaided without attacking a single living thing and gotten the congratulatory message from Stuart Smith?"

The main reason for the multimachine capability is so that people separated by some distance can still play "together," whether that distance be across the office on a Novell LAN (SHHH!! Don't tell the boss! ;-) or across the country via Compu$erve's MTM Gaming facility (for example) or even around the world via the Internet. Or perhaps a multiline BBS could connect two callers together for a game. The flexibility of allowing multiple machines via multiple connection media would be a first in IBM PC gaming history, as far as I know. Some of Dan Bunten's games promise to allow connection via modem or network, but at present they only do modem (as evidenced by the recent Global Conquest, which I purchased for a friend; it needs some sort of driver before it will connect via a network, and the driver isn't available yet according to the docs). Of course, you could also simply play on one machine and pass around the joystick(s), just like the old days. ;-)

As for the game itself, I'd be interested to know how folks think an Ali Baba type game could be expanded to become more enjoyable, given the above sort of connectivity capability. What sorts of things would you add? Suppose you could find magic potions which, if swallowed, can increase your strength or make you run faster or heal your wounds (or maybe poison you!) How about the option to play either cooperatively OR competitvely? Perhaps the game would randomly select a task to be accomplished by each group, and the first group to complete their task would win? Perhaps the tasks would be interrelated such that when one team advances the other is retarded, sort of like a tug of war? Or each team could purposely set up obstacles which would hinder the progress of the other team?

I'm interested in a sort of brainstorming session, to see what sorts of interesting things people come up with. Who knows, I might even be inspired and implement the sucker. ;-)

So, let's hear it from all you Ali Baba/Heracles/Stuart Smith fans out there!

3063. Questions about XE etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 18:20:08 UTC
From: Mark Czarnowski <U58578@uicvm.uic.edu>
Message-ID: <92211.132008U58578@uicvm.uic.edu>
Source record: 110110

qquit
qquit

3064. Atari Arcade Game Artwork for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 20:30:00 UTC
From: DUNHAM_JERRY@TANDEM.COM
Message-ID: <199207291334.AA3897@comm.Tandem.COM>
Source record: 110112

```
------------ ORIGINAL ATTACHMENT --------
SENT 07-29-92 FROM WILLIAMS_DEBBY @AUSTIN

Atari Arcade Game Artwork for sale
Hi,
My brother-in-law worked at Atari for a time and got a piece of artwork
from one of their pinball/arcade games for me. I have no room to hang it
anymore but it would look great in a game room, den, or study. It is a
painting on reflective glass with bright colors of blues, yellows, oranges
etc. of a man and woman on a futuristic motorcycle with the wording
"Spaceriders" across the top. It is almost Peter Maxish. Dimensions
are 28"w x 24" h. It would look great in a kids room too. Asking $30.
Thanks,
Debby
```

3065. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 21:00:15 UTC
From: hgm@ncsu.edu
Message-ID: <hgm.712443615@fbi.cc.ncsu.edu>
Source record: 110114
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

I came into this thread while it was winding down......

I've just run across a game that I've never heard of for the 2600 --
Sentinel (copywrite 1990!). Bought it, and found that it requires the
2600/7800 light gun.

I have a NES light gun that's hackable -- I don't own a NES anymore. Anyone
have a 2600/7800 light gun, and want to clue us all in on the details? I'm
not going to run out and buy a light gun to play this one game.

--hal

--
hgm@ccvr1.cc.ncsu.edu "The trick is -- find a name for it.
Then you can sell it. End of the Revolution."

3066. Re: PSAN

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 21:33:46 UTC
From: hoser@dainbramaged.EBay.Sun.COM
Message-ID: <l7e3lqlNN8nv@male.EBay.Sun.COM>
Source record: 110113

In article <9207280005.AA22210@smithkline.com> poehland%phvax.dnet@SMITHKLINE.COM writes:
>The word I have is that PSAN folded last year.
>The last issue of PSAN I'm aware of came out around March 1991. The cover was
>a riot. It featured Saddam Hussein wearing a duncecap, & camels with bullseyes
>painted on their humps in the background.
>Sometime in the fall of 1991 I sent Jim Chapman a postcard inquiring about PSAN
>& requesting a sample issue. I never received a response.
>Several sources mentioned it was a severe case of burnout.
>A few months ago I heard a rumor PSAN was going to start up again this Fall.
>We'll see.......
>
> - BEN POEHLAND
> The Alchemist
>
>***

I've had a subscription to PSAN for about two years and the last issue of Puget Sound Atari News I received was May 1991. About that time it did indeed stop publication. However I have recently received two issues of Pacific Side Atari News -- PSAN. Apparently PSAN has gone to press again with a slightly different name and a new coordinator since March, although the first issue I received was April 1992 (and it is numbered #1, but there was a reference in a "Letter to the Editor" about some March 1992 issue).

The only contacts listed in the masthead are for advertising, but the Coordinator/Editor (still listed as a member of the "Puget Sound Atari News Staff") is John Strand. His number is listed as (206) 459-4156. He can also be contacted via GEnie as J.STRAND1.

Some notes about the re-emergence of PSAN. It doesn't have the "gloss" of the earlier PSAN (one-color paper cover instead of two-color glossy, for example). The new "magazine" is also noticeably smaller. There are only 3 "Feature" articles in April/May 1992 instead of 10 in the May 1991 (and the June 1992 is about the same), but I'm hoping that this lack of meat is do to its hiatus and that, given time, it will return to a status near it's earlier production. To its credit, however, the first new issue did contain a (1st of 2 part) feature on how to perform a do-it-yourself SIMM memory upgrade for the ST. So there is meat, just not much of it.

Oh, did I mention that there is very little 8-Bit material -- one review out of seven in the April/May 1992 issue (about European 8-Bit games on cassette). For 8-Bit support, you'll find the new magazine disappointing and not worth the $2.50 cover price, but this may

change. I hope so.

The past issues of PSAN that I have I still find to be good references, much like Current Notes (and I certainly didn't mind all the little projects for those of us who like to take things apart and burn fingers with soldering irons :-), and I really hope that the new PSAN becomes a good reference, also. But I doubt that it will reach a status along the lines of AIM or Current Notes; it is really more of a User Group Magazine again.

Hope this helps everyone who was interested in PSAN.

Mark Houser
Sun Microsystems -- Education Services
Customer Training Instructor
mark.houser@EBay.Sun.COM

3067. Fax/modems

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 21:38:38 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Jul29.213838.8105@ge-dab.GE.COM>
Source record: 110115

Well I've posted some inquiries to GEnie and CompuServe with some scattered responses, so I'll try here:

Would many of you loyal Atari 8-bit users here want to be able to send/receive faxes from your 8-bit? I've collected some info about the subject, and talked to a few technical guys, and it appears to be possible to interface one of the new fax/modems to the 8-bit (using an 850, P:R:Connection, Black Box, MIO, etc.). You would of course have to obtain a fax/modem (I've seen them as low as $75 recently).

Writing the software and doing the testing is a lengthy effort, so I don't want to consider it without some positive feedback on the subject. I would propose creating the fax offline, with (among other things) an editor, maybe using Daisy Dot III to format nicely, and possibly importing images (graphics 8, 9, or 15, or scanned images in TIFF). The send program would read your created fax from disk, and send it out to a fax or fax/modem. The receive program would most likely go directly to disk, allowing you to view the fax offline, or maybe print it on your dot matrix printer offline. Those of you familiar with my APACVIEW and other graphics programs will realize how slow the old 6502 is at interpreting GIF images, so expect similar speed here (1-3 minutes to display a reduced resolution image).

I don't expect to get to a project like this right away, but I thought this might spawn some worthwhile discussion...

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3068. Ultra-Speed chip

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 21:44:35 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <78275.2109219648@kcbbs.gen.nz>
Source record: 110198

Can anyone give me any information on the Ultra-speed chip for the 8-bit (specifically for an 800XL) please? I have someone that is desperately looking for one and will take it either new or second-hand. If anyone has one lying around that they don't want or know where I can get one please email me.

3069. CRASH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 22:24:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4R3ooB2w164w@cyberden.uucp>
Source record: 110116

Does anyone know what could be wrong with my 1200xl?? Here are a few
things it's been doing lately, even though I haven't been loading up
anything special or spilling stuff into it... :)

Freezing- it froze in BobTerm. Not even [RESET] got me out
DOSing- I was in DDIII's Font Editor, but I left the house for a while
and came back. For some reason when I hit [-] to change chars.
(first button I pressed when I got back) it typed it out
onto the screen... a few seconds later it attempted to
go to dos...
more key freezes

could it be the keyboard/chips?
thanx

Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 29, 1992

3070. A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-29 23:57:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <712454211.F00001@tdkt.kksys.com>
Source record: 110126

You are correct whenyou say OS/A+ was written on an Apple II computer. You are also correct about Atari DOS and Atari Basic. It is referenced in the OSS book OS/A+ "Systems Software for Apple and Atari computers" by OSS Inc., circa 1982, Chapter 1, page 1, paragraph 1.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3071. APAC Object Editor!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 00:30:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Rk9ooB1w164w@cyberden.uucp>
Source record: 110118

HEY ALL! I'm working on a program that allows you to edit 8 x 8 x 256 characters! Yes! 8 x 8 x 256. Just like normal character sets, but in 256 colors! Of course you loose a LOT of characters per set (1024 bytes), but you have unlimited characters avaliable to place onto the screen. The program is written in TurboBASIC XL (of COURSE...) and so fa all I've got it to do is edit one character and change it into "TEXT"able characters. (Say you have an 8 x 8 block in GR.9/GR.10/GR.11/APAC mode- it would take up 4 x 8 bytes, or 4 normal character-set characters. If you were to place a character onto the screen, you'd do something like this:
COLOR 1:POKE 87,8 (this would probably be set all the time)
POKE 756,CHC:TEXT X,Y,"ABCD" (CHC is the character set base..)
POKE 756,CHL:TEXT X,Y+96,"ABCD" (CHL is the chbase + 512 (or 1024), and contains the luminence data... CHC cont-
aining the color data)

As soon as I get the editor done, I'll upload it to the archive and commense work on a Galaga clone!!! :) (my FAVORITE game of all time!)

Hopefully TBXL can keep up.. it having to TEXT onto the screen twice for every enemy. (8x8x256 looks mighty nice!!)

Any comments or ideas are GREATLY appreciated.
Bill

```
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |_________________________________
NJ!| July 29, 1992
```

3072. Re: Does Elvis own an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 00:43:50 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul30.004350.6820@dartvax.dartmouth.edu>
Source record: 110117

In <NHoooB2w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:

>bd891@cleveland.Freenet.Edu (Paul Allwood) writes:

>>
>> Well does he?
>> GO ATARI
>> GO ATARI
>> GO ATARI
>> GO ATARI
>> GO ATARI
>> GO ATARI
>>
>SOMEbody was pretty bored!!! :)

> "Be seeing you!"
>Say|____________9_year_veteran_ ||| __
>Hi |PhBill: Bill Kendrick / | \
>if |moon!cyberden!phbill@well.sf.ca.us
>in |_____________________________
>NJ!| July 29, 1992

But you have to be even more bored to respond to a post like that. :-)

9 year veteran?
I bought my Atari 800 with 48K and 810 drive way back on 31 December 1981.
So I'm working on year 11.

--PC

Please somebody post a message asking us to stop this thread so we can keep
posting for another couple of weeks.

3073. XE questions etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 01:28:11 UTC
From: Mark Czarnowski <U58578@uicvm.uic.edu>
Message-ID: <92211.202811U58578@uicvm.uic.edu>
Source record: 110119

```
================================================================================
================================================================================
Organization: University of Illinois at Chicago
Date: Wednesday, 29 Jul 1992 00:40:54 CDT
From: Mark Czarnowski <U58578@uicvm.uic.edu>

Message-ID: <92211.004054U58578@uicvm.uic.edu>
Newsgroups: comp.sys.atari.8bit
Subject: Questions about XE etc.

2 years ago I bought an Atari XE Game System from Toys R Us at a clearance pric
e of $80. I bought it to replace my 400 which had died earlier. The other day
I noticed that the XE is still at the same store at the same clearance price.
Is there anyplace else that actually sells new Atari XE's besides there? A fr
iend of mine gave me 2 old, big, slow Atari 810 floppy drives, along with a few
shoeboxes full of disks, and some other junque.

I can't find any "new" software for the XE at the store anymore. When was the
last year any cartridge and disk games <software> was manufactured for the 8-bi
t Ataris? <--sp? Most of the stuff I have is early 80's, and is rather bad fr
om the graphics point of view. Is there any other game for which the light gun
is good for besides Bug Hunt?

Last year I saw a 1200 baud Atari Modem beand new at a ham feat for $20. I sho
uld have bought it. It had an RS-232 port and the IO port for the Atari. What
is the name of this modem and is there anyone selling it that cheap new anymor
e?

I had a voice synthisizer program called S.A.M., but it no longer works. Is th
ere anyplace where I can get another copy?

Also, the cable connecting the keyboard to the computer has a short in it. Any
one have a new keyboard cheap?

Bottom line is that I am looking for:
1. "New" software
2. The modem which I described
3. A better disk drive
4. New keyboard
5. S.A.M. replacement

I am glad to see that a lot of people besides myself still own and use 8-bit At
ari computers ! :-)

Please post or email me if you can help answer my questions.

Thanx much!
```

Mark B. Czarnowski

UIC (University of Illinois at Chicago)
Internet: U58578@uicvm.uic.edu

Go Cubs!!!

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3074. Re: Rambrandt

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 03:33:49 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63088@cup.portal.com>
Source record: 110120

As I recall, it was written in Forth ergo the... unusual... file format
disk layout, etc. Never heard of the source code being published, but I
think it was written by someone from a Philly user group.

3075. Re: XE questions etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 04:00:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63092@cup.portal.com>
Source record: 110121

Well, I was going to reply somewhere else, but since you need the same info:
One of the best/first Atari only stores is;
B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA 95050
(408)986-9960
They do everything from 8-bit to ST, repair, parts, etc. They still have a good selection of just about everything ever made by Atari. Prices run from $8 to about $25 for new software. They have packages of 800 replacement boards for about $30 & reconditioned 800's for $59 with Star Raiders. Ask for their catalogue, you won't be dissapointed.
American Techna-Vision
15338 Inverness St
San Leandro, CA 94579
1-(800)551-9995 or (510)352-3787
They offer just about the same service as B&C, but parts run a little cheaper For instance, they sell a complete 800 board kit for $28.50! In other words, if you have an 800 with everything but the keyboard & case fried, you can get it running again for less then $30. They also have the Newell 1 meg upgrades & drive parts.
San Jose Computer
Alma Ct (I forgot the sweet number)
San Jose, CA
They have a lot of stuff, you can (408) 555-1212 for the number if you have to. I sorta like these guys: When I was looking for a 1772 controller for my xf551 they offered to pull one out of an old drive for me at a couple of bucks.
There's obviously a lot more stores that handle Atari, sorry for the omissions. If you can really wait, don't mind spending a fortune on LD, there's also Compucat. It's the first BBS/Store I ever heard of & they've seperated me from major amounts of money. I believe Atari has cut them off as a regular supplier, but they still have some of the best connections around. May not be the best price since they have to go through a distibuter, but their prices are cost +10% (408)353-4669

3076. Re: Touch Tablet: need pinouts!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 04:10:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63093@cup.portal.com>
Source record: 110122

Well, one of us is going to have to take his pad apart <g>. Since I don't want it to be me, what I'd suggest is look & the IC's, they're just vanilla stuff like 4049's. Use a VOM to see which lines go to the chip 5V & GND pins. Next look at which lines go to the buttons these will hook up to the stick left & stick right of the joystick port (I think). That just leaves the two lines that go to the paddle inputs. You stand a 50:50 chance of getting it right the 1st time.
If you need the pin outs for the joystick port, let me know.

3077. Z*NET FNET in the nets

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 07:50:30 UTC
From: jonc@status.gen.nz
Message-ID: <VusooB7w164w@status.gen.nz>
Source record: 110124

Hello Fellow news group readers,

We finally have the FoReM NeT (FNET) news in fido and usenet formats
for the whole world to read.

I would like to start polling in a 10 days time for a NEW news group of
this one called comp.sys.atari.ZNET . This will reflect the Z*NET FNET
mail / traffic on Usenet.

As we are the mail gateway for Z*NET on the nets we will send the mail
both directions from here in NZL.

Before I poll I would like some feedback if any from this news group.

Kind regards

Jon Clarke
Z*NET On-Line Magazines
Auckland
New Zealand (gatewayed to NJ, USA)

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

3078. Atari 5200 games for $1 (one dollar)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 08:55:45 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul30.085545.11533@sactoh0.sac.ca.us>
Source record: 110128
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

Seen at Weird Stuff Warehouse, they have opened 5200 games for only $1, yes, one dollar.

Not a big selection, and no instructions, but then again, the gaems are classics, and for the most part, instructions aren't needed.

By the way, I checked for the Atari 800 video monitor cables with the BNC connectors, and they were gone (!?!) Now who would go and buy them up?

For those fortunate enough to live in the Bay Area, they have a few games for other platforms, ST games and a box full of a Karate games for the 2600 for 49 cents.

Here's the address"
Weird Stuff Warehouse
1190 Kern Av
Sunnyvale, CA 94086
(408) 746-1111

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

3079. Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 09:08:55 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jul30.090855.11721@sactoh0.sac.ca.us>
Source record: 110130
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(Cross posted to .st, maybe someone remembers)

I saw this at B&C Computervisions in Santa Clara, an Atari 1029
printer. It's a dot matrix printer, it looks like a C. Itoh
Prowriter (?) clone.

Does anyone know anything about this printer?

As I recall, Atari never offered the 1029 in the US, I never saw it
in any literature, or saw it at Federated.

Was this an unreleased prototype, or a printer for the European
market?

The 8 bit printers that I know that were released were the;
820 40 column dot matrix
822 40 column thermal, with plotting
825 80 column parallel
1020 color plotter
1025 80 column SIO
XDM121 daisy wheel

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

3080. Re: CRASH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 10:46:28 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1992Jul30.104628.15001@usenet.ins.cwru.edu>
Source record: 110125

WHILE YOU WERE OUT SOME ALIENS FROM STAR TRECK MIGHT HAVE
BEAMED DOWN IN TO YOUR HOUSE AND ACCIDENTLY LANDED ON
YOUR KEYBOARD. OR MAYBE
THEY TRYIED TO LEAVE YOU A MESSAGE ON IT BUT BECAUSE THEY ARE
USED RUNNING 1024 BIT
MACHINES THEY LEFT A BUG IN YOUR SOFTWARE.
I HAVE BEEN USING BOBTERM ON MY 1200 XL
WITH NO PROBLEMS; I THINK?
--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

3081. Perspectives on Piracy (My Error??).

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 13:42:10 UTC
From: a644690c@edinboro.edu
Message-ID: <0095E574CA91AF40.20200BCA@edinboro.edu>
Source record: 110127

> Adam,
>
> I follow your point about buyig an original from a friend, but I don't
> condone cpying commercial programs, even if the company "isn't around
> anymore." If the company had folded, the softwar reverts back to the
> author. A lot of comapnies that aren't in the Atari market anymore are
> still around. The best thing, would be to get the company to release
> the old commercial game into the public domain. If a company isn't
> around (ie alive), we should tr to get ahold of the author, andsee if
> he/she will release the program into the PD. Who knows who wrote
> Paperclip, for example? Wouldn't it be nice to get software out into
> the public domain, and maybe if we get lucky, source code could come with
> it, for someone like Bob Puff to make an update.
>
> That's the solution, not piracy.
>
> Pattie Rayl (Atari Interface)

You make an interesting point about the actual ownership of software. I have always been under the impression that work done for hire or contract becomes the legal property of the contractor or company involved. Similar to the early Atari days where Programmers were not even allowed to include their names in there works. If the law does indeed state that the copyright falls back to the programmer if a company collapses, then my opinion certainly changes in that respect. Software Piracy IS theft, I admit... and we, as responsible Atari owners, should make every effort to own 'legal' copies of all our software. But... at what expense? How much time and money would have to be spent to reach the proper individuals? And how many of those people have already relinquished there copyright? I have seen many old games on legitimate BBSs where the author evidently gave up the copyright. Who do we contact to find out if these copyrights are still valid? Then there is a question about companies that are still around that no longer support the 8bit stuff (ICD for example): What are we supposed to do when a company simply just sits on a copyright? (IMHO- ICD made some of the finest stuff available!)

[Just A thought: ICD wants to sell the rights to a lot of there 8bit stuff. No one (or company) wants to invest in an 'obsolete' platform. Would it be possible for 'the 8bit community' to purchase the rights to this Software?? We could take up some sort of collection, buy the rights, and release it into PD. This approach could work with a lot of old software. If enough money can not be raised by a group, then that should just show the company that their product is indeed 'obsolete' and they should take what they get. Anyway, Is this a real solution???]

Granted, getting all the great old titles released into the Public Domain would be fantastic, but how realistic is that? I doubt many companies would be willing to simply 'Give up' there rights to a package. And, as I said, tracking down those old authors may be an impossibility. Legality is NOT morality... they rarely mesh. These kind of decisions must ultimately rest with the individual, and we must just use some common sense.

-Adam Conover.
a644690c@edinboro.edu

3082. Atari questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 14:46:00 UTC
From: DUNHAM_JERRY@TANDEM.COM
Message-ID: <199207300750.AA21305@comm.Tandem.COM>
Source record: 110129

To Mark B. Czarnowski,

The Atari modem you describe is the SX212. I don't know of a current source off of the top of my head, but I'm sure you could find one at approximately that price by poking around a bit.

As for 8-bit software, it takes some digging, but there IS some good stuff still available if you know where to look, and the prices are QUITE reasonable. One source I'm sure you haven't heard of is an Atari store in Boerne, Texas. Here's the story:

For many years Floyd Blunk has owned and operated a truly excellent Atari store in Boerne or San Antonio (it moved back and forth through the years) called Atari-Ville, supporting the 8-bit at first and later adding the ST. His prices were always excellent and his selection of software phenomenal. He offered hardware service, but only typically sold the lower-end hardware that moved in volume.

Early this year Floyd sold the Atari business so as to concentrate on his H&R Block franchise and his Sears catalog store franchise. The new owner had no interest in the 8-bit side of the business and did not take Floyd's 8-bit stock. Floyd therefore moved all the 8-bit stuff, as well as some ST stuff the new owner wasn't interested in, to the H&R Block office in Boerne and has been selling it off at fire sale prices ever since. New, unopened software for my 8-bit I bought for prices ranging from $1 to $4, including things like AtariWriter + and Write 80. I bought backup copies of many of the games my kids play often just because they were so cheap (and I have no Happy). I bought my son a brand-new, never opened XDM121 daisywheel printer for $39.95. Yes, Floyd is quite willing to take phone orders and ship anywhere in the U.S. and Canada.

If you are interested in getting a list of what's currently still available, or just checking to see if he has a copy of something specific that you are looking for, call the H&R Block office in Boerne, Texas. I just dug around looking for a phone number and found (512)249-3024, but I'm not sure whether that's the H&R Block number or the old (now defunct) Atari-Ville number, so you may have to resort to directory assistance.

I hope this helps.

--Jerry Dunham
Tandem Computers
dunham_jerry@tandem.com
400, 600XL, 800XL, 520ST

3083. Re: alt real dungeon: stuck

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 16:04:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63119@cup.portal.com>
Source record: 110131

Well I wandered around "The Dungeon" for a little while yesterday so what follows are a few tips. Stop reading if you don't want any.
Sequence should go something like this: Trade a piece of clothing to the Clothes Horse for the Mirrored Shield on level #2 I believe. It's usefull for 2 encounters. If you get the Iron Palm Salve on level III, it's helpfull but not required. Use it before you go to the Gargoyle 'cause he'll teleport you to the Basilisk when you answer his questions right. Answers to the questions in order are SHIPWRECK, ORACLE, BLOODSTONE, SHINGOR. (You have taken the reforged ring & tossed it in the Oracle by now right?) If you use the Mirrored shield & bare hand you should be able to defeat the Basilisk. I took him on after casting dexterity, shadowmeld, & speed W/O the shield & lucked out [Temporial F., wack, Temporial F., wack, ...] You get the Bloodstone after winning the battle. You also have access to the stamina fountain in the SE corner of that level. You're supposed to give the Bloodstone to the Dragon next door to the Gargoyle, but I carried it around for a while since it helps restore hit points. If you chose to fight the Dragon, be ready for a major fight. I think he(she?) has 800-900 HPs. I managed to win one by having 2 or 3 gold horns, a dozen crystals, wands, & a fully charged guild ring, but I used EVERYTHING up & only had 20 or 30 HPs left myself. You get so much loot after the battle you can't carry it all, so dump everything in your guild locker before you take him on, what's left over won't be there when you return. You should have the PAC card by now if you've been following the hints in the game, so the only thing left to do is equip the Mirrored Shield & go down to the 4th level to met your destiny.

3084. Z*net

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 16:13:35 UTC
From: bbs@neb
Message-ID: <1992Jul30.161335.19673@neb>
Source record: 110149

```
You have my vote!
.
J.King aka Kamaro Kid @ Neb in Utah!
-----
Posted by BBS User: James King
```

3085. Re: Rambrandt

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 16:15:31 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.061g@abcd.Houghton.MI.US>
Source record: 110132

In a message dated Wed 29 Jul 92 14:13, Ac742@yfn.ysu.edu (joe Perkins) wrote:

AP> I have some Antic disks that contain the paint program "RAMBRANT",
AP> as well as some utilities and the SOLID OBJECT MODULE for Rambrant.
AP> The disks are numbered AP0157a, AP0182, and AP0157b..
AP> Can anyone tell me if the source code to these programs ever
AP> appeared in print (Antic magazine)..and if so, in what issue?
AP> Better yet, is the author out there listening somewhere?
AP> I am trying to get this thing to work on my Hard drive..I would like
AP> to change the default drive # for disk access..and maybe a few other
AP> things that will allow it to search subdirectories and exit to DOS.
AP> Thanks
AP> --
AP> ****Joe Perkins
AP> Internet: ac742@yfn.ysu.edu
AP> ****

The RAMbrant source code was never published. It was sold through the Antic Catalog. BTW, a lot of software uses memory locations required by SpartaDOS (if that is what is running on your harddrive) and are tough to patch. How up are you on your machine language (hex codes as opposed to assembler)? If you own a disk editor with hex search capability, you may be able to track down the CIO calls and change the drive number - still no guarantee that it will run under your DOS however....

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3086. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 17:14:41 UTC
From: dunham@mpd.tandem.com
Message-ID: <2151@devnull.mpd.tandem.com>
Source record: 110133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Jul30.090855.11721@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
]
]I saw this at B&C Computervisions in Santa Clara, an Atari 1029
]printer. It's a dot matrix printer, it looks like a C. Itoh
]Prowriter (?) clone.
]
]As I recall, Atari never offered the 1029 in the US, I never saw it
]in any literature, or saw it at Federated.
]
]The 8 bit printers that I know that were released were the;
]820 40 column dot matrix
]822 40 column thermal, with plotting
]825 80 column parallel
]1020 color plotter
]1025 80 column SIO
]XDM121 daisy wheel
]

This looks like the beginnings of another section of the FAQ, or even its own list. Would you be willing to be the KotL for this info? I'm sure newcomers would be interested in a list of all the major products for the Atari 8-bits along with a one-line description, starting with the products of Atari itself. This should also include such almost products as the 1450XL. Or does this list exist somewhere already so that I'm just displaying my ignorance?

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3087. Re: Perspectives on Piracy (My Error??).

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 17:15:34 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul30.171534.7554@dartvax.dartmouth.edu>
Source record: 110134

In <0095E574CA91AF40.20200BCA@edinboro.edu> a644690c@edinboro.edu ("Adam J. Conover") writes:

>> Adam,
>>
>> I follow your point about buyig an original from a friend, but I don't
>> condone cpying commercial programs, even if the company "isn't around
>> anymore." If the company had folded, the softwar reverts back to the
>> author. A lot of comapnies that aren't in the Atari market anymore are
>> still around. The best thing, would be to get the company to release
>> the old commercial game into the public domain. If a company isn't
>> around (ie alive), we should tr to get ahold of the author, andsee if
>> he/she will release the program into the PD. Who knows who wrote
>> Paperclip, for example? Wouldn't it be nice to get software out into
>> the public domain, and maybe if we get lucky, source code could come with
>> it, for someone like Bob Puff to make an update.
>>
>> That's the solution, not piracy.
>>
>> Pattie Rayl (Atari Interface)

>You make an interesting point about the actual ownership of software. I
>have always been under the impression that work done for hire or contract
>becomes the legal property of the contractor or company involved. Similar
>to the early Atari days where Programmers were not even allowed to include
>their names in there works. If the law does indeed state that the copyright
>falls back to the programmer if a company collapses, then my opinion
>certainly changes in that respect.
I think that depends on the contract that the company made with the programmers. If the programmers were employees, then the odds are that they have no rights to the software whatsoever. If the programmers sold the completed work to the software company, then it would be likely that the copyrights would go back to the programmer. If nothing was mentioned in the contract, however, I think that the copyright wouldn't default to them. The copyright is property, just as the office furniture of the software company. If the company went belly up, then likely all remaining assets were sold to some liquidator who would now inadvertantly own the copyrights without (possibly) even knowing it. This is, of course, speculation.
Are there any lawyers out there who know about this stuff? Any programmers who know who has the rights to what they wrote?

The issue now is to track down who owns the copyrights. Then we need to get the Atari implementations released for public distribution. Anyone approaching copyright holders should avoid the phrase "public domain." Especially if the company is still selling software for other platforms,

they will want to retain the rights to the name/concept of the software.
Perhaps the best suggestion is for them to sign a statement granting a license
for every owner of an Atari 400/800/XL/XE system to use their software
on that system. Such a declaration would protect the company from loss
of control of implementations on other platforms while making the software
effectively public domain for the Atari 8-bit community.

Perhaps someone should write up a proposed statement for copyright holders
to issue that would protect their rights while making the software available
for Atari users.

--PC

3088. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 20:14:32 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XeRqoB4w164w@cyberden.uucp>
Source record: 110142

THEY'D HAVE TO SUPPORT IT!?!?!??! AHAHAHAHAHAHHAHHHAHAHAHAHHHHAHAHAHA!!!

HOW exactly does one support such old software. I'm sure there's probably no one left in those companies anymore from back in the A.C. days! I'm sure plenty more A.C. users out here know a lot more about the old games than whoever's left in the companies!!!

Damn... that makes me mad.

```
Say|____________9_year_veteran_ ||| __
Hi |PhBill: Bill Kendrick / | \
if |moon!cyberden!phbill@well.sf.ca.us
in |___________________________________
NJ!| July 30, 1992
```

3089. 1250XLD

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 20:56:28 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Jul30.205628.20387@dartvax.dartmouth.edu>
Source record: 110137

Remember all those reviews and photos of the 1450XLD in _Compute!_ and _Creative Computing_? Am I the only one who looked closely enough at one of the photos to notice that the nameplate didn't say 1450XLD? It said 1250XLD!!! Was this the same thing with the number changed for marketing, or did Atari originally plan on the 1250 as a complement for the 1200 and just re-used the case for the prototype/photos?

Or am I just seeing things?

--PC

3090. Re: Stuff left for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 21:12:35 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.061r@abcd.Houghton.MI.US>
Source record: 110135

To the individual in Deutschland who wants the 65XE:

Are you aware that there is a difference between Atari 8bit computers manufactured for the North American market and the European market? The North American machines use NTSC video and an internal clock based on 60Hz and 120VAC power supplies, and the European machines use PAL video and an internal clock based on 50Hz and 220VAC power supplies.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3091. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-30 21:22:43 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.061x@abcd.Houghton.MI.US>
Source record: 110136

In a message dated Thu 30 Jul 92 12:32, Mfolivo@sactoh0.sac.ca.us (mark New wrote:

MN> I saw this at B&C Computervisions in Santa Clara, an Atari 1029
MN> printer. It's a dot matrix printer, it looks like a C. Itoh
MN> Prowriter (?) clone.

MN> Does anyone know anything about this printer?

MN> As I recall, Atari never offered the 1029 in the US, I never saw it
MN> in any literature, or saw it at Federated.

MN> Was this an unreleased prototype, or a printer for the European
MN> market?

MN> The 8 bit printers that I know that were released were the;
MN> 820 40 column dot matrix
MN> 822 40 column thermal, with plotting
MN> 825 80 column parallel
MN> 1020 color plotter
MN> 1025 80 column SIO
MN> XDM121 daisy wheel

There were also the following Atari 8bit printers:
1027 80 column letter quality (used something resembling a printing calculator for the print head and wouldn't print reliably on anything thicker than 15 pound paper)
XMM801 80 column dot matrix adjustable tractor feed - mostly Epson compatible
I owned both of these SIO printers.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3092. Re: A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 00:47:58 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul31.004758.27041@ucsu.Colorado.EDU>
Source record: 110139

In article <15470eINN7lp@agate.berkeley.edu> deaven@physics.Berkeley.EDU (David Deaven) writes:
>I still write Atari assembler on a workstation. A cross-assembler in a
>UNIX environment is a very nice thing -- I use a small one which I've
>written in C and you can imagine how much easier it is
>to go through the edit-assemble-edit cycle. I can download the binary
>straight to the Atari via RS-232 over a 2400b modem (or just right off
>the port on the workstation, if I bring in an xl machine on the
>weekend or at night). This is all very much simpler for me than the
>old Atari Macro Assembler or (even worse) the Assembler/editor cartridge.
>But then I have a pretty low-tech system; no hard drive and none of my
>machines have more than 48K. My main use for these beautifully
>engineered machines is for incorporation in to electronic projects
>which require a brain, and some small ``home computation'' tasks.
>--
>David Deaven (deaven@physics.berkeley.edu)

Say, pal, any objection to sharing the cross-assembler? :^) Sounds pretty nice, but to write my own would be way too big of a project - I don't have one tenth the time that would require!

Which workstation are you on? I'm on a SPARC 2. (I wouldn't expect any hardware-specific stuff in your cross-assembler, tho.) Seriously, would you mind sharing? That might just be the ticket that would get me back into hacking assembly on my trusty 800!

Thanks,

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"

Did you ever notice that everybody in favor of abortion has already been born?!

3093. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 00:50:04 UTC
From: a644690c@edinboro.edu
Message-ID: <0095E5D2189FB3A0.20200EA3@edinboro.edu>
Source record: 110138

[.......]
> I own several versions of SpartaDOS from version 1.1 to 4.20 (the X cart). It
> is my DOS of choice and I use it daily, along with around 250 utilities (most
> pertaining to 3.2d, but work well with the X cart).

Could you send me a directory dump of these? I am looking to collect a
list of filenames. Are they PD/Shareware??? If so, could I arrange to get
a copy of your collection?? (I think I already own all the commercial utils).

> As an example, I found a bug in the X cart yesterday, that pertains to the
> command.com module in the cart. Just fiddling around I turned on my system
> (Newell 1 MEG 800XL, 1 MEG MIO, and hard drive, and typed the following:
>
> TIME
> DATE
> KEY ON
> COMMAND
I am confused about this. TIME, DATE, and KEY on are all fine, but what
is COMMAND for? Isn't this just loading COMMAND.COM back on top of itself?

> PATH ON
What is PATH ON? PATH is an environmental not a command. PATH ON would
just set PATH=ON and PATH needs to be a series of directories.

> IBM ON
IBM ON ??? There is not and IBM command on the SDX cart! (There is an IBM
command as part of PROKEY.COM but that only works with SD3.2) I have also
noticed that no error is produced if I type an invalid command after typing
COMMAND. It simply ignores the line.

> ?
This just loads a file with a one charactor filename. In most cases this
is X.COM from the cart.

> After hitting return on the question mark line, the system locked up. It locked
> up 5 out of 5 times.

I tried this sequence with no lock-up, only an invalid parameter on the ? line.
All of this is based on a 256k 800xl (RAMbo), 1 meg MIO, with SDX (4.19).

[......]
> Amos Jackson
>
> * Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

-Adam Conover.
a644690c@edinboro.edu

3094. Re: Fax/modems

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 00:59:35 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul31.005935.27717@ucsu.Colorado.EDU>
Source record: 110140

In article <1992Jul29.213838.8105@ge-dab.GE.COM> potter@sunny0.dab.ge.com (Jeff Potter) writes:
>Well I've posted some inquiries to GEnie and CompuServe with some
>scattered responses, so I'll try here:
>
>Would many of you loyal Atari 8-bit users here want to be able to
>send/receive faxes from your 8-bit? I've collected some info about
>the subject, and talked to a few technical guys, and it appears to
>be possible to interface one of the new fax/modems to the 8-bit (using
>an 850, P:R:Connection, Black Box, MIO, etc.). You would of course
>have to obtain a fax/modem (I've seen them as low as $75 recently).
[...]
>I don't expect to get to a project like this right away, but I thought
>this might spawn some worthwhile discussion...
>
>--
>Jeff Potter

Well, I don't personally have any use for faxen [sic], but I do wish to applaud you for your ongoing development for the 8-bits! Thanks and keep up the good work!

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't be afraid, He has risen/ He's not here,
hill@spot.Colorado.EDU | why are you trembling with fear/ Just as He
Ball Aerospace Systems Group & | told you, just as He said/ They could not
University of Colorado@Boulder | stop Him, He is not dead! He's the Messiah"
$ mv net.flames /dev/null | --Bloodgood, "The Messiah"
-----------My boss is a Jewish carpenter!-----------
Did you ever notice that everybody in favor of abortion has already been born?!

3095. Re: Does Elvis own an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 01:09:09 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Jul31.010909.28718@ucsu.Colorado.EDU>
Source record: 110141

In article <1992Jul30.004350.6820@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:
>In <NHoooB2w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>>bd891@cleveland.Freenet.Edu (Paul Allwood) writes:
>
>>>
>>> Well does he?
>>> GO ATARI
>>> GO ATARI
>>> GO ATARI
>>> GO ATARI
>>> GO ATARI
>>> GO ATARI
>>>
>>SOMEbody was pretty bored!!! :)
>
>> "Be seeing you!"
>>Say|____________9_year_veteran_ ||| __
>>Hi |PhBill: Bill Kendrick / | \
>>if |moon!cyberden!phbill@well.sf.ca.us
>>in |___________________________________
>>NJ!| July 29, 1992
>
>But you have to be even more bored to respond to a post like that. :-)
>
>9 year veteran?
>I bought my Atari 800 with 48K and 810 drive way back on 31 December 1981.
>So I'm working on year 11.
>
>--PC
>
>Please somebody post a message asking us to stop this thread so we can keep
>posting for another couple of weeks.

Could we please stop posting these inane messages? This newsgroup is for serious religious discussion of computers, and these messages are inappropriate to that purpose. Please take it to alt.get-a-life or somewhere. Thank you.

--Michael (trying hard not to let a smile crack my poker face) Hill

---

Michael Hill <>< Isaiah 9:6 | "Go, go into the world and tell all of
hill@spot.Colorado.EDU | creation He lives, lives in the hearts of men

Ball Aerospace Systems Group & | He said go, go into the world and tell all of
University of Colorado@Boulder | creation He lives, lives in the hearts of men
$ mv net.flames /dev/null | He's the Messiah" --Bloodgood, "The Messiah"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3096. LYNX Hardware Questions - Porting Games to XE's

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 01:15:45 UTC
From: shanej@eskimo.celestial.com
Message-ID: <1992Jul31.011545.10048@eskimo.celestial.com>
Source record: 110144

It's my understanding that ATARI's LYNX Gamesystem is a 6502 based game machine... How hard/is it possible to convert games for a LYNX to the XE/XL/400/800/1200 Series and for that matter the 5200? I know the 5200 had many of it's games ported/converted to the XL durring the "Piracy" Era... (back when people actually cared at Atari)

I've been thinking of purchasing the LYNX, and making the conversion to play the games on my XE when at home. (Possibly purchasing 2 LYNX's to do it and making a special CART slot for the LYNX games.)

3097. Posting

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 04:20:56 UTC
From: Mark Czarnowski <U58578@uicvm.uic.edu>
Message-ID: <92212.232056U58578@uicvm.uic.edu>
Source record: 110143

Is my post about the XE Questions etc, still here? I mean the real one, not t
he post that says qquit in it. Also, whoever posted the article about the plac
es that still have Atari 8-bit stuff w/ their addresses and phone #'s has also
disappeared from the netnews here. I have been having a problem posting things
lately on the system here at UIC. Is it Netnews Usenet that is messed up or is
it just local here? Please let me know. Maybe I'm going crazy! 8}
Mark B. Czarnowski
UIC (University of Illinois at Chicago)
Internet: U58578@uicvm.uic.edu

Go Cubs!!!

3098. 160 x 192 x 16 mode

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 05:08:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J6FRoB1w164w@cyberden.uucp>
Source record: 110148

I'm wondering how difficult it would be to make a 160 x 192 x 16 shade mode. It would come in very handy, esp. when making Computer Eyes captures (unfortunately, there'd have to be a program made specifically for doing the 16 shade mode... or perhaps since I believe the capture software (the "Executive") is in the PD, someone could just add this feature onto it.) Anyways. I see it being done just like a Pryzm mode, except instead of using alternating 80 x 192 x 16 grey/color modes, just alternating 160 x 192 x 4 grey screens. (page flipping, or doing it like APAC interlaced and EscalPaint do it..) Another neat idea is a 256 grey shade mode (80 x 192 .. I've made 80 x 96 by altering the APACmode code I have) or even 256 color mode done with 2 80 x 192 x 16 COLOR screens, instead of 1 80 x 192 x 16 color and 1 80 x 192 x 16 grey screen. Perhaps one screen would have a lower luminence value than the other? I'm not sure what exact purposes any of these modes except the 160 x 192 x 16 grey would have, but they all seem pretty easy to design because they are only variations on exsisting graphics modes.

Anyways.. anyone up to it? Also.. does anyone have code for Pryzm/EscalPaint/Interlaced APAC modes (esp.easily added to a BASIC program ;-)). I'm beginning to find 80 x 96 as a little blocky.

Thanx in advance for the latter. All comments welcome on the 1st bit.
later Bill
(constantly looking for niftier graphics modes!)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 30, 1992

3099. CX85 Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 05:14:36 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.0yz0@terapin.com>
Source record: 110146

I want to try to hardwire the Atari CX85 Keypad to an 800XL. Has anyone done this before? Is it just a matter of tracking the traces from the #s on the 800XL keyboard to the cable that goes into the motherboard and then splice in the corresponding keys from the keypad?

3100. Racal-Vadic 9600VP

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 05:19:41 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.0yz2@terapin.com>
Source record: 110145

I know this isn't Atari specific, but maybe one of my fellow Atarians has had some experience with this modem. I picked up a Racal-Vadic 9600VP at a junk store for $10bucks. I Thought this was a 9600 baud modem by the name on it. It seems it is just a 1200 baud modem. Has anyone ever used this specific model? Also, is anyone familiar with the Racal-Vadic modem commands. This thing seems to respond to most Hayes commands, but I think Racal had there own commands as well. Thanks

3101. Re: alt real dungeon: stuck

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 08:13:23 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <1992Jul31.081323.13545@blaze.cs.jhu.edu>
Source record: 110147

In article <63119@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>If you chose to fight the
>Dragon, be ready for a major fight. I think he(she?) has 800-900 HPs. I
>managed to win one by having 2 or 3 gold horns, a dozen crystals, wands, &
>a fully charged guild ring, but I used EVERYTHING up & only had 20 or 30 HPs
>left myself.

Hm? You kill the dragon by using an invulnerability sharp, blunt, and fire,
all at the same time....
--
I am of course experienced in teaching and have read the writings of Socrates.
-- Ed Nilges

Ken Arromdee (UUCP: ....!jhunix!arromdee; BITNET: arromdee@jhuvm;
INTERNET: arromdee@jyusenkyou.cs.jhu.edu)

3102. Re: Piracy discussions always miss this point

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 14:33:15 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <1992Jul31.143315.15861@cbnewse.cb.att.com>
Source record: 110150

One issue I have not seen discussed in regards to pirating software is the harm that it does to the original purchasers of the software who, for whatever reason, decide they would like to sell their collection. (Yes, I know some software has non-transferrable licenses but most, especially the games, don't have that restriction.)

With piracy rife, the amount the seller will get for his or her software is negligible. If piracy were not occurring, then the free market place would set that price for the software that had made it into user's hands. The price for some coveted software may actually go up in value. When the prices rise high enough, the software will become available, believe me.

It is this aspect of computers that has helped me to become somewhat disillusioned with "home computing". It is the fact that if I have made a purchase and been dissatisfied, my chances of redeeming any of my original costs through selling the items second hand are hurt by piracy that leaves a sour taste in my mouth.

My future inability to sell off a computer system - and more importantly - its software, which usually cost more than the hardware, that will keep me clinging to a computer system to which I have little interest in instead of upgrading to a newer computer system. It is also that aspect which makes me consider a computer purchase for so long before taking the final plunge. I figure the expenses of the hardware and software are mostly money down the drain with little resale value - so I am unwilling to pay much for either software or hardware. When you buy a computer, that feeling of imprisonment begins.

(Talk about slowing down trade - and yes, I know that it is the exchange of money for goods that keeps an economy humming so my actions, partially due to pirating, are probably partially -or believing our current candidates for office - completely responsible for the current economic downturn. Durn.)

Wayne Booth
(Thoughts expressed are obviously my opinion only since they have not appeared elsewhere in the discussion. I take full responsibility for them.)

3103. Re: Posting

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 15:07:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63163@cup.portal.com>
Source record: 110151

I still can see the original via Portal, if you can't see it, it may be your system has a ban on anything commercial. Talk to the adminstrator & see if he (or she) will move it to a private mail box or something.
BTW: I have no $$$$ interest in any of the firms I mentioned.

3104. Old Atari 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 15:09:42 UTC
From: ahmeda@gtephx.UUCP
Message-ID: <1992Jul31.150942.7080@gtephx.UUCP>
Source record: 110059

While cleaning up my garage I came across some old software from my old days
of computing on an Atari 800. Here is the list.

Software:

Extended Fig-FORTH
Deep Blue C Compiler
Atari Macro Assembler & Program-Text Editor
OS/A+ operating System
TeleTari Terminal program
SAM Speech Synthesizer
Choplifter
Zaxxon

Books:

Inside Atari DOS
The Atari BASIC SOURCE BOOK

All have original Disks and Manuals, except Zaxxon, which is disk only.
All this software has been laying around in my garage for the last 8 years
so there is no guarantee that any of the disks are any good. I will sell
these to the first person for the enough money to cover postage and my
troubles for packing and mailing (postage and handling). So is there
anybody willing to give me $20 for all this.

Aftab Ahmed (ahmeda@gtephx) | Copy Protection. noun. A means of
AG Communication Systems, Phoenix, Arizona | preventing incompetent pirates from
UUCP: ...!{ncar!noao!enuucp | att}!gtephx!ahmeda | stealing software and legitimate
Internet: gtephx!ahmeda@enuucp.eas.asu.edu | users from using it.

3105. Atari 8bit stuff (where to get it?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 17:33:07 UTC
From: brs@cs.brown.edu
Message-ID: <BRS.92Jul31123307@tahiti.cs.brown.edu>
Source record: 110152

Does anyone have info as to where any of the 8bit machines and peripherals can be obtained? How about software?

I had several Atari 800 machines and just recently dug them out of storage. Unfortunately, it seems not all the machines work anymore, and I seem to have lended out parts that never returned. Anyhow, I would be interested in how I might purchase some of the old stuff. How about those books, like "The Atari Memory Map" books, or the schematics and os assembly code listings that used to float around at user groups. Is any of this stuff available still?

Brian - rediscovering the Atari was an extremely advanced machine

3106. Jay Miner - father of which Atari machines/chips ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 18:29:56 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Jul31.182956.15704@infonode.ingr.com>
Source record: 110154

Here's a trivia question for diehard Atari fans:

Exactly which machines and/or chips was Jay Miner responsible
for engineering while he was at Atari?

I know Jay is widely acknowledged to be the engineering "father" of the
Amiga architecture. But before that he worked at Atari for years.

From various sources that I've heard that he supposedly designed:

- The 2600 VCS - the TIA chip (aka "Stella")

- The Atari 400/800/5200 - the Pokey and Antic chips (maybe others?)

- What else did he design? (Please quote sources if possible.)

Thanks,

- Ted Drude (drudetb@infonode.ingr.com)

3107. atari 800 monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 18:59:52 UTC
From: brs@cs.brown.edu
Message-ID: <BRS.92Jul31135952@tahiti.cs.brown.edu>
Source record: 110153

Does anyone have the pinouts of the atari 800 monitor jack? I seem to have lost my only cable.

Brian

3108. Piracy

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 20:49:41 UTC
From: bob@fsu1.cc.fsu.edu
Message-ID: <1992Jul27.014733.25311@mailer.cc.fsu.edu>
Source record: 110055

I have a atari 800xl and a ibm pc. If have pirated software on both systems. I have been doing it long on the atari since I have had it since the begining of 85 and I did not get the pc til 89. Between the atari my father had (since 82) and the computers I own, I have pirated many thousand dollars worth of software. As a freind of mine stated (I agree), if the software was priced reasonably, we would actually pay for it.

NO NO NO the SPA is NOT going to fry you for pirating software for an "outdated" machine.

Bob

3109. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 21:34:24 UTC
From: goldman@cork.CS.Berkeley.EDU
Message-ID: <15cbl0INNqkc@agate.berkeley.edu>
Source record: 110056

In article <HRPFoB3w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:

>One thing he said tho is there's probably 20 copies of some of the fonts
>because they're used thruout the entire text. WHY!? Why wasn't DDIII
>made to be disk-swapable!? Instead of having each disk w/ a copy of a
>font, just have it on one disk and when the PP.COM file reads from the
>text to change fonts, and it sees that it can't, it should request a disk
>swap! SIMPLE! Sure, you'd have to hang around the computer all the
>time, but I have to anyways because the paper I use in my printer likes
>to jam if it's not seen to every once in a while...
>
>Oh well... one day that'll hopefully be fixed.

Here is one serious problem with disk-swapping. For DD3 to run on 48K Ataris, only one font can be held in memory at once. So just changing fonts a few times would require multiple swaps. And if the font is taller than 16 pixels, the number of swaps would then be doubled, because all fonts would have to be reloaded for the second set of print head passes. It seems to me to make more sense to just waste some disk space to relieve the user the hassle of many, many disk swaps throughout a reasonably sized document with many fonts. The ideal situation, of course, is to have a RAMdisk. Just stick all the fonts you need, (and even the text file) into the RAM disk and then printing will be much faster and be kinder to your disk drives too.

Does anyone else see real use in a disk-swapping option?

=-=-=-

3110. Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 22:00:21 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GN1AHAMPSY934YDZ@carleton.edu>
Source record: 110057

```
New for this release:

- Z*Mag goes "monthly."
- Cleveland Free-Net info tweaked
- Cleaned-up comp.sys.atari.8bit/Info-Atari8 Digest descriptions
- List of Atari hardware for the 8-bit <- I need a little help here.
- Spiffy new title page!

The 8-bit Atari
Frequently-Asked Questions List
for the Internet

Posted on or about the first of the month, simultaneously to:

the Usenet newsgroup
comp.sys.atari.8bit

and

the Internet mail-list
Info-Atari8 Digest

which are, in fact, one and the same group.

Revised 31-Jul-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free
exchange of information pertaining to the 8-bit Atari computers:
the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. All
postings to comp.sys.atari.8bit automatically appear in the Internet's
Info-Atari8 Digest.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the Internet mail-list dedicated to the free
exchange of information pertaining to the 8-bit Atari computers:
the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. All
contributions to the Info-Atari8 Digest automatically appear on Usenet's
comp.sys.atari.8bit.
To subscribe or unsubscribe to the Info-Atari8 Digest, send
e-mail to Info-Atari8-Request@naucse.cse.nau.edu.
To contribute to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu.
```

Please note: there is NEVER a good reason to send anything to the address Info-Atari8@naucse.cse.nau.edu.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning, jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

BART automatically UUEncodes binary files before sending them to you.
Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragaph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/new". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to jrd@stony-brook.scrc.symbolics.com. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file at the top of the message so he knows what directory to place it in at the archive.
3. If you can neither FTP to the archive nor e-mail to John Dunning, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published monthly. It covers the 8-bit Atari computers exclusively.
To have Z*Mag delivered "right to your own mail box," send a message to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add

your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/djg/issueX.arc' where X is the number of the issue desired.
To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{47,48}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network.
The Atari SIG carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers.

What magazines support the 8-bit Atari?
Atari Explorer Atari Interface
Subscriptions Unicorn Publications
P.O. Box 6488 3487 Braeburn Circle
Duluth, MN 55806 Ann Arbor, MI 48108
U.S.: $14.95/1 yr (6 issues) U.S.: $18/1 yr (12 issues)
Canadian: $19.95/1 yr Canadian: $42/1 yr
International: $24.95/1 yr Foreign: $48/1 yr
8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.

Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and
developers which is too long to include here. Contact him at
wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that
is common in the IBM-PC/MS-DOS world. This is done to make the file shorter,
so it takes less time to transfer between computers. The atari.archive
contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion
program is called superarc.arc (use supunarc.com to un-arc it). Each is
compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is
uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER
it into Atari BASIC). The file yau.arc contains yau.com, a machine-language
UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible
with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are no fewer than 5 programs at the atari.archive that claim to
achieve this, at least to some extent. They are:
pcxfer.arc - Predecessor of all but sr.arc. No recent usage reports.
util.arc - Perhaps the most widely used; archaic instructions, but works.
dskutil.arc - Reputed to be a cleaned-up util.arc.
atario21.arc - Also an improved util.arc, but only read, no write.
sr.arc - Stands for Sparta Read, for SpartaDOS format disks.
Each of these programs runs on an MS-DOS type of computer. For disks written
on your PC to be read on your 8-bit Atari, you must have an Atari disk drive
capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT
or equivalents, but not an unmodified 1050 or 810. There is no way to write
128K or 90K Atari-format disks with an IBM-PC. You will also need either
SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon. It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
This is a brand-new listing. If you can, please help me with the information I don't have, or correct me if I got anything wrong, or tell me what else you want to see here! -Michael

410 Program Recorder (2 versions, see the Best catalog)
810 Disk Drive (SS/SD 90K with DOS 1 or DOS 2.0S)
815 Dual Disk Drive (2x SS/DD 180K with DOS 2.0D - never sold)
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (???What are the ports on this again???)
1010 Program Recorder
1020 Printer/Plotter (40 col.)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (??? - never sold in U.S.)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
???XC11 DataCassette (never sold in U.S.???)
XM301 Modem (300 baud, with ???software)
XMM801 Printer (80 col.)

XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

End of FAQ list.

3111. Re: Perspectives on Piracy (My Error??).

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 22:20:33 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Jul31.222033.2740@ge-dab.GE.COM>
Source record: 110060

In article <0095E574CA91AF40.20200BCA@edinboro.edu>, a644690c@edinboro.edu ("Adam J. Conover") writes:
|>
|> [Just A thought: ICD wants to sell the rights to a lot of there 8bit stuff.
|> No one (or company) wants to invest in an 'obsolete' platform. Would it be
|> possible for 'the 8bit community' to purchase the rights to this Software??
|> We could take up some sort of collection, buy the rights, and release it
|> into PD. This approach could work with a lot of old software. If enough

I have heard from two prominent 8-bit vendors/developers that have been interested in buying ICD's 8-bit line. Both tell me ICD is asking much more that either is willing to pay. Oh well, ICD has the right to ask whatever it wishes...

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3112. Re: Stuff left for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 22:56:16 UTC
From: deaven@physics.Berkeley.EDU
Message-ID: <15cgegINNrjq@agate.berkeley.edu>
Source record: 110058

Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
>Are you aware that there is a difference between Atari 8bit computers
>manufactured for the North American market and the European market? The
>North American machines use NTSC video and an internal clock based on 60Hz
>and 120VAC power supplies, and the European machines use PAL video and an
>internal clock based on 50Hz and 220VAC power supplies.

I just want to point out that the 50/60Hz difference is not important;
the Atari machines, like most computers, do all the timing with a quartz
crystal, and don't care about the power line frequency. The power
supplies just rectify it and the actual power requirements of the
computers are DC only. The video format is probably the only major
problem since all you need is a (commonly available) 220VAC -> 110VAC
transformer to adapt the wall supply.

>Jim Johnson-
>*** Remember, they're only tools - Not a way of life! ***

--
David Deaven (deaven@physics.berkeley.edu)
Physics Department
University of California at Berkeley
Berkeley, CA 94720

3113. NULL CONNECT

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 23:05:40 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <1992Jul31.230540.24335@ucunix.san.uc.edu>
Source record: 110062

I just made a cool new NULL cable to connect my ST and 8 bit computers.
From what I've read, I thought all that needed to be done was that I
set both computers to the same baud and transmit away. Does anyone out
there know how to do this (I'm trying to bulk dump a ton of files to
the 8-bit) and if so, what hardware/software did you use?
Thanks.

3114. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 23:30:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <q6usoB7w164w@cyberden.uucp>
Source record: 110065

Re: Pirating and we all do it or something like that.

PERSONALLY... the only pirate stuff I have were games that I'm not sure I even HAVE anymore that I got about 5 or 6 years ago! Any OTHER pirated stuff (which I'm not aware is pirated... like Draconus. We still don't know if it's PD or not!) I probably got STRAIGHT FROM THE ATARIBASE BBS, Atari Corp., San Jose, CA!!!! (like Atariwriter+ pirated. I had to scream my head off at Bob Brodie about validating that because I payed $50 of hard earned cash for it and here it is sitting there FREE). I'm VERY against pirating. I have a copy of S.A.M. that I could easily copy and not tell the person (Bob Woolley) about when I send it back, but I'm not like that. I'd rather buy it from him, but he's just lending it to me.

So don't go around screaming that we're all a bunch of pirates matiee! (sorry..had to)

Anyways.. when I see pirated stuff on BBSes I yell at the sysops. I think we all should. And just because Jeff couldn't convince those idiot software companies to release or re-sell their old wares doesn't mean that a group campaign won't work! Eh? The only reason I don't go around bugging companies for software is because I think most of the PD stuff out there nowadays (APACView, BobTerm, TurboBASIC XL, etc.etc.etc.) is better! Sorry for ranting and raving, but "fight fire with fire!"..

Perhaps Jeff could post all the company addresses/phone numbers so we could all help him out (I'd help- tho I'd probably never buy anything myself from these places..)

Anyways. I do see your point. (both of you) But I resent being called a pirater..

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 31, 1992

3115. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 23:48:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <3yVsoB8w164w@cyberden.uucp>
Source record: 110064

crow@coos.dartmouth.edu (Preston F. Crow) writes:

> Actually, you did actually bring up (by accident, of course) one legitimate
> point. You refer to software that is still in production. Is there any?
> Any at all? Is there even one company that is still producing software
> for the 8-bits? (I'm not talking about stuff sitting on store shelves for
> years, I want to know if there's still anything in PRODUCTION.) Furthermore,
> does anyone really believe that any of the old 8-bit software that is no
> longer on the market will ever be re-released for the 8-bits? I didn't
> think so.

Jeez. Let's see (this is from the limited list that's in my brain...)

Power Per Post - Makes/sells Quick & S.A.M.
K.O.Products - Sells not only PD but also 2 great games from Poland.
K.E.Software - Sogon, Drag, Dredis, Cultivation, Zebu-Land, and about
Chromatics, Oblitroid, Tobot, Bros., Techno Ninja, Zador
Alpha Systems - Magniprint II+, Parrot II, Pop-N-Rocker, Scanalyzer, etc
(I must admit, these are probably just stock these days)
(but the catalog listing this IS new)
Starfleet Softw- Plenty of XMM801 printer utilities.
C.S.S. - Hard Drive Pro Backup, Super Archiver (I&II), Bit-Writer
Disk Cracker, Richman's Word Procassor, NOT To mention
all the EXCELLENT hardware they produce and are still
designing!
!?!?!?!?!?!!?! - ChromaCAD 3-D. It's listed in American Technavision's
catalog, but I don't think they produce it.

And after all that there's still all the excellent >PD< and >Shareware<
stuff out there, still being made and updated. Textpro is rumored to be
coming out as version 5.x soon. BobTerm's still being worked on, with
any luck I can convince Jeff Potter to add some features to APACView and
ColrView <snicker>.

So you see.. stuff is still coming out as <NEW>. And if that's not
enough, there are "<NEW>" as in "unused" software floating around
everywhere (B&C, Best, American Tehcnavision, Telegames USA, San Jose
Computer). Not to mention the 100s of PD software outlets.

Like somebody said in an earlier post (perhaps just part of their .sig):

"Atari Classics aren't dead. They just look like they are."

I suggest sending out postcards (19c!) to every company you can think of
asking for 8-bit software catalogs. I have many a scribble on the ones I
received thanking me for my interest. 8-bit supporting software/hardware
companies are posted ever so often on the net, so they're not far out of

reach!!!

(BTW: >I< still make software on my 8-bit. In TurboBASIC XL and I don't sell any of it.. just put it in the Public Domain.. but it's still software and >I< support my software! ;))

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 31, 1992

3116. Re: Modifying NES lightgun for Atari 2600/7800 - need help

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 23:50:01 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <32VsoB9w164w@cyberden.uucp>
Source record: 110066
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

hgm@ncsu.edu (Hal G. Meeks) writes:

> I came into this thread while it was winding down......
>
> I've just run across a game that I've never heard of for the 2600 --
> Sentinel (copywrite 1990!). Bought it, and found that it requires the
> 2600/7800 light gun.
>

This is just a cruel joke, right!????!?!?!

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
July 31, 1992

3117. Re: Atari 5200 games for $1 (one dollar)

Newsgroup: comp.sys.atari.8bit
Date: 1992-07-31 23:51:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <P5VsoB10w164w@cyberden.uucp>
Source record: 110067
Cross-posted to: rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

> For those fortunate enough to live in the Bay Area, they have a few
> games for other platforms, ST games and a box full of a Karate
> games for the 2600 for 49 cents.
>
> Here's the address"
> Weird Stuff Warehouse
> 1190 Kern Av
> Sunnyvale, CA 94086
> (408) 746-1111
>
BLESS YOU!! (I LOOOOVE karate games!! :))

Do they ship stuff? :) (dont want to travel ALL THE WAY DOWN to
sunnyvale just to spend 49c! :))

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
July 31, 1992

3118. Re: LYNX Hardware Questions - Porting Games to XE's

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 00:13:46 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug1.001346.14665@ucsu.Colorado.EDU>
Source record: 110061

In article <1992Jul31.011545.10048@eskimo.celestial.com>
shanej@eskimo.celestial.com (Shane Johnson) writes:
>
>It's my understanding that ATARI's LYNX Gamesystem is a 6502 based game
>machine... How hard/is it possible to convert games for a LYNX to the
>XE/XL/400/800/1200 Series and for that matter the 5200? I know the 5200
>had many of it's games ported/converted to the XL durring the "Piracy"
>Era... (back when people actually cared at Atari)
>
>I've been thinking of purchasing the LYNX, and making the conversion to
>play the games on my XE when at home. (Possibly purchasing 2 LYNX's to
>do it and making a special CART slot for the LYNX games.)

Remember the "2600->800" discussion from a few weeks ago?

This is like that, only worse (or, you might say, at the other extreme).
The 2600's graphics routines were too primitive for the 800, and the
Lynx's are too advanced. Everything I've read about the display hard-
ware indicates that the Lynx has hardware routines for instantly
rendering 3-D perspectives. That alone would be impossible for
emulation software to achieve in real-time. Screen resolution wouldn't
be a problem - I think the Lynx's is smaller than the computer's. BUT
the Lynx can display 4096 colors simultaneously (I think). And no,
APAC isn't the answer for real-time games.

I would bet that this will turn out to not be any more fruitful than
the possibility of writing a 2600 emulator. Nice thought, though.

--Michael

Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting, waiting for
hill@spot.Colorado.EDU | you/ Sooner or later you know He's got to
Ball Aerospace Systems Group & | come through/ No hesitation and no holding
University of Colorado@Boulder | back/ Let it all go and you'll know you're
$ mv net.flames /dev/null | on the right track" --Kansas, "Hold On"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3119. Re: atari 800 monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 06:03:21 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Aug1.060321.2702@usenet.ins.cwru.edu>
Source record: 110063

> Does anyone have the pinouts of the atari 800 monitor jack? I seem
> to have lost my only cable.

According to Compute's Mapping the Atari, the pinouts on the 800
and XL/XE monitor jack are:
Pin# What_It_Does
1 Audio Output
2 Composite Chroma**
3 Ground
4 Composite Video
5 Compostie Luminance

**Not supported on XL models

This pinout is as if you were looking at the side (or back)
of your computer with the little notch on top. Pin 1 is just
to the left of the notch and pins 2-5 follow in a counterclockwise
manner until pin 5, which is just to the right of the notch!
Follow that??? If not, e-mail me, I'll draw an ascii-pic er
somthing!
Steve Lin
bp112@cleveland.freenet.edu
--

3120. Re: Rambrandt

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 16:37:59 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Aug1.163759.24786@news.ysu.edu>
Source record: 110068

Well, it looks like I7ll have to try to write a patch to RAMBRANT.
While I'm at it..are there any features that you guys would like to
see included? I'll give it
a shot.
But, before I do, perhaps someone knows of a paint program that is
just as good as Rambrant, or better..and doesn't suffer from it's
awkward I/O handling..
If so, please let me know..
Thanks
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

3121. Vendor list

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 16:38:36 UTC
From: Mark Czarnowski <U58578@uicvm.uic.edu>
Message-ID: <92214.113836U58578@uicvm.uic.edu>
Source record: 110069

```
Can someone please send me the address
qquit
```

3122. Re: Perspectives on Piracy (My Error??).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 16:47:15 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Aug1.164715.25261@news.ysu.edu>
Source record: 110070

An excellent idea..I for one would be glad to pay into some type of
cooperative effort to buy rights to Atari software..
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

3123. Re: Rambrandt

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 18:36:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63214@cup.portal.com>
Source record: 110071

I always opt for BBK art. It doesn't have DLI's for varying colors every scan line, but it has a few other nicities like printing text to screen, x,y position report, etc. It was on Analog #56 & came with the source code included. You can find it on most BBS's that support the 8-bit. I've got the original issue of Analog, but I know it's also on CI$ & Atari Base.

3124. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 18:53:19 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63215@cup.portal.com>
Source record: 110072

Just one correction (I think): You should be able to access a 1050 disk that was created in density & 1/2 on an IBM. The problem is the ibm controller will not read FM, just MFM disk. A side note, at one time I wrote a short program (two really, one for each computer) that would write files to the first part of sectors on an ibm 360k disk & could be read by a doubled 1050. Minor whine, but I posted messages on CI$, Atari Base, Carina NET, etc. for somebody with a stock 1050 to help me check if it'd work in that config. I figure I reached about 7,000 8-bitters at the time & got '0' offers of assistance. Anyway, if there is anyone still out there with a stock 1050 & an IBM that actually needs this capability, let me know, I may be able to dig up the old disk. I doubt if I could find the original Turbo C code, but it wouldn't be to tough to reproduce.

3125. Re: NULL CONNECT

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 19:02:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63216@cup.portal.com>
Source record: 110073

If I'm using an 850 or PR: I usually use Uniterm on the ST & Express on
the 8-bit. Minor annoyance is I've not fooled around with the 8-bit
to ST transfer program that came on the old Antic disks. You get a few
padded characters with the Xmodem send I believe. I've also used Express.MPP
for transfers using a modified joystick, but 300 baud Xmodem trasnsfers are
a little slow.

3126. Re: NULL CONNECT

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 21:47:10 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug1.214710.2264@dartvax.dartmouth.edu>
Source record: 110074

The best way of transfering data between an 8-bit and another computer is SIO2PC--it allows another computer to pretend that it's an Atari disk drive. It attaches to the Atari through the SIO daisy chain. It attaches to the other computer through the RS-232 port. Unfortunately, the software to handle the RS-232 port is only available for PC clones. Is anyone interested in writing SIO2ST? SIO2MAC? If the original code wasn't in 8088 assembly, it would be a lot easier to port, but Nick Kennedy should be able to provide to specifications for the protocol he's using.

--PC

3127. Re: Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 21:51:10 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug1.165111.11940@miavx1.acs.muohio.edu>
Source record: 110075

In article <13737@mindlink.bc.ca>, Tom_Klok@mindlink.bc.ca (Tom Klok) writes:
>> Jeff McWilliams writes:
> Looking through the catalogs for the some of the local (Vancouver) supply
> houses, I don't see anything with 50 conductor card edges. Lots of 56's,
> though. You could saw/file a 56 down to a 50 without much trouble, although I
> wouldn't want to do a large quantity by hand.
>
>> 2) Does anyone know exactly what the differences are between a standard
>> 6502 and Atari's 6502C used in the XL/XE computers? i.e. exactly
>> what did they change, and therefore what would need to be added
>> to say, a 65C02, to plug wire it into an XL/XE?
>
> Ack, I lent my Sams Photofax schematics on the XL/XE's to a friend last year,
> and I still haven't seen them back. :(
>
> Do you have a copy of the Hardware Manual? If so, turn to the schematic of the
> old (rev A) CPU board with the true 6502. Note these two TTL parts:
>
> Z301 - 74LS02 quad nor gate
> Z302 - 7474 dual D-type flipflop with preset and clear
>
[Stuff Deleted]
> Since I'm without XL/XE schematics, I don't have anything on the 6502C. But
> from memory, this clock stuff is what was moved to the 6502C chip.
>
> I'd guess that those two chips are all that is needed parts-wise to get a
> R65C02 into an XL/XE. The problem is... you won't find everything you need on
> the CPU socket, so a simple daughtercard won't work. You'll have to cut a few
> traces on the motherboard and run lines to the daughtercard.

Instead of a 65C02, what about the 65802? It is pin compatible with
the 6502. It is very much like the 65816, but with only a 64K address
space. I might get around to trying it soon in my 400, to see what
problems might arise, but the Apple][guys have been doing this for
awhile.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
-----=======}}}}}}}}((((((((((}}}}}}}}=======--------

3128. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 21:57:26 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug1.215726.10006@ucsu.Colorado.EDU>
Source record: 110076

In article <15cbl0INNqkc@agate.berkeley.edu> goldman@cork.CS.Berkeley.EDU (Roy Goldman) writes:
>Here is one serious problem with disk-swapping. For DD3 to run on 48K
^^^^^^^^^^^^^^^^^^^^
>Ataris, only one font can be held in memory at once. So just changing
^^^^^^
>fonts a few times would require multiple swaps. And if the font is
>taller than 16 pixels, the number of swaps would then be doubled,
>because all fonts would have to be reloaded for the second set of
>print head passes. It seems to me to make more sense to just waste
>some disk space to relieve the user the hassle of many, many disk
>swaps throughout a reasonably sized document with many fonts. The
>ideal situation, of course, is to have a RAMdisk. Just stick all the
>fonts you need, (and even the text file) into the RAM disk and then
>printing will be much faster and be kinder to your disk drives too.

I hadn't realized that 48K limited the flexibility of the program, but as an 800 owner, I want to publicly thank you for keeping it compatible with these computers, unlike so many other developers. (As it so happens, I do have a 512K RAMdisk, but it would do me no good if your program didn't work in 48K of "main" memory.) Thanks again for not orphaning us 800 owners!

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
---My boss is a Jewish carpenter!---
Did you ever notice that everybody in favor of abortion has already been born?!

3129. Re: Bigdemo

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-01 22:18:41 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug1.171842.11941@miavx1.acs.muohio.edu>
Source record: 110078

In article <Jim_Johnson.05x5@abcd.Houghton.MI.US>, Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
> In a message dated Sat 25 Jul 92 19:01, Moon!cyberden!phbill@well.sf.ca.us
> wrote:
> M> Oh... good question just popped up. How hard is it to replace
> M> keyboards between the 800xl & 1200xl. Opps.. No deal. I just
> M> remembered the F-keys and Console buttons & the like are on the side
> M> on
> M> the 800xl.
>
> M> Damn!
>
> M> Say_____________9_year_veteran_ ||| __
> M> Hi PhBill: Bill Kendrick / | \
> M> if moon!cyberden!phbill@well.sf.ca.us
> M> in _____________________________
> M> NJ! July 17, 1992
>
> You don't have to try to stuff a 1200XL keyboard into an 800XL. The 800XL
> OS retains full support for the 1200XL function keys. Just add four push
> button switches and wire them into the keyboard decoder chips (see messages
> from here about a week ago). You will have full 1200XL functionality
> without the limitations.

Is there anyway to bring out the two LEDs from the 1200XL?

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

3130. Posting problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 04:54:08 UTC
From: Mark Czarnowski <U58578@uicvm.uic.edu>
Message-ID: <92214.235408U58578@uicvm.uic.edu>
Source record: 110077

Well, my problem with thw netnews system is temporarily fixed, but will probabl
y happen again. I hope I can find out what is really wrong and correct it soon
.

3131. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 08:00:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cgDVoB2w164w@cyberden.uucp>
Source record: 110081

Tim.Gearin@f47.n282.z1.tdkt.kksys.com (Tim Gearin) writes:

>
> What do you mean by 'reversed Engineered? From your post Im somehow
> getting the impression that you had something to do with the design of the Se
> 'Tele games' system.
>
> If you do know a bit about the 2600, Id like to hear more from you.
>
> * Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

Is it just me... or werent the "Sears Telegames" just 2600 with Sears'
name on it...? If I recall, back then EVERYTHING they sold had to have
their name on it. (I have "Soccer" (ala Pele's Soccer) and
"Steeplechase" (was it ever released as a non-Telegames title?) which
were "telegame" games and they work 100% with my 2600!)
hmmm... I guess Sears was funny back then.

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 2, 1992

3132. Re: SDX Users?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 08:04:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wLDVoB3w164w@cyberden.uucp>
Source record: 110079

Amos.Jackson@f47.n282.z1.tdkt.kksys.com (Amos Jackson) writes:

> command.com module in the cart. Just fiddling around I turned on my system
> (Newell 1 MEG 800XL, 1 MEG MIO, and hard drive, and typed the following:
>
> TIME
> DATE
> KEY ON
> COMMAND
> PATH ON
> IBM ON
> ?
>
1) I hATE you! 1 meg 800xl w/ a 1 meg MIO!!!? <sniffle sniffle>

2) maybe it's an "anti-IBM" feature!?!? :) (seriously, tho..I'll take
it "IBM.COM" is that MS-DOS "emulator" program? or did you just type
that in for fun!?)

Anyone have memory upgrades they'd donate to me!? ;) jk..

I must admit tho.. I NEED A HARD DRIVE!!! (David Richardson's "DD3
Users Manual" takes FOREVER!!!! or maybe it's just XMM801 printers are
slower than the rest of the ones DDIII supports???)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 2, 1992

3133. Re: SDX Users?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 08:05:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <coDVoB4w164w@cyberden.uucp>
Source record: 110080

Amos.Jackson@f47.n282.z1.tdkt.kksys.com (Amos Jackson) writes:

> Equipment used: ! MEG 800XL, 320K XE, 1 meg MIO, Hard drive set up contains
> hard drives - Seagate ST-251-MLC-0 and ST-251-1, a Citizen 120D printer and a
> ATD 2400 baud modem.

Like I said.. I'm pink w/ jealousy! :)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 2, 1992

3134. Re: Piracy, morals and Microsoft employees

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 08:12:09 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <yyDVoB5w164w@cyberden.uucp>
Source record: 110084

True... but 1 thing... the guy (name avoids me) who invented velcro patended it... then never had a chance to make (much) profit from it because no one was interested.. he fought for the laws to be changed from 17 years to lifetime, but of COURSE I don't think that applies to software (look at the tech.advances in merely the past >10< years.. 17's pretty big in itself!)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 2, 1992

3135. Re: Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 08:15:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <T5DVoB6w164w@cyberden.uucp>
Source record: 110082

GOD! I'd hate to see the list of the DISK based software!!

whew!

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 2, 1992

3136. Re: Bigdemo

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 08:19:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JBeVoB7w164w@cyberden.uucp>
Source record: 110083

Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

> You don't have to try to stuff a 1200XL keyboard into an 800XL. The 800XL
> OS retains full support for the 1200XL function keys. Just add four push
> button switches and wire them into the keyboard decoder chips (see messages
> from here about a week ago). You will have full 1200XL functionality
> without the limitations.

Ah.. but it's not just the F-keys I want! I love my large [DELETE]
key! And after 9 years I've gotten VERY used to hitting it w/ more
than one finger. If I have that damned [BREAK] key there I'll hit it
ALL THE TIME!! :(<sniffle>. Perhaps if I swapped OS
chips?!
hmm

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 2, 1992

3137. UUencode program

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 09:39:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <712763303.F00001@tdkt.kksys.com>
Source record: 110085

If this program is BASIC like I have heard, then why dosnt someone just
list the program in a message. I dont have it!

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3138. List of AtariWriter Printer Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 12:59:16 UTC
From: gary@mcsiad.UUCP
Message-ID: <324@mcsiad.UUCP>
Source record: 110095

After posting a message to 'atari.8bit' a few days ago about the availability of my AtariWriter Printer Drivers for the old AtariWriter cartridge, I received a surprising number of responses. Many asked the same question, as to whether I supported a particular printer!

What follows is the basic list of printers for which I sell individual Printer Driver diskettes. Please understand that these only support the original AtariWriter cartridge and DO NOT SUPPORT the AtariWriter Plus product(s).

You can order a Printer Driver for the original AtariWriter cartridge to support any of the following printers by sending a check and indicating which printer you own.

Gary W. Furr
P. O. Box 469
Vienna, VA 22183

========== (L.Q.) = Letter Quality, or normally a daisy wheel ==========

ALPHACOM 81 (Thermal) CITIZEN 120-D
ALPHACOM AERO CITIZEN 5800
ALPHACOM PLUSWRITER/101 (L.Q.) CITIZEN MSP 10/15
ATARI 1027 (L.Q.) COMMODORE 6400
ATARI 1029 COMREX CR-I; CR-IIE (L.Q.)
ATARI SMM-804 COMREX CR-IV (L.Q.); CR-220AT
ATARI XMM-801 COMSTAR 160
AXIOM AT-100; GP550AT CP - 80 TYPE I
AXIOM SLP; GP700AT (Color) D-92
BMC PB 401 (L.Q.) DIABLO 620/630 (L.Q.)
BROTHER COMPACTRONIC 58 (L.Q.) DTC STYLE WRITER (L.Q.)
BROTHER CORRECTRONIC 50 (L.Q.) DYNAX DM-20
BROTHER EXECUTRON 70 (L.Q.) EPSON DX-80 (L.Q.)
BROTHER HR-1 (L.Q.) EPSON FX 86e/286e
BROTHER HR-10 (L.Q.) EPSON FX 85/185/286
BROTHER HR-15/25 (L.Q.) EPSON JX-80 (Color)
BROTHER M-1009 EPSON LQ-1500
C.ITOH 7500AP EPSON LX 80/100; FX 80/100
C.ITOH A10-20 (L.Q.) EPSON LX-800
C.ITOH PROWRITER 8510 EPSON MX 80/100; RX 80/100
CANON PW-1080A GENERAL ELECTRIC TXP-1000
CANON PW-1156A GORILLA BANANA

H.P. THINKJET (INK) OLYMPIA COMPACT 2 (L.Q.)
IBM-PC GRAPHICS PRINTER OLYMPIA NP, RO (L.Q.)

IDS - 480 MICROPRISM OLYMPIA ORBIT P/XP (L.Q.)
JUKI 2200 PANASONIC 1080, 1090, 1091
JUKI 6000, 6100, 6300 (L.Q.) PANASONIC 1091i
LEADING EDGE GX-1 PANASONIC 1092, 1093
LEGEND 1080, 1380 PANASONIC 1524 (L.Q.)
LEGEND 808, 880 PANASONIC P3131 (L.Q.)
MANNESMANN TALLY 100 RADIO SHACK DMP-105; DMP-400
MANNESMANN TALLY 160/180L RADIO SHACK DMP-130
MANNESMANN TALLY SPIRIT-80 RITEMAN PLUS
MEMOTECH DMX80US ROYAL 620C/8200C
MORROW MP-100 (L.Q.) ROYAL ALPHA 2015 (L.Q.)
MPI PRINTMATE 99 ROYAL ALPHA 610 (L.Q.)
NEC 8023A ROYAL LETTERMASTER (L.Q.)
NEC AUTHENTIC 15LQ (L.Q.) SAKATA SP-1000
NLQ - 180 SEARS COMMUNICATOR III (L.Q.)
OKIDATA 80A, 82/83, 84 SEIKOSHA GP-100A; GP-550A
OKIDATA 92/93, 182, 192/193 SEIKOSHA GP-700A (Color)
OKIMATE 10 and 20 SEIKOSHA SL-80A
OLIVETTI PR-2300 (INK) SEIKOSHA SP-1000

SILVER REED 400, 500 (L.Q.) STAR NX-1000
SILVER REED 550, 770 (L.Q.) STAR POWERTYPE (L.Q.)
SILVER REED 89SP (L.Q.) STAR RADIX 10/15
SMITH CORONA D-100, D-200/300 STAR SD-10, NX-10
SMITH CORONA FASTEXT 80 STAR SG-10, SR-10
SMITH CORONA L-1000 (L.Q.) SUPER5 - CPA-80
SMITH CORONA SE-200 TEO PX-80
SMITH CORONA TP-1, TP-2 (L.Q.) TEXAS INSTRUMENTS 99/4
SMITH CORONA ULTRASONIC 3 (L.Q.) TOSHIBA P-1340
STAR DELTA 10/15 TOSHIBA P321
STAR DP-8480 TRANSTAR 140 (L.Q.)
STAR GEMINI 10 or 10X TTX - 1014 (L.Q.)
STAR LV-1210 UCHIDA DWX-305
STAR NL-10 10X COM STAR PLUS

3139. 800xl Tech Notes/65xxx Specs.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 20:38:06 UTC
From: a644690c@edinboro.edu
Message-ID: <0095E80A64B9C160.2020204C@edinboro.edu>
Source record: 110101

'De Re Atari' mentions that Atari produced a set of Tech. Ref. notes for
the 800XL but they were never sold. Is it possible to get these? How?
I have the complete set for the 400/800 but it is only of limited help
with my 800XL.

I think this may have been discussed here already but... Does anyone know
where to get spec. sheets for the 65xxx processors? (or even who would
sell those processors?) I have the first class of a Microprocessor Inter-
facing and Design series this fall and we have to do a project. I think
using a 6502 or 65802 would be inexpensive yet understandable enough
for an electronics project. Any help would be greatly appreciated.

Just out of curiosity; does anyone know the complete list of 65xxx processors?
This is what I know of:
6502 / 65C02 / 6502A / 6502B / 6502C
6507
65802
65816
65832

Are there others?

Thanks,
-Adam Conover.
a644690c@edinboro.edu.

3140. FREE STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 20:53:59 UTC
From: jdresser@antares.tymnet.com
Message-ID: <2192@tymix.Tymnet.COM>
Source record: 110086

I'm moving and as I go through the stuff in storage I am putting aside all my old Atari stuff. I don't want to store it anymore so out it goes. Rather than set it out for the garbage man, I thought someone might want it. I know there's an 800 and a 400 and some cartridges I haven't unearthed yet, but I will. There is much other misc things like OS carts, many 16k RAM carts, and even a bag-o-chips. What I have found is 2 brand new (?!) pen plotters STILL IN THEIR UNOPENED BOXES. I paid $50 each for these in 1984.

I don't really feel like shipping these, unless you really want to make it worth my while, so hopefully someone in the Bay Area can drop by and pick this stuff up. First come first served, unless someone actually offers me money for it. I'll be moving throughout the month of August so I can post later with a more accurate list of items; if no one responds by then.

I don't read this group so please respond via email to the address below.

-- Jay Dresser, jdresser@altair88.net.netcom.com

3141. Re: Bigdemo

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-02 22:57:32 UTC
From: bmarcum@world.std.com
Message-ID: <BsDp3w.7M@world.std.com>
Source record: 110087

In article <1992Aug1.171842.11941@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
> Is there anyway to bring out the two LEDs from the 1200XL?
>
>Later.......
>
The LEDs were just connected to PORTB, i.e. two pins on the PIA chip, but I'm not sure which pins.

Bill Marcum bmarcum@world.std.com

3142. 800 burnout

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 00:19:08 UTC
From: brs@cs.brown.edu
Message-ID: <BRS.92Aug2191908@tahiti.cs.brown.edu>
Source record: 110088

Anyone care to diagnose this one?

I have an old 800. It seems to work fine, however, after being on for over 5 to 10 minutes, I can't seem to load certain programs. Sometimes if I swap the order of my memory card (an original Atari 16K and Austin Franklin 32K) things will work, but for some programs they won't. If I leave the machine off for a 15 minutes, I can start it up and whatever I choose initially will work.

Any idea what is overheating? The OS card feels rather warm to the touch (actually, the chips do).

If it turns out I need a new OS card, or memory, where can I get it? I generally work with Sun Microsystems hardware, and there the smallest memory simms are in 1 MEG increments. Sheesh! It's amazing the quality programs people have written in under 48K. Where, oh where, can I get 16, 32, or 48K cards for the trusting old (senile) 800?

Thanks for any info,

Brian

3143. Atari Tech Ref Notes: who wants em?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 00:54:19 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1992Aug3.005419.23587@cs.mun.ca>
Source record: 110090

I recently found the Atari tech ref notes for the 400/800
whilst cleaning my room. Since I no longer even have my 400
(boy what a mistake selling that was), they are of no use to
me.

They are available to anyone wha wants to cover shipping,
and maybe a little for me :-) :-)

Drop me a line.

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4
|| The best defense is a good offense. --- How do you Drive? ||

3144. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 01:02:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712829295.F00001@tdkt.kksys.com>
Source record: 110092

```
23C DOS 10775 8-15-91 3:10p
XC23E DOS 10778 8-15-91 3:10p
XD23C DOS 10753 8-15-91 3:10p
XD23E DOS 10754 8-15-91 3:10p
ADVEN FNT 1024 8-15-91 3:10p
ANTED FNT 1005 8-15-91 3:10p
ARCHAIC2 FNT 1025 8-15-91 3:10p
BLOCK FNT 1024 8-15-91 3:10p
CHSET2 FNT 1024 8-15-91 3:10p
COMPUTER FNT 1024 8-15-91 3:10p
CONVOY FNT 1024 8-15-91 3:10p
CURSIVE FNT 1025 8-15-91 3:10p
CURSIVE1 FNT 1024 8-15-91 3:10p
DATA FNT 1024 8-15-91 3:10p
DESCEND FNT 1024 8-15-91 3:10p
DEVE FNT 1026 8-15-91 3:10p
FANCY1 FNT 1024 8-15-91 3:10p
FANCY2 FNT 1025 8-15-91 3:10p
SQUARE FNT 1152 8-15-91 3:10p
STANDARD FNT 1024 8-15-91 3:10p
CHTD COM 899 8-15-91 3:10p
CHVOL COM 453 8-15-91 3:10p
CLEANUP COM 16189 8-15-91 3:10p
COLUMN80 COM 1429 8-15-91 3:10p
COMMAND COM 4090 8-15-91 3:10p
COPYM COM 1554 8-15-91 3:10p
DCOPY COM 3288 8-15-91 3:10p
DCOPYSP COM 5327 8-15-91 3:10p
DCOUNT COM 2894 8-15-91 3:10p
DECPAD COM 189 8-15-91 3:10pOM 4337 8-15-91 3:10p
FATR COM 2637 8-15-91 3:10p
FD COM 5747 8-15-91 3:10p
FILEFIX2 COM 14407 8-15-91 3:10p
FORMAT COM 1942 8-15-91 3:10p
FRMTDRV1 COM 93 8-15-91 3:10p
FRMTDRV2 COM 93 8-15-91 3:10p
GETCNG COM 1606 8-15-91 3:10p
HAPPYOS COM 1215 8-15-91 3:10p
HARDBACK COM 20710 4-27-88 7:49p
HDFMTDIR COM 1520 1-10-91 4:06p
HDFMTPH COM 4814 1-10-91 4:06p
HDFMTPH6 COM 5997 1-10-91 4:06pPFKEYSWP COM 2581 1-10-91 4:07p
HDFMTPH8 COM 7734 1-10-91 4:06p
HDFMTPH9 COM 7703 8-15-91 3:10p
```

```
HDINIT COM 1500 1-10-91 4:06p
HPYMENU COM 1643 1-10-91 4:06p
HUH COM 365 1-10-91 4:06p
KEY COM 849 1-10-91 4:06p
KEYEDIT COM 9168 1-10-91 4:06p
KILL21 COM 6741 1-10-91 4:06p
KILL30 COM 6685 1-10-91 4:06p
LIBRARY COM 7959 1-10-91 4:06p
LIBRARYX COM 7824 1-10-91 4:06p
MORE COM 6472 1-10-91 4:06p
MOVE COM 6354 1-10-91 4:07p
NCHSET COM 2136 1-10-91 4:07p
OFF_LOAD COM 2061 1-10-91 4:07p
PARK COM 5957 1-10-91 4:07p
PARK_AD COM 1057 1-10-91 4:07p
PATH COM 1565 1-10-91 4:07p
```

```
* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)
```

3145. Piracy and ICD

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 01:26:02 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1992Aug3.012602.6151@ultb.isc.rit.edu>
Source record: 110091

I noticed a day or two ago that somebody asked about ICD selling the rights to their no-longer-produced 8-bit products. As I work for CSS (one of ICD's competitors), here's what I know about it.

We had some informal talks with certain ICD employees about what they were doing with the 8-bit things that they no longer manufacture. We gathered that they wanted to sell the rights to the products, and had talked with some other companies.

I believe that they wanted to sell the rights to ALL of their products in one shot instead of selling rights of certain products. They were also stressing that whomever bought the rights MUST continue to make the products. They wanted to make sure that the plans didn't wind up on a shelf.

I don't remember just how much they wanted for the rights, but I do remember that I thought the amount was quite high. Last I heard, ICD never did find somebody to buy the rights, and were no longer looking to sell the rights. I may be wrong about this point, but then again, we're not really interested in their stuff. Ours is better. :^)

```
-------------------------------------------------------------------------
|| Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle ||
|| BITNET: clf3678@ritvax in front of me..... ||
|| Usenet: clf3678@ultb.rit.edu .....than have a frontal ||
|| GEnie: C.FREEMESSER L O B O T O M Y ! ! ! ||
-------------------------------------------------------------------------
```

3146. Re: 800 burnout

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 01:39:27 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug3.013927.29022@dartvax.dartmouth.edu>
Source record: 110089

I don't know if this is your problem, but I had an Asteroids cartridge that would lock up at times--it seems that the contacts were dirty. I'm not sure what the recommended procedure for fixing this is, but two that I've heard of are using a pencil eraser to "erase" the deposits and using rubbing alcohol with cotton swabs (be sure it's dry before turning it on). I think the eraser fixed my Asteroids cartridge.

As to getting replacement stuff--I had good luck posting a "I need x" message. It seems that there are people who bought several machines and would happily part with parts from a broken one.

BTW: I think that it's not unusual for Atari stuff to heat up a bit. You could put a fan inside the 800 if you find you need it--I think there's some space in the back-left corner.

--PC
--
preston.crow@dartmouth.edu
crow@nes.nersc.gov
by008@cleveland.freenet.edu
crow@coos.dartmouth.edu

3147. SpartaDOS utilities?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 03:02:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712829295.F00002@tdkt.kksys.com>
Source record: 110093

```
c
c
c

X32D DOS 12890 8-15-91 3:10p
XC23C DOS 10775 8-15-91 3:10p
XC23E DOS 10778 8-15-91 3:10p
XD23C DOS 10753 8-15-91 3:10p
XD23E DOS 10754 8-15-91 3:10p
ADVEN FNT 1024 8-15-91 3:10p
ANTED FNT 1005 8-15-91 3:10p
ARCHAIC2 FNT 1025 8-15-91 3:10p
BLOCK FNT 1024 8-15-91 3:10p
CHSET2 FNT 1024 8-15-91 3:10p
COMPUTER FNT 1024 8-15-91 3:10p
CONVOY FNT 1024 8-15-91 3:10p
CURSIVE FNT 1025 8-15-91 3:10p
CURSIVE1 FNT 1024 8-15-91 3:10p
DATA FNT 1024 8-15-91 3:10p
DESCEND FNT 1024 8-15-91 3:10p
DEVE FNT 1026 8-15-91 3:10p
FANCY1 FNT 1024 8-15-91 3:10p
FANCY2 FNT 1025 8-15-91 3:10p
FANCY2B FNT 1016 8-15-91 3:10p
FANCY3 FNT 1025 8-15-91 3:10p
FANCY3B FNT 1024 8-15-91 3:10p
GOTHIC FNT 1025 8-15-91 3:10p
GREEK FNT 1024 8-15-91 3:10p
ITALICS FNT 1024 8-15-91 3:10p
MEDEVAL FNT 1024 8-15-91 3:10p
MODERN FNT 1024 8-15-91 3:10p
NEW FNT 1024 8-15-91 3:10p
ROM FNT 1024 8-15-91 3:10p
ROMAN FNT 1024 8-15-91 3:10p
SERIF FNT 1024 8-15-91 3:10p
SPACE FNT 1025 8-15-91 3:10p
SPECIAL FNT 1024 8-15-91 3:10p
SQUARE FNT 1152 8-15-91 3:10p
STANDARD FNT 1024 8-15-91 3:10p
STOP FNT 1024 8-15-91 3:10p
STYLISH FNT 1024 8-15-91 3:10p
TRAINS FNT 1025 8-15-91 3:10p
This is part 1 of my partial SpartaDOS utilities list. In the following
messages, ignore the obvious communications program filenames (Bobterm, Express,
```

Rscope), however, the discom32 file was obtained off of a SpartaDOS utilities disk.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3148. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 13:13:54 UTC
From: tmkk@uiuc.edu
Message-ID: <BsEsr8.M6G@news.cso.uiuc.edu>
Source record: 110094

In article <cgDVoB2w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>Is it just me... or werent the "Sears Telegames" just 2600 with Sears'
>name on it...?

They were indeed. In fact, the very first Atari game machine I ever
owned was the Sears unit.

>hmmm... I guess Sears was funny back then.

Why the past tense? ;-)

3149. Re: Atari 2600/7800 programming info/specifications sought

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 14:59:28 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Aug3.145928.8458@infonode.ingr.com>
Source record: 110096

In article <BsEsr8.M6G@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:
>
>>Is it just me... or werent the "Sears Telegames" just 2600 with Sears'
>>name on it...?
>
>They were indeed.

Ahem... (clearing my throat)

A bit of Sears Tele-games trivia:

- The Atari 2600 and 2600A were both repackaged (just relabeled actually)
as the Sears Tele-games Video Arcade. (Also known as the Video Arcade I).

- Atari also manufactured a custom version of the 2600 (100% compatible
with above) for Sears which they called the Sears Tele-games Video
Arcade II. It was better built (IMHO) than the original 2600, but
offered no new capabilities. Atari never sold a version of this system
under their own name. However the same exact case design for the Video
Arcade II was used for the Atari 7800 some years later.

- Sears offered most of the early Atari 2600 game carts under their own label,
but often with different names (e.g. Sears Gunslinger = Atari Outlaw,
etc.) A couple of Atari games that appear to have been offered ONLY by Sears
are Submarine Commander and Stellar Track.

- Mattel also created a Sears-labeled version of the Intellivision, which
Sears sold as the Tele-games Super Video Arcade.

Ted Drude (drudetb @infonode.ingr.com)

3150. Re: LYNX Hardware Questions - Porting Games to XE's

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 15:57:42 UTC
From: greg@Quotron.COM
Message-ID: <greg.712857462@duke>
Source record: 110097

hill@spot.Colorado.EDU (Michael Hill) writes:

>Remember the "2600->800" discussion from a few weeks ago?
>
>This is like that, only worse (or, you might say, at the other extreme).
>The 2600's graphics routines were too primitive for the 800, and the
>Lynx's are too advanced. Everything I've read about the display hard-
>ware indicates that the Lynx has hardware routines for instantly
>rendering 3-D perspectives. That alone would be impossible for
>emulation software to achieve in real-time. Screen resolution wouldn't
>be a problem - I think the Lynx's is smaller than the computer's. BUT
>the Lynx can display 4096 colors simultaneously (I think). And no,
>APAC isn't the answer for real-time games.

Much worse. The Lynx runs off a variant of the 6502, yes, but it's running
at 16mhz. It has hardware for scaling (using the same bitmap for close-up
or far-away pictures), something that would bring an 8-bit to its knees.
It has a palette of 4096 colors, but can only display 16 at a time. The
resolution's something like 160x100, or about Graphics 7+.
The problems with emulating a less-powerful system (like the 2600)
are mainly tied to the difficulty in re-doing all the hacks they did to get
the system running. (Ask Dave Small about getting the Mac emulator to work
on the ST...) The problems with emulating a more-powerful system (and that's
not a slam on the 8-bits) are much more complex, and in some cases impossible.
The best way to get Lynx games is to buy a Lynx.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@duke.quotron.com so I doubt he'd agree with me.

3151. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 23:41:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712913637.F00001@tdkt.kksys.com>
Source record: 109958

Here's what's in the directories I work with the most:

NOCP DOS 5262 5-14-85 10:37a
NOWRITE DOS 4878 5-14-85 10:41a
SPEED DOS 6542 5-14-85 10:45a
STANDARD DOS 6158 5-14-85 10:48a
X32D DOS 12890 8-15-91 3:10p
XC23C DOS 10775 8-15-91 3:10p
XC23E DOS 10778 8-15-91 3:10p
XD23C DOS 10753 8-15-91 3:10p
XD23E DOS 10754 8-15-91 3:10p
ADVEN FNT 1024 8-15-91 3:10p
ANTED FNT 1005 8-15-91 3:10p
ARCHAIC2 FNT 1025 8-15-91 3:10p
BLOCK FNT 1024 8-15-91 3:10p
CHSET2 FNT 1024 8-15-91 3:10p
COMPUTER FNT 1024 8-15-91 3:10p
CONVOY FNT 1024 8-15-91 3:10p
CURSIVE FNT 1025 8-15-91 3:10p
CURSIVE1 FNT 1024 8-15-91 3:10p
DATA FNT 1024 8-15-91 3:10p
DESCEND FNT 1024 8-15-91 3:10p
DEVE FNT 1026 8-15-91 3:10p
FANCY1 FNT 1024 8-15-91 3:10p
FANCY2 FNT 1025 8-15-91 3:10p
FANCY2B FNT 1016 8-15-91 3:10p
FANCY3 FNT 1025 8-15-91 3:10p
FANCY3B FNT 1024 8-15-91 3:10p
GOTHIC FNT 1025 8-15-91 3:10p
GREEK FNT 1024 8-15-91 3:10p
ITALICS FNT 1024 8-15-91 3:10p
MEDEVAL FNT 1024 8-15-91 3:10p
MODERN FNT 1024 8-15-91 3:10p
NEW FNT 1024 8-15-91 3:10p
ROM FNT 1024 8-15-91 3:10p
ROMAN FNT 1024 8-15-91 3:10p
SERIF FNT 1024 8-15-91 3:10p
SPACE FNT 1025 8-15-91 3:10p
SPECIAL FNT 1024 8-15-91 3:10p
SQUARE FNT 1152 8-15-91 3:10p
STANDARD FNT 1024 8-15-91 3:10p
STOP FNT 1024 8-15-91 3:10p
STYLISH FNT 1024 8-15-91 3:10p

TRAINS FNT 1025 8-15-91 3:10p
This is part 1 of 7.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3152. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 23:43:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712913637.F00002@tdkt.kksys.com>
Source record: 109961

```
Part 2 of 7.

ALPHADOS COM 4916 8-15-91 3:10p
ARC COM 11533 8-15-91 3:10p
ARCMATE COM 11118 8-15-91 3:10p
ARCX COM 10820 8-15-91 3:10p
AT_RS232 COM 1863 8-15-91 3:10p
AUTOBAT COM 268 8-15-91 3:10p
BASICXL COM 11335 12-13-91 1:33p
BEDIT COM 1900 8-15-91 3:10p
BOBTERM COM 24587 8-15-91 3:10p
BRANCH COM 1145 8-15-91 3:10p
BYPASS COM 379 8-15-91 3:10p
CALC COM 7855 8-15-91 3:10p
CHANGESU COM 5646 8-15-91 3:10p
CHTD COM 899 8-15-91 3:10p
CHVOL COM 453 8-15-91 3:10p
CLEANUP COM 16189 8-15-91 3:10p
COLUMN80 COM 1429 8-15-91 3:10p
COMMAND COM 4090 8-15-91 3:10p
CONFIG COM 621 1-16-86 3:03p
COPYM COM 1554 8-15-91 3:10p
DCOPY COM 3288 8-15-91 3:10p
DCOPYSP COM 5327 8-15-91 3:10p
DCOUNT COM 2894 8-15-91 3:10p
DECPAD COM 189 8-15-91 3:10p
DIRC COM 1972 8-15-91 3:10p
DISCOM32 COM 13054 8-15-91 3:10p
DISKINDX COM 15817 8-15-91 3:10p
DISKINFX COM 7051 8-15-91 3:10p
DISKRX COM 33468 8-15-91 3:10p
DIS_BAT COM 31 2-13-85 12:06p
DOSMENU COM 3241 8-15-91 3:10p

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)
```

3153. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 23:44:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712913637.F00003@tdkt.kksys.com>
Source record: 109959

Part 3 of 7.

```
DS COM 5710 8-15-91 3:10p
DSWAP COM 269 8-15-91 3:10p
DUMP COM 1033 8-15-91 3:10p
DUPDSK COM 2187 8-15-91 3:10p
DZ COM 3683 8-15-91 3:10p
EXPRESS COM 32179 8-15-91 3:10p
FATB COM 2071 8-15-91 3:10p
FATCHK COM 8558 8-15-91 3:10p
FATPRINT COM 4337 8-15-91 3:10p
FATR COM 2637 8-15-91 3:10p
FD COM 5747 8-15-91 3:10p
FILEFIX2 COM 14407 8-15-91 3:10p
FORMAT COM 1942 8-15-91 3:10p
FRMTDRV1 COM 93 8-15-91 3:10p
FRMTDRV2 COM 93 8-15-91 3:10p
GETCNG COM 1606 8-15-91 3:10p
HAPPYOS COM 1215 8-15-91 3:10p
HARDBACK COM 20710 4-27-88 7:49p
HDFMTDIR COM 1520 1-10-91 4:06p
HDFMTPH COM 4814 1-10-91 4:06p
HDFMTPH6 COM 5997 1-10-91 4:06p
HDFMTPH8 COM 7734 1-10-91 4:06p
HDFMTPH9 COM 7703 8-15-91 3:10p
HDINIT COM 1500 1-10-91 4:06p
HPYMENU COM 1643 1-10-91 4:06p
HUH COM 365 1-10-91 4:06p
INIT COM 3068 2-14-85 1:01p
KEY COM 849 1-10-91 4:06p
KEYEDIT COM 9168 1-10-91 4:06p
KILL21 COM 6741 1-10-91 4:06p
KILL30 COM 6685 1-10-91 4:06p
```

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3154. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 23:46:03 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712913637.F00004@tdkt.kksys.com>
Source record: 109960

```
Part 4 of 7.

LIBRARY COM 7959 1-10-91 4:06p
LIBRARYX COM 7824 1-10-91 4:06p
LL COM 6906 1-10-91 4:06p
LZ COM 3310 1-10-91 4:06p
MDUMP COM 813 1-10-91 4:06p
MEMLO COM 198 2-13-85 12:06p
MENU COM 7728 9-18-91 5:18p
MFORMAT COM 2311 1-10-91 4:06p
MIO COM 1628 1-10-91 4:06p
MIOCFG COM 1660 1-10-91 4:06p
MORE COM 6472 1-10-91 4:06p
MOVE COM 6354 1-10-91 4:07p
NCHSET COM 2136 1-10-91 4:07p
OFF_LOAD COM 2061 1-10-91 4:07p
PARK COM 5957 1-10-91 4:07p
PARK_AD COM 1057 1-10-91 4:07p
PATH COM 1565 1-10-91 4:07p
PAUSE COM 202 2-13-85 12:05p
PFKEYLST COM 4284 1-10-91 4:07p
PFKEYSWP COM 2581 1-10-91 4:07p
PORT COM 491 1-10-91 4:07p
PSIRD COM 7422 12-11-91 9:35a
PSIRDF COM 4116 12-11-91 9:35a
PUTRUN COM 589 1-10-91 4:07p
QUIET COM 196 1-10-91 4:07p
RD COM 1585 8-15-91 3:10p
RD1088 COM 5505 11-11-91 12:51p
RD130 COM 870 8-15-91 3:10p
RD195 COM 952 8-15-91 3:10p
RD260 COM 924 8-15-91 3:10p
RDAXLON COM 846 8-26-85 9:01a
RDBASIC COM 760 8-15-91 3:10p
RDNEWELL COM 1585 8-15-91 3:10p
RECONFG0 COM 137 8-15-91 3:10p
RECONFG1 COM 137 8-15-91 3:10p
RECONFG2 COM 137 8-15-91 3:10p
RECOVER COM 9885 8-15-91 3:10p
RENDIR COM 1532 8-15-91 3:10p
REPAIR COM 19151 8-15-91 3:10p
RESTORE COM 13449 8-15-91 3:10p
RPM COM 691 1-10-91 4:08p
RS232 COM 127 1-10-91 4:08p
```

RSCOPE COM 9509 8-15-91 3:10p
RTIME8 COM 2139 12-10-85 9:43p

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3155. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 23:47:04 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712913637.F00005@tdkt.kksys.com>
Source record: 109962

part 5 of 7.

```
SCOPY COM 3582 1-10-91 4:08p
SET COM 833 1-10-91 4:08p
SETHAPPY COM 195 1-10-91 4:08p
SETSNAP COM 17 10-22-91 5:46p
SINIT COM 2287 1-10-91 4:08p
SNAP COM 9613 10-29-91 6:03p
SNAP11 COM 1698 9-01-88 12:00p
SNAP13M COM 2341 9-01-88 12:00p
SNAP15M COM 9748 10-19-90 2:57a
SNHDHI COM 9613 10-29-91 6:05p
SNHDLOW COM 9613 10-29-91 5:56p
SOFTBOOT COM 955 9-01-88 12:00p
SORTDIR COM 1104 1-10-91 4:08p
SORTIT10 COM 7251 1-10-91 4:08p
SPAINDEX COM 18125 1-10-91 4:08p
SPARKEY COM 850 1-10-91 4:08p
SPCOPY COM 4681 7-08-85 10:51p
SPEED3US COM 4500 1-10-91 4:08p
SPRINT COM 756 1-10-91 4:08p
SUPERKEY COM 770 1-10-91 4:08p
TD COM 1159 1-10-91 4:08p
TDLINE COM 1376 5-21-87 11:01p
TIME COM 1179 1-10-91 4:08p
TREE COM 975 1-10-91 4:08p
TSET COM 1154 1-10-91 4:08p
UNARC24 COM 10276 1-23-91 10:51a
UNARCALF COM 8803 1-10-91 4:08p
UNERASE COM 1537 1-10-91 4:08p
USHAPPY COM 67 1-10-91 4:08p
USHAPPY1 COM 71 1-10-91 4:08p
VBASIC COM 917 1-10-91 4:08p
VDEL COM 5123 1-10-91 4:09p
VPATH COM 1104 1-10-91 4:09p
WATCH COM 670 1-10-91 4:09p
WEDGE COM 13825 1-10-91 4:09p
WHEREIS COM 5798 1-10-91 4:09p
XCOPY COM 4467 1-10-91 4:09p
XDEL COM 9037 1-10-91 4:09p
XFORMAT COM 2693 1-10-91 4:09p
XINIT COM 2955 1-10-91 4:09p
XKEY COM 903 1-10-91 4:09p
XTD COM 536 1-10-91 4:09p
```

ZHAND COM 857 1-10-91 4:09p

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3156. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 23:52:05 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712913637.F00006@tdkt.kksys.com>
Source record: 109963

```
ARCREAD BAS 2816 8-15-91 3:10p
DIR BAS 219 12-15-84 4:06p
EXTMAKE BAS 3255 8-15-91 3:10p
FASTLOAD BAS 4856 8-15-91 3:10p
HDFORMAT BAS 1257 8-15-91 3:10p
HIGHPRNT BAS 143 8-15-91 3:10p
MENU BAS 4037 8-15-91 3:10p
NOTE BAS 437 6-06-85 9:45a
POINT BAS 446 12-15-84 4:06p
RECONFG BAS 1571 8-15-91 3:10p
RENAMER BAS 5344 8-15-91 3:10p
TEST256K BAS 2818 8-15-91 3:10p
XFPATCH BAS 1889 8-15-91 3:10p
ALPHADOS DOC 179 8-15-91 3:10p
ARC DOC 5383 8-15-91 3:10p
ARCREAD DOC 234 8-15-91 3:10p
ATARIMIO DOC 2922 11-15-91 7:42p
BEDIT DOC 16215 8-15-91 3:10p
BRANCH DOC 1176 8-15-91 3:10p
CHANGESU DOC 346 8-15-91 3:10p
COLUMN80 DOC 220 8-15-91 3:10p
CONFIG DOC 605 1-21-86 10:05a
COPYM DOC 1258 8-15-91 3:10p
CRUNCH14 DOC 12328 8-15-91 3:10p
DCOPY DOC 387 8-15-91 3:10p
DCOPYSP DOC 8169 8-15-91 3:10p
DCOUNT DOC 1150 8-15-91 3:10p
DECPAD DOC 658 8-15-91 3:10p
DIRC DOC 1954 8-15-91 3:10p
DISKINDX DOC 10661 8-15-91 3:10p
DS DOC 1026 8-15-91 3:10p
DSWAP DOC 1216 11-15-91 7:43p
DTC DOC 4564 8-15-91 3:10p
FASTLOAD DOC 593 8-15-91 3:10p
FATPRINT DOC 380 8-15-91 3:10p
FD DOC 2452 8-15-91 3:10p
FILEFIX2 DOC 523 8-15-91 3:10p
FORMAT DOC 339 8-15-91 3:10p
HAPPY DOC 1964 8-15-91 3:10p
HDMS DOC 1737 8-15-91 3:10p
HDTOOLS DOC 7955 8-15-91 3:10p
HUH DOC 840 11-15-91 7:43p
LIBRARY DOC 1423 8-15-91 3:10p
LL DOC 797 8-15-91 3:10p
```

```
LOCKOUT DOC 221 8-15-91 3:10p
MENU DOC 186 8-15-91 3:10p
MFORMAT DOC 212 8-15-91 3:10p
MIO DOC 2113 8-15-91 3:10p
MORE DOC 269 8-15-91 3:10p
MOVE DOC 3565 8-15-91 3:10p
NCHSET DOC 639 8-15-91 3:10p
PATH DOC 2083 8-15-91 3:10p
QUIET DOC 239 8-15-91 3:10p
RD DOC 586 8-15-91 3:10p
RD1088 DOC 255 8-15-91 3:10p
RDNEWELL DOC 309 8-15-91 3:10p
RECOVER DOC 5119 8-15-91 3:10p
RECOVER2 DOC 4263 11-15-91 7:43p
RENUMBER DOC 1109 8-15-91 3:10p
REPAIR DOC 247 8-15-91 3:10p
```

```
* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)
```

3157. SDX question (to Amos Jackson).

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-03 23:58:06 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712913637.F00007@tdkt.kksys.com>
Source record: 109964

Part 7 of 7.

```
UNARCALF DOC 14822 8-15-91 3:10p
UPGRADE DOC 7040 8-15-91 3:10p
UPGRADES DOC 10579 8-15-91 3:10p
VBASIC DOC 1299 8-15-91 3:10p
VPATH DOC 1371 8-15-91 3:10p
WATCH DOC 727 8-15-91 3:10p
XDEL DOC 1676 8-15-91 3:10p
XE1088 DOC 5690 8-15-91 3:10p
XE256 DOC 2944 8-15-91 3:10p
XE576 DOC 18849 8-15-91 3:10p
XFORMAT DOC 229 8-15-91 3:10p
XFPATCH DOC 1152 8-15-91 3:10p
X_TRA DOC 279 12-15-84 4:07p
```

There's most of them, but I do also have a SpartaDOS file sig that has most of what you've seen here in it, but this is about 80% of the SpartaDOS utilities I own.

The obvious files not to consider SpartaDOS utilities are the term programs (Bobterm, Express, and Rscope).

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3158. Olympics

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 00:17:29 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208022049.AA15578@brachot.jct.ac.il>
Source record: 110098

Yipee!! Israel won the first olympic medal EVER - First, a silver, by
Yael Arad, in Judo, and then another bronze, also in Judo..
The first medals Israel has ever received - and two in a row!!
(You shoulda seen the newspapers the next day!!) :-)
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3159. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 00:48:04 UTC
From: darekm@microsoft.com
Message-ID: <1992Aug04.004804.17895@microsoft.com>
Source record: 109979

In article <1992Jul26.235014.23768@ucsu.Colorado.EDU> hill@spot.Colorado.EDU (Michael Hill) writes:
>In article <1992Jul24.195917.26248@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>Shut up, you stupid pussy. Your crappy article only served to reinforce
>the opinion I'd already formed of you based on your previous posts - that
>of an immature whiner. You can't even be bothered to stick with the
>ATARI market, so why don't you butt out and stay away from our newsgroups

Because when all you hard code 8-bit pirates grow up and become hard code Mac or PC pirates, it will be my business to make sure you get prosecuted. Actually, I'm sure by posting pro-piracy messages and admitting to the fact that you're engaged in piracy of 8-bit software, you're not only pissing off the FEW ATARI DEALERS that are still sticking around to support losers like yourself, but it's probably enough to get you kicked off the net. Personally I have no interest in doing that since pirating video games is probably less destructive to society than letting you think up others ways to waste away your free time.

I'm actually surprised by your posting in particular. Your rather lengthy signature would indicate that you're some sort of a Jesus freak with morals that would forbid you from stealing software. But it just goes to prove that Atari 8-bit users, regardless religious preference, are still the same. Reminds me of user group days in Toronto about 10 years ago. At 8pm it's the "we don't condone piracy" user group meeting. At 11pm it's the all night Archiver chipfest at the president's house.

Perhaps one of you belly aching 8-bitters should do something other than whine about the lack of support for your machines. Why don't you try opening up an Atair dealership and try to sell some of the software that you currently pirate. And I don't mean sell pirated copies, I mean sell legitimate 8-bit software. There are still dealers that still do that you know. I know people that still actually call them and order software from them. Ooooh, what a concept. What you'll probaby find out is that your fellow members of comp.sys.atari.8bit will soon put you out of business, and then you'll know why Atari doesn't give a shit about vermon like you and why all the developers have left.

Ok, I think that satisfies your criteria of posting a potential solution to the problem. No doubt you will dip into your long list of adjectives and shoot down my idea as crap. Ok, then, sit back, and wait for someone else to open up that Atari dealership and then promptly proceed to put him out of business, and then sit there and wonder why things aren't getting better.

It seems to me like this problem will go away by itself anyway. Assuming all Atari 8-bit developers are gone and no new software is being produces at all, then that means that sooner or later you will have pirated every single Atari 8-bit software title that there is to pirate, at which point you'll get bored and move on to other things to complain about.

What's sad is that you spend so much energy whining about the problem instead of using that energy to if not fix the problem, then take advantage of the problem and benefit from it. Yes, starting a pirating operation is one way to benefit at the expense of your morals, but there are other ways.

- Darek

--
/--\
| darekm@microsoft | What the above looked like to Homer Simpson: |
| Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
\--/

3160. Indus PS specs

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 01:15:49 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208022037.AA15537@brachot.jct.ac.il>
Source record: 110100

What are the specs for the power suply of the Indus??
My info is:
11.5 V DC
1.95 Amps (but maybe less?? What's the minimum??)
Polarity: Unknown!! Can anybody check out?
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3161. Re: 800 burnout

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 01:32:46 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug3.203246.11975@miavx1.acs.muohio.edu>
Source record: 110099

In article <1992Aug3.013927.29022@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu (Preston F. Crow) writes:
> I don't know if this is your problem, but I had an Asteroids cartridge
> that would lock up at times--it seems that the contacts were dirty.
> I'm not sure what the recommended procedure for fixing this is, but two
> that I've heard of are using a pencil eraser to "erase" the deposits and
> using rubbing alcohol with cotton swabs (be sure it's dry before turning
> it on). I think the eraser fixed my Asteroids cartridge.

Try playing a Nintendo some time, it gets dirty contacts on the
cartridges all the time. (Now I realize that Atari was pretty smart by
putting doors on their cartridges.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((((((((}}}}}}}}=======--------

3162. Re: Rtime8 Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 03:13:24 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <1992Aug4.031324.7163@usenet.ins.cwru.edu>
Source record: 110102

Im looking for an Rtime 8, working or non working, if you've got one
just setting in a box somewhere collecting dust, let me know...

Thanks

Mike...

3163. Re: 800xl Tech Notes/65xxx Specs.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 03:33:55 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63349@cup.portal.com>
Source record: 110103

I've got a book that includes a 6512 & a 6510. You might try to get a Rockwell product line book, they made most of the 65xx variations including one beasty that was 2-6502 in a 64 pin package. I think Bob Wooley talked to an Atari official about the the xl OS & was told all the info was stored on one of their 4-PDP/11's (or whatever) & nobody thought to save any of the info when they were sold off to raise money.

3164. Re: ICD

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 03:45:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63352@cup.portal.com>
Source record: 110104

Thanks for the info. I phoned ICD today & told them I'd be interested in the rights to Action!, but taking over the entire 8-bit product line would be beyond my finances. They're supposed to phone back if they'd be willing to break up the set. I let you know if they have changed the status of selling stuff off, but assuming I do get a call, I guess I'll have to treat any info as confidential unless told otherwise. I know a few other people have been interested in Basic XL (I seem to be the only guy left who boots Action!). If they respond, I'll ask about that too.

3165. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:17:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <o9uyoB5w164w@cyberden.uucp>
Source record: 109967

Ben,
1) Nice intro!! :)

2) That bit about "we have a RIGHT to keep this exsistence"..
that does bring up a good point. The first thing that came to
my mind were those IBM jerks (no offense. You should just SEE
the flames I get for owning my Atari...from little 13-18 year old
phreakers/blue-boxers who've never even seen what one of these
gems can do!.
hmm

btw: how the HELL did 50 messages get posted in one day!? Maybe I've
blacked out a few extra days while printing the DDIII user's guide.
(said while steam still bellows from my aching print-head :))

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 3, 1992

3166. Re: Modem Software for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:19:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PaVyoB6w164w@cyberden.uucp>
Source record: 109973

bantolph@carina.unm.edu (Bard's are the Best) writes:

> I recently picked up an Atari SX212 modem for my ST and i hve
> been wanting to use it on my 8bit. Can anybody reccomend some software
> for use on the old 800.
> Thanks

Dear dear... BobTerm's a big hit. Thing is I'm not sure if it works
on the 800. Anyone? Anyone?

"Be seeing you!"

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

August 3, 1992

3167. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:19:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TBVyoB7w164w@cyberden.uucp>
Source record: 109970

tgreen@iastate.edu (Todd Greenfield) writes:

> In <9207272152.AA21721@smithkline.com> poehland%phvax.dnet@SMITHKLINE.COM wri
>
> >In the past couple issues of this Digest several people have expressed quasi
> >legal opinions on the legality of copying abandoned software. Judging by th
> >contradictory nature of those opinions, the legal issues are just as murky a
> >the moral ones.
> I'll second that. This isn't really a clear cut issue. Sure we'd
> like to support the authors of 8bit software, but the reality is
> that there aren't any authors left, and the old software can be
> difficult to find. In the past, the software companies and authors
> were actually hurt by 8bit piracy, but now that point is moot.
> The only people it still hurts are those retailers that still
> carry the stuff.
>
> my $.02
>
> Todd
> --
> Todd Greenfield
> tgreen@iastate.edu

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 3, 1992

3168. Copyright/Ownership of defunct companies

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:20:13 UTC
From: conklin@theclub.UUCP
Message-ID: <9208040520.AA12004@frith.egr.msu.edu>
Source record: 109955

Pattie Rayl (Atari Interface) writes:
> If the company had folded, the softwar reverts back to the author.

edinboro.edu) replies:
>You make an interesting point about the actual ownership of software. I
>have always been under the impression that work done for hire or contract
>becomes the legal property of the contractor or company involved.

Adam is correct. Unless you very specifically have it stated as part of
your contract or terms of employment, (the odds of which are nil, since no
employer is that stupid,) ownership of the software is held by the company
and by _no means_ reverts to the actual programmers.

This is just one of many reasons programmers go it alone, of course. It
doesn't have to be that way either. At General Motors, when a research
scientist applies for a patent from research done at GM, G.M. routinely files
the patent in both GM's and the scientist's name.

In 15 years of programming, I have never seen or heard of a similar arrangement
amongst software houses. It essentially doesn't happen.

Terry Conklin
conklin@egr.msu.edu
uunet!frith!theclub!conklin "Religion - Just Say No"

3169. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:24:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <yJVyoB8w164w@cyberden.uucp>
Source record: 109971

thester@nyx.cs.du.edu (Uncle Fester) writes:

> I am totally serious!
> Anyone else game?
>

I'M game! Gimme the addresses! I'll do a postcard attack like I
did to all the CURRENT s/w distributing companies a few months back...

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 3, 1992

3170. Re: 2600 hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:30:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <eTVyoB1w164w@cyberden.uucp>
Source record: 109972

bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:

> If the 2600 game system was such a large hunk of crap, what was it doing in
> the marketplace in the first place? - Itay

Well..to people who "oh!"'d and "ah!"'d at pong, it was a miracle, I
suppose! Hell! I have mine right here (in a clothes drawer!) still
hooked up, minus power. I still love a good old game of Asteroids
ever so often! :)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 3, 1992

3171. Re: A dumb question!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:31:56 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XVVyoB2w164w@cyberden.uucp>
Source record: 109969

crow@coos.dartmouth.edu (Preston F. Crow) writes:

> In <9207281422.AA11174@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chami
>
> >Alot of times I ask myself the question: How was the Rev A OS written? I mea
> >the Atari assembler wasn't out yet, so did they use calculators? And how was
> >Rev A BASIC created? And how was the Atari Assemler/Editor written?
> >Were all the Rev A bugs (both in the OS and in BASIC) there just because the
> >were written in unreliable ways? (not using an assembler?)
>
> I remember reading somewhere that they were written by OSS (under contract
> for Atari) using an assembler on an Apple II. This may go for DOS 1.0, as
> well. (BTW: Where could I get a copy of DOS 1?)
>
> --PC

YEAH! THat's right! That's what good ole Bill Wilkinson told me...

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

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August 3, 1992

3172. Digital Music System

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:32:31 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Aug4.053231.15549@cs.tulane.edu>
Source record: 109956

I've sent to the Archive Dean Garraghty's PD release of DMS

This is the Public Domain release of Dean Garraghty's

Digital Music System.

The for-runner of Digi-Studio, DMS is similar but only covers one
octave, and is limited by not having real pitch.

The program includes samples, player, keyboard player, drum player
and tune compiler. The tune compiler allows you to play your tunes
within your basic programs.

DMS1.DCM is the Main program disk, it has all you will need to make,
test and compile your tunes.

DMS2.DCM is a disk of samples to add to DMS1.

Enjoy!

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu
New Orleans, Louisiana. Psychedelic Daydreams

3173. Re: New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:39:15 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <58VyoB3w164w@cyberden.uucp>
Source record: 109974

What's DMS? (if I knew, I've forgotten! (as if it wasn't obvious!!!))
thanx

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 3, 1992

3174. Re: Rambrandt

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:41:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mcwyoB4w164w@cyberden.uucp>
Source record: 109975

Did you try changing the working directory? If RamBrandt calls D: drive 1, then it can call D: practically anything (IF using MyDOS or SpartaDOS, etc.etc.)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 3, 1992

3175. Re: A new perspective on 8bit piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:43:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7ewyoB5w164w@cyberden.uucp>
Source record: 109976

brayl@nyx.cs.du.edu (Bill Rayl) writes:

> it, for someone like Bob Puff to make an update.
>
> That's the solution, not piracy.
>
> Pattie Rayl (Atari Interface)

HAAHHAA good choice of programmers, I must say! :)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 3, 1992

3176. Re: Fax/modems

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 05:48:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9mwyoB6w164w@cyberden.uucp>
Source record: 109968

WHEW! Might be yet another incentive for me to get a faster modem!!!
Sounds like an EXCELLENT idea!!!!

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 3, 1992

3177. Re: CRASH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 06:07:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sJXyoB8w164w@cyberden.uucp>
Source record: 109966

bd891@cleveland.Freenet.Edu (Paul Allwood) writes:

>
> WHILE YOU WERE OUT SOME ALIENS FROM STAR TRECK MIGHT HAVE
> BEAMED DOWN IN TO YOUR HOUSE AND ACCIDENTLY LANDED ON
> YOUR KEYBOARD. OR MAYBE
> THEY TRYIED TO LEAVE YOU A MESSAGE ON IT BUT BECAUSE THEY ARE
> USED RUNNING 1024 BIT
> MACHINES THEY LEFT A BUG IN YOUR SOFTWARE.
> I HAVE BEEN USING BOBTERM ON MY 1200 XL
> WITH NO PROBLEMS; I THINK?
> --
> I am not ashamed of the gospel of Christ for it is the POWER of
> God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

Don't talk to me about star trek! I have 1 too many s.t. geek friends
(1 is 1 too many ;))..

naw...perhaps spraying it w/ water!? I dismantled it & looked around and
put it back together, but nothing seems to be wrong with it
nowwww

3178. PPP WROTE ME BACK!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 06:24:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7ayyoB9w164w@cyberden.uucp>
Source record: 109965

WoW! not ONLY have I finally received a letter from my favoritest frined
in boot camp way over in New Jersey...
and not ONLY have I FINALLY finished printing out the DDIII user's
guide..

BUT... I ALSO FINALLY got a reply from Power Per Post! (ala S.A.M.,
Quick, and Atari Magazin fame... (yes..no "e" in Magazin..)

and ALL before I go on vacation to Montana in a few days...!!

Anyways...here's how it went...

he said it's no problem to send them $30 cash for a copy of Quick 2.1
(the latest version) plus it's manual (in German.. :( )...
I can also buy some of their QUICK Magazins... They are disks w/
programming examples including long texts for explanations. (they used
the example that QUICKmag 11 & 12 introduce the possibility for
multitasking on the 8-bits...)

They're ALSO offering me the RIGHTS TO QUICK!!! (whew! big deal, eh!?)
as well as possibly some other software... and from there I can reproduce
and distribute it as much as needed for me own profit. (course I'll
never have enuf $$$ to buy the rights!! :))..

He (Harald Schonfeld) explained that QUICK is very fast and that the
runtime pkg is linked so the programs are "stand alone." He said it's
best described as a mixture of C, Action!, BASIC, and Assembler.

He also said 4 professional games were published which were written in
QUICK (Glaggs, Rubberball, Minesweeper...) They also have a characterset
editor that uses the joystick, ST-mouse, or Atari touchtablet.. as well
as a diskmonitor... it provides routines for playing digitized music,
player movement, using of ST-mouse, copying and moving hires-graphics,
etc.etc. and can even use DLIs & VBIs automatically.

He also told me a little about SAM: includes a text editor, mono- and
color-graphics editor, characterset editor, a DOS shell, a spreadsheet &
more...all using the joystick or ST-mouse, windows, pull down menus, and
80 columns per line.

Anyways.. I'm not sure of the legalities of me purchasing the
rights to and selling any of their software.. Dean Garraghty pointed out
to me something about me needing to be 18. (that'll happen in about 9
months! :( ). I'm not sure PPP would want to wait that long, but I must
admit it is tempting.... of course I'd need quite a bit of cash to
advertise & copy the program/manual, let ALONE buy the rights to it!..

Well...to shut myself up I'll just end this with PPP's addresses:

Harald Schoenfeld (one of the programmers)
Lerchenstrasse 2
D-W-8501 Veitsbronn
Germany
--Internet: aohybrid@cnve.rrze.uni-erlangen.dbp.de (mail w/ subject of
"Letter to HS")

--ugh! very sorry. I guess it was never added to my rolodex! this
MUST BE FIXED! I beleive at least one other here on the net knows their
address... but went on vacation! ugh! anyways.. I'll find it
SOMEWHERE and post it ASAP..

for now, just bug Harald ;)
later phbill

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 3, 1992

3179. 64-bit :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 06:57:38 UTC
From: chan@pyramid.unr.edu
Message-ID: <4258@equinox.unr.edu>
Source record: 109957

Has anyone heard much about the 64-bit game machine from ATARI?
I've heard that it would be sold for under $200.00!
That's why I've put off buying a Genesis (noticed price drops!).
Atari DID scrap their 32-bit game machine because it was AHEAD of
schedule... and decided to concentrate on the 64-bit'r...

So anyone heard any peeps?

Please reply email or post!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

.....(hope my MSTE4 won't become exstinct!)

3180. Re: Copyright/Ownership of defunct companies

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 15:04:36 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Aug4.150436.20885@mnemosyne.cs.du.edu>
Source record: 109977

Terry,

What you say is very interesting since I know of several titles on
the ST that did revert back to the progrmmer when the company went
under.

I tried postng a coupld messages to Adam a few days ago, but Nyx had
trouble, so they never made it through. The upshot was that Adam was
perhaps confusing releaseing a program into the pd with offering it
for sale...ie, just because a program is now pd, does not mean anyone
(either the author or the company) does't have copyright on the program,
they just don't expect any mney from it now.

ALso, this would be good thing for Atari Classics to work on, eh? :)

Pattie Rayl (AIM)

3181. Re: Copyright/Ownership of defunct companies

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 15:22:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63364@cup.portal.com>
Source record: 109978

$.02 The companies are not being generous by allowing the employee on the patent. It's the patent department that demands the actual person who did the work gets the credit. More of a problem is people who jump on the patent W/O having anything to do with it. An actual exchange between a chemist & a program director I heard 1st hand, "You forgot to put my name on this invention record & now it is going to be filed so you have to add me <pd>!" "When I told you about it, you told me the idea was completely with out merit. That I was trying to redefine Fick's Law an didn't know what I was doing <ch>." "Well then you admit we discussed it, therefore I should be on the patent <pd>!" Needless to say the PD became a co-inventor. I've even seen "chicks" (as opposed to women) placed on patents by male (is there a better discription for guys who let sex take priority over... well everything?) administrators in order to, let's say advance their goals. I'd bet the average patent that comes out of a corporation has between 3 & 5 people listed as inventors. This usually means two heavy weights in the corporate ladder have a reciprical "You put me on yours & I'll put you on mine" deal, one person who has brown nosed enough to deserve a scrap, & the guy who actually thought of it & did the work.

3182. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 18:11:14 UTC
From: chase@electron.rutgers.edu
Message-ID: <Aug.4.14.11.12.1992.5702@electron.rutgers.edu>
Source record: 109980

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 2.0

Well, the number of contributions to this project has slowed to
a trickle. Unless I get a lot of contributions I will make this the
"final" release, and proceed to post it only occasionally. So if you've
been holding off sending in your collection of rare cartridges, wait
no longer. The count is up to 260, which is a bit under my goal of
300 cartridges, but all in all, I am quite pleased with the list.
Thanks to everyone who contributed.

Kevin Chase <chase@physics.rutgers.edu>

Size so far:
Cataloged Listed Questioned
Atari 82 5 4
Activision 2 12 1
Big Five 0 3 0
Broderbund 0 3 0
CBS Software 3 5 0
Epyx 0 11 0
First Star 0 1 2
LJK 0 3 0
O.S.S. 0 5 0
Parker Bros 2 11 0
Roklan 0 7 0
Romox 0 7 0
Sega 1 9 0
Sierra On Line 0 7 0
Sirius 0 4 0
Spinnaker 1 11 0
Synapse 0 13 0
Thorn EMI 6 3 2

Miscellaneous 0 25 0
Unclassified 0 9 0
---- ----- ----
97 + 154 + 9 = 260 Cartridges

Catalog# Company Year Name
CXL4002 Atari 1979 BASIC Computing Language (version A)
CXL4003 Atari 1979 Assembler Editer Computing Language
CXL4004 Atari 1979 Basketball
CXL4005? Atari 1979? Video Easel
CXL4006 Atari 1979? Super Breakout
CXL4007 Atari 1979 Music Composer
CXL4008 Atari 1979? Space Invaders

CXL4009 Atari 1979 Computer Chess
CXL4010 Atari 1979? 3-D Tic-Tac-Toe
CXL4011 Atari 1980 Star Raiders
CXL4012 Atari 1981 Missile Command
CXL4013 Atari 1981 Asteroids
CXL4015 Atari Telelink
CXL4016 Atari Telelink II
CXL4018 Atari Pilot Computing Language
CXL4019 Atari Store Demo
CXL4020 Atari 1982 Centipede
CXL4022 Atari 1982 Pac Man
CXL4024 Atari 1982 Galaxian
CXL4025 Atari 1982 Defender
CXL4027 Atari 1982 Qix

RX8021 Atari 1982? Caverns of Mars (by APX)
RX8026 Atari 1983 Dig Dug
RX8028? Atari Soccer
RX8029 Atari Real Sports Football
RX8030 Atari 1983? E.T. Phone Home
RX8031 Atari 1983 Donkey Kong
RX8032 Atari 1983 LOGO Computing Language
RX8033 Atari 1983 Robotron:2084
RX8034 Atari 1983 Pole Position
RX8035 Atari 1983? Microsoft BASIC II Computing Language (w/ Disk)
RX8036 Atari 1983? AtariWriter
RX8039 Atari 1983 Eastern Front (from APX)
RX8040 Atari 1983 Donkey Kong Jr.
RX8042 Atari 1983? Tennis
RX8043 Atari 1983 Ms. Pac Man
RX8044 Atari 1983 Joust
RX8045 Atari Pengo
RX8048 Atari Millipede
RX8049 Atari Jungle Hunt
RX8052 Atari Moon Patrol
RX8053 Atari Atari Artist (packaged with CX77 Atari Touch Tablet)
RX8054 Atari Atari Graphics (packaged with the Light Pen)
RX8057 Atari Typo Attack (from APX)
RX8059 Atari Skywriter (Educational cartridge)
RX8063 Atari Rescue on Fractalus (by Lucasfilm, from Epyx)
RX8064 Atari Ball Blazer (by Lucasfilm, from Epyx)
RX8067 Atari Final Legacy
RX8069 Atari Track and Field
RX8077 Atari Battlezone
RX8078 Atari Star Raiders II
RX8079 Atari 1987 Food Fight
RX8081 Atari Blue Max (by Synapse)
RX8082 Atari Lode Runner (by Broderbund)
RX8083 Atari Midnight Magic (by Broderbund)
RX8084 Atari Hardball (by Accolade)

RX8085 Atari Fight Night (by Accolade)
RX8086 Atari Barnyard Blaster (Lightgun game)
RX8087 Atari 1987 Bug Hunt (Lightgun game)
RX8088 Atari Crossbow (Lightgun game?)
RX8089 Atari Desert Falcon
RX8090 Atari Gato
RX8091 Atari Flight Simulator II (by subLogic)
RX8092 Atari Archon (by EA)
RX8093 Atari One-on-One Basketball (by EA)
RX8094 Atari Commando
RX8095 Atari Karateka (by Broderbund)
RX8096 Atari Choplifter (by Broderbund)
RX8098 Atari Summer Games (by Epyx)
RX8099 Atari 1988 Ace of Aces (by Accolade)
RX8101 Atari Dark Chambers (2600 Adventure style game)
RX8102 Atari Crystal Castle
RX8103 Atari Mario Brothers
RX8104 Atari Crime Busters (Lightgun game)
RX8108 Atari Necromancer (by Synapse)
RX8109 Atari Airball
RX8111 Atari Tower Toppler
RX8113 Atari Thunder Fox
RX8114 Atari Into the Eagles Nest (by Pandora Software)
RX8118 Atari 1989? Xenophobe
RX8120 Atari Super Football
RX8124 Atari MidiMaze
Atari BASIC Computing Language (version C)
Atari PLATO Learning Phone
Atari Deflektor
Atari AtariLab: Light Module
Atari AtariLab: Starter kit (Temp. Module)
Atari Blast 'Em (was included with XEGS ???)
Atari Star Trux (???)
Atari Superman III (???)
Atari Kangaroo (???)

CB101931 Atari Super Pac-Man (prototype cartridge)
CA400201 Atari XE Demo Cartridge (four games)

Major publishers

CZ-003-04 Activision Mega Mania
CA-012-04 Activision Space Shuttle
Activision Beamrider
Activision Decathalon
Activision H.E.R.O.
Activision Pitfall
Activision River Raid
Activision Zone Ranger
Activision Keystone Kapers
Activision 1984 Pitfall II

Activision Kaboom!
Activision 1984 Zenji (a maze type game)
Activision The Designer's Castle
Activision Ghost Busters (???)
Activision Dreadnought Factor
Big Five 1983 Miner 2049er
Big Five Scraper Caper
Big Five Bounty Bob Strikes Back
Broderbund Choplifter
Broderbund Sea Fox
Broderbund Serpentine
22100 CBS 1982 K-razy Shoot-Out
22103 CBS 1982 K-razy Antiks
CBS K-razy Kritter
CBS K-star Patrol
CBS Mountain King
CBS Boulders & Bombs
CBS Astro-Grover
75010 CBS 1984 Math Milage
Epyx Jumpman Jr.
Epyx 1983 Gateway to Apshai
Epyx 1983 Pitstop
Epyx Lunar Outpost
Epyx Swat Rescue
Epyx Silicon Warrior
Epyx Fun with Music
Epyx Fun with Art
Epyx Monster Maze
Epyx Alien Garden
Epyx Platter Mania
First Star Boulder Dash
First Star Flip and Flop (???)
First Star Bristles (???)
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
O.S.S. 1984 Mac/65
O.S.S. Basic XL
O.S.S. 1984 Action!
O.S.S. 1985 Basic XE
O.S.S. The Writer's Tool
PB101689 ParkerBros 1983 Frogger
PB101303 ParkerBros Star Wars: Return of the Jedi
ParkerBros Gyruss
ParkerBros Q*Bert
ParkerBros 1983 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk

ParkerBros Chess
ParkerBros Star Wars
ParkerBros James Bond
ParkerBros Death Star
Roklan Deluxe Invaders
Roklan 1982? Gorf
Roklan 1981 Wizard of Wor
Roklan 1983 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Romox Flapper
Romox Princess and Frog (Frogger clone)
Romox Fortune Hunter ("Berzerk" style adventure)
Romox AntEater
Romox Typo
Romox Spark Bugs
Romox Starion
Sega Buck Rogers
004-03 Sega 1983 Star Trek
Sega 1983 Congo Bongo
Sega Tac Scan
Sega 1983 Spy Hunter
Sega 1984 Zaxxon
Sega Tapper
Sega Up N Down
Sega Frogger II
Sega Super Zaxxon
SierraOnLin BC Quest for Tires
SierraOnLin Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Sammy Lightfoot
SierraOnLin Mr. Cool
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil
Spinnaker 1984 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
DLD-AT Spinnaker Delta Drawing Learning Program
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs

Spinnaker Alf in the Color caves
Synapse Protector II
Synapse Shamus
Synapse File Manager
Synapse Encounter
Synapse Chicken
Synapse Picnic Paranoia
Synapse Claim Jumper
Synapse Slime
Synapse Nautilus
Synapse The Pharaoh's Curse
Synapse Survivor
Synapse Drelbs
Synapse Slamball
THA12001 Thorn EMI 1982 Submarine Commander
THA12002 Thorn EMI 1982 Jumbo Jet Pilot
THB12003 Thorn EMI 1982 Soccer
THB12004 Thorn EMI 1982 Kick Back
THB12005 Thorn EMI 1983 River Rescue
THA12010 Thorn EMI 1983 Computer War
Thorn EMI Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (??)
Thorn EMI Darts (???)

Miscellaneous carts
AdventIntnl Rally Speedway
AdventIntnl Preppie II (???)
Datasoft Letter Wizard
EasternHous Monkey Wrench
EasternHous Monkey Wrench II
FisherPrice Dance Fantasy
FisherPrice Linking Logic
Gebelli Firebird
Gebelli Embargo
ICD SpartaDOS X
ICD R-Time 8
Imagic Atlantis
Imagic Demon Attack
InHome Baseball
InnovDesign Pool 400
InnovDesign Speedway Blast
MPP Smart Terminal
OrionMicro Express!
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Scarborough MasterType
TG Software Droids

TG Software Nightstrike
20thCentury Fantastic Voyage

Cartridges looking for a publisher
Mr. Do's Castle
Gridrunner
Attack at EP-CYG-4
Alien Ambush
Bumper Bash
Squish'Em
Final Orbit
Adventure Creator
Math Encounter

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3183. SDX usergroup

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 19:12:46 UTC
From: markjl@pub2.bu.edu
Message-ID: <92816@bu.edu>
Source record: 109982

Hi, I couldn't get in touch with a644690c@edinboro.edu ("Adam J. Conover")
about the SpartaDos X usergroup. Could somebody please ask him to email
me at: markjl@pub2.bu.edu. Thanks! -mjl out.
--
This is a copy of the .signature virus, pass it on.
Aww, shucks, if you want something interesting to read, finger me.
Internet: markjl@pub2.bu.edu (Boston University, USA)

3184. 800xl Tech Notes/65xxx Specs.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 20:18:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <712970399.F00001@tdkt.kksys.com>
Source record: 109992

On an unrelated note, I got your e-mail, but in trying to respond back to you, my mail seems to always bounce back. Also sorry about all of the SpartaDOS lists. Was having trouble on this end trying to send them out because the lists were so long. So the list I broke into 7 parts is the correct one, except for a few .DOC files that didn't make it. Once again, the list was too long, but only about 12 doc files didn't make it.

Amos Jackson

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

3185. Success with Math (cassette in original box for 4/8/12)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 20:27:09 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Aug4.202709.7447@cheshire.oxy.edu>
Source record: 109983

From CBS software, with manuals et al. Best offer... $5?

Comprehensive self paced math tutorial....

Grade levels 1 to 4

Thom
.

3186. Re: Atari questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 21:34:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <7F5ZoB6w164w@cyberden.uucp>
Source record: 109981

DUNHAM_JERRY@TANDEM.COM writes:

> Boerne, Texas. I just dug around looking for a phone number and
> found (512)249-3024, but I'm not sure whether that's the H&R Block
> number or the old (now defunct) Atari-Ville number, so you may have
> to resort to directory assistance.

Darn! No address? (my phone bill is quite happy where it is at the
moment! :)).

Why does he sell the stuff for so little? I'm sure there're people who'd
pay quite a bit more for software. (hell! I spent $50 on AW+!)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 4, 1992

3187. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 21:37:15 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <sk5ZoB7w164w@cyberden.uucp>
Source record: 109984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

> (Cross posted to .st, maybe someone remembers)
>
> I saw this at B&C Computervisions in Santa Clara, an Atari 1029
> printer. It's a dot matrix printer, it looks like a C. Itoh
> Prowriter (?) clone.
Well.. just check the "Best Elec." catalog. No listing of 1029, but
there is the 1027.
>
>
> The 8 bit printers that I know that were released were the;
> 820 40 column dot matrix
> 822 40 column thermal, with plotting
> 825 80 column parallel
> 1020 color plotter
> # (916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET #
> ###################### default .signature file ######################

Don't forget the xmm801 9-pin 80 column!

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 4, 1992

3188. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 21:41:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wR5ZoB8w164w@cyberden.uucp>
Source record: 109985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

dunham@mpd.tandem.com (Jerry Dunham) writes:

> 1450XL. Or does this list exist somewhere already so that I'm just dis-
> playing my ignorance?

Hell! Just get a BEST Electronics catalog and you'll see pretty much
EVERYTHING Atari ever made listed!!! :) From chips to software to parts
to printer ribbons to De Re Atari to the 1450xld and 1090!!

When I opened it up I almost cried!
:)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 4, 1992

3189. In case anyone cares.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 21:51:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <X95ZoB9w164w@cyberden.uucp>
Source record: 109986

Just a note... I'll be gone for a little over 1 week as of tomorrow.
(don't cry! I'll be back)

I'm going up to Montana and hopefully when I get back I'll be a bit refreshed from being away from my little 1200xl and hopefully quickly finish & test my APAC Object editor (God I'm into APAC, aren't I!? :)). I'm almost seriously thinking of writing a program in BASIC that will call here every day and download all of my mail and the c.s.a.8 group (because it has a limit of 50 messages. Anything over that and they get delete.) I don't think I want to trust my 1200xl to being powered up 9 days straight. Since all of my hardware's in one place it'll probably burn the house down! I still might do it anyways! :)

Well... caui for now. And oh, btw: how do you folks feel about a "Terminator 2" game? I'm seriously thinking about THAT, too. (it would be a game in which you can't win unless you beat each "scene" from the movie. There's now way to end it all quickly at the beginning. I'd even start with the "beat up the bikers" scene, just like the movie! :) (and you know me.. I'll try to fill it with as much digitized wastes of space as I can! :))

Any comments leave as mail...if it's posted I wont get it!!
Hasta la vista, baby!

"Be seeing you!"
_____________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 4, 1992

3190. Atari User Group Meeting - Wed Aug 12/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-04 22:02:25 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <BsHBw1.6tI@math.uwaterloo.ca>
Source record: 109987
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit,ont.micro,kw.micro

In August, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a very informal meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.

We will also give attendees the August issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, August 12, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

3191. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 02:26:06 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug5.022606.9963@ucsu.Colorado.EDU>
Source record: 109988

In article <1992Aug04.004804.17895@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>Because when all you hard code 8-bit pirates grow up and become hard code
>Mac or PC pirates, it will be my business to make sure you get prosecuted.
>Actually, I'm sure by posting pro-piracy messages and admitting to the
>fact that you're engaged in piracy of 8-bit software, you're not only
>pissing off the FEW ATARI DEALERS that are still sticking around to support
>losers like yourself, but it's probably enough to get you kicked off the net.
>Personally I have no interest in doing that since pirating video games
>is probably less destructive to society than letting you think up others
>ways to waste away your free time.

You are so far off base I can't even believe a single person could be so stupid! I would previously have thought your level of idiocy and incompetence would have to be shared by ten people.

Listen carefully. I'm going to say this in the simplest way so that even you and your 43 IQ can understand it.

1) What do you mean by "hard code pirate"? Any real programmer knows that "hard code" refers to explicitly coding a variable by value instead of by reference; however, that doesn't fit into your context above.

2) (IMHO) Only a complete idiot (just use yourself as a reference) would think that a PC or Mac is something to "grow up" into. Cretin. I want nothing whatsoever to do with wimpy computers like those - the Sun and Silicon Graphics workstations I use at work are real computers, not the toys you mention. So don't worry, as long as your puny mind is stuck at that level of obsolete crap, you'll never see me in the pitiful market you play around in.

3) Also don't worry, I wouldn't touch any piece of software you OR MicrobrainSoft had anything to do with, if my life depended on it.

4) I didn't post a pro-piracy message; I posted an anti-Darek-Mihocka-the-moron message. Can't you tell the difference?

5) I didn't admit to pirating 8-bit software. You seem to assume that, just because I don't like you, anything I post is a confession of piracy. Wrong. As a matter of fact I am buying software (indeed, as you say later, what a concept!).

6) I am a professional programmer, no less than you are. So you can go ahead and get of your high horse about "anything you do on a computer must be copying video games".

>I'm actually surprised by your posting in particular. Your rather lengthy
>signature would indicate that you're some sort of a Jesus freak with
>morals that would forbid you from stealing software. But it just goes to
>prove that Atari 8-bit users, regardless religious preference, are still
>the same. Reminds me of user group days in Toronto about 10 years ago.
>At 8pm it's the "we don't condone piracy" user group meeting. At 11pm it's
>the all night Archiver chipfest at the president's house.

7) Not that I claim to be a "Jesus freak", but what's wrong with them?
For that matter, what's wrong with having morals? You oughta try it some
time. And just because you couldn't handle living my "religious
preference" to save your life gives you no right to attack it.

8) Again, the bit about "stealing software" is based on some stupid
preconceived notion of yours, and has nothing whatsoever to do with
either reality or the post of mine which you were responding to. Get
a grip of the real world.

9) I take no responsibility for Toronto or anywhere else in Canada, as
I have never been there. Why don't you get a clue? If you're going to
persist in your personal attacks on me, you'd better have some real facts
to go on; otherwise I can promise you I'll rip you to shreds every time,
just like this time. Be forewarned.

>Perhaps one of you belly aching 8-bitters should do something other than
>whine about the lack of support for your machines. Why don't you try
>opening up an Atair dealership and try to sell some of the software that
>you currently pirate. And I don't mean sell pirated copies, I mean sell
>legitimate 8-bit software. There are still dealers that still do that
>you know. I know people that still actually call them and order software
>from them. Ooooh, what a concept. What you'll probaby find out is that
>your fellow members of comp.sys.atari.8bit will soon put you out of business,
>and then you'll know why Atari doesn't give a shit about vermon like you
>and why all the developers have left.

10) When's the last time you heard me "whine about the lack of support"?
Or anybody else here on c.s.a.8, for that matter? The only whining I've
seen here since I joined has been from you.

11) Atair? What's that? Did you mean Altair? I arrived on the computing
scene a little late for the Altair.

12) I don't really need to remind you of the error of your assumption
that I "currently pirate" software, do I? I'm actually one of those people
who "still actually call them and order software". Ooooh, what a concept.

>Ok, I think that satisfies your criteria of posting a potential solution
>to the problem. No doubt you will dip into your long list of adjectives
>and shoot down my idea as crap. Ok, then, sit back, and wait for someone
>else to open up that Atari dealership and then promptly proceed to put
>him out of business, and then sit there and wonder why things aren't getting
>better.

13) Au contraire. As your stupid excuse for a "potential solution" was predicated on flawed assumptions, you missed the boat entirely. (Thanks for the comment about my vocabulary, though - somebody's gotta have one to counter the posters who don't.)

14) As I would order software from somebody who would open up a business, I fail to see how that would put them out of business. Oh, but I've been over that before, haven't I?

>What's sad is that you spend so much energy whining about the problem instead
>of using that energy to if not fix the problem, then take advantage of the
>problem and benefit from it. Yes, starting a pirating operation is one way
>to benefit at the expense of your morals, but there are other ways.

15) Again, I don't see where you got the idea that *I* "spend so much energy whining about the problem" - I've never complained about lack of software. The only thing I've complained about on this group is the last three posts from you.

>- Darek

I'm willing to concede the remote possibility that if you really applied yourself, you might be able to make an actual positive contribution to this group. However, if you're unwilling or unable to do so, then please go away and attack somebody who deserves it. Quite frankly, I don't.

To the Alchemist & everybody else, sorry about the bandwidth. But it had to be said.

--Michael

Michael Hill <>< Isaiah 9:6 | "Living martyr, truer than the seasons
hill@spot.Colorado.EDU | No more place for lies
Ball Aerospace Systems Group & | Cast a seed, push aside the reason
University of Colorado@Boulder | Reign of terror dies"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3192. Hardware and SoftWare for Sale!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 08:34:44 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <56027@mentor.cc.purdue.edu>
Source record: 109991

I will reduce prices listed for package deals!!
I am flexible on prices.

I have the following hardware for Sale:
Atari 65XE Brand New!!! - $60

Books: Computes Atari Graphics $6
Computes Second and Third Books of Atari $5 each
Analog Compendium $5 (lots of type in programs)
Creative Atari $5

I have the following program disks for sale:

Kampffgruppe: $13

Alternate Reality: Dungeon - $12

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Summer Games - $5.00

Zaxxon - $5.00 (800 only, FIX-XL, translator don't
work!!!!!!!) (no docs)

Suspended - $3.00 (Original, lost docs)

Mail Order Monsters - $7.00

Super Huey - $7.00

Page Designer -$8.00

Dropzone - $2.00

Deep Blue C w/mathlib - $12.00

All items have docs unless otherwise mentioned.

Buyer pays shipping on all items.

JODY LENN
lenn@mentor.cc.purdue.edu

3193. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 08:42:18 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Aug5.040320.3413@wvnvms.wvnet.edu>
Source record: 109990

In article <1992Aug04.004804.17895@microsoft.com>, darekm@microsoft.com (Darek Mihocka) writes:

[INANE DRIVLE DELETED]

> - Darek
>
>
> --
> /--\
> | darekm@microsoft | What the above looked like to Homer Simpson: |
> | Views expressed are my own. | Blah blah blah blah blah blah blah blah blah |
> \--/

Yes, Darek, you have a few good points (hidden away in all of your childish rantings). But I don't like some of your assumptions:
1) Not ALL 8-bit owners are piraters. Some of us (no, I'll bet most of us) still support the 8-bit publishers and distributors. Anyone who is crazy enough to still activly use an Atari 8-bit is probably doing it out of love. I know I am. I have owned other, more "powerful" computers and always seem to come back to my 8-bit. It's insane to think that people are going to invest $200+ into a "dead" system. Those people have packed up and moved over to IBM/Mac platforms long ago. There they can steal faster/more powerful programs that they know are going to be supported.
2) All IBM/Mac pirates are ex-Atari users. Everyone else are angels.
Xome on, I know ONE person in the IBM world who purchaces more than 10% of their copyrighted software. Am I saying that this validates 8-bit pirating. Of course not. pirating is wrong, but it is stupid to assume that we are somehow worse that everyone else. What does make it SEEM worse is the fact that the 8-bit user base is tiny. If only 40% of a piece of software floating around the IBM world was legitamatly bought, sure the publishers are going are going to be losing potential dollars, but they will (generally) make enough to cover R&D, packaging, etc and still make a profit. If the same happened in the 8-bit world, the publisher would be looking at about enough money to buy a nice dinner..

Unfortunately, it seems like you are going to hold a grudge against the whole atari community no matter what is done. So my advice to you is leave the Atari Community alltogether; you've made your statement, now let us "self destruct" in peace.

Thank you,
A.Centofanti

-non English major (as if you couldn't tell).

"Father, if Jesus Exists,
Then how come he never lived here"
-sting

3194. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 08:42:19 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Aug5.041046.3414@wvnvms.wvnet.edu>
Source record: 109989
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <sk5ZoB7w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>
>> (Cross posted to .st, maybe someone remembers)
>>
>> I saw this at B&C Computervisions in Santa Clara, an Atari 1029
>> printer. It's a dot matrix printer, it looks like a C. Itoh
>> Prowriter (?) clone.
> Well.. just check the "Best Elec." catalog. No listing of 1029, but
> there is the 1027.
>>
>>
>> The 8 bit printers that I know that were released were the;
>> 820 40 column dot matrix
>> 822 40 column thermal, with plotting
>> 825 80 column parallel
>> 1020 color plotter
>> # (916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET #
>> ##################### default .signature file #####################
>
> Don't forget the xmm801 9-pin 80 column!
>
> "Be seeing you!"
> _____________________________ ||| __
> PhBill: Bill Kendrick / | \
> moon!cyberden!phbill@well.sf.ca.us
> ___________________________________
> August 4, 1992
The 1029 was released in Europe. If I'm not mistaken, it was the best selling
printer of the XL line. Could do graphics too (try that with a 1025).
A.Centofanti

"Men go crazy in congregations
But they only get better
One by one"
-sting

3195. Re: Atari questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 14:30:22 UTC
From: dunham@mpd.tandem.com
Message-ID: <2181@devnull.mpd.tandem.com>
Source record: 109995

In article <7F5ZoB6w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us (Bill Kendrick) writes:
]DUNHAM_JERRY@TANDEM.COM writes:
]
]> Boerne, Texas. I just dug around looking for a phone number and
]> found (512)249-3024, but I'm not sure whether that's the H&R Block
]> number or the old (now defunct) Atari-Ville number, so you may have
]> to resort to directory assistance.
]
]Darn! No address? (my phone bill is quite happy where it is at the
]moment! :)).
]
]Why does he sell the stuff for so little? I'm sure there're people who'd
]pay quite a bit more for software. (hell! I spent $50 on AW+!)
]

I thought I included in the original posting (extracted above) that Floyd sold the business to Starbase: Atari and the new owner wanted none of the 8-bit stuff. The result is that Floyd just wants all the remaining stock OUT of his H&R Block office and is selling at ridiculous prices to get rid of it. User group members from San Antonio got first shot at it before it was opened to the public because we'd supported him through the years, but now he's selling to all comers.

As for the address, I've got it at home, but keep forgetting to bring it in here to post. If you are really interested, though, you'd best take the phone bill hit, because things are selling out rapidly and not (obviously) being replaced. If you deal by mail, by the time you get your order in the item is likely to be long gone. I expect him to be down to the dregs by September.

I'm off to Galveston this afternoon, so I'm unlikely to remember the address for posting for several days (at the least). If senility doesn't totally overrun me when I get back, I'll try to think to broadcast here by at least early next week.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3196. Atari 800xl system for sale (again)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 18:34:23 UTC
From: jaked@well.sf.ca.us
Message-ID: <BsIwxB.5zr@well.sf.ca.us>
Source record: 109997
Cross-posted to: ba.market.computers,comp.sys.atari.8bit

I received little response on this before, perhaps because the price was too high. I have a system that I would like to sell:

800xl computer
Two 1050 drives
Citizen 120d printer
Sony 13" color TV

Microprint serial bus to Centronics interface
Epyx joystick

Lots of books, including De Re Atari, Compute!'s Mapping the Atari, many other Compute! books
Lots of software, including AtariWriter+, Xlent Typesetter, the Pawn, Moviemaker

Please make me an offer. I would prefer to sell the system complete, but I'm flexible (especially, if you don't want the TV that's cool by me).

3197. The 8bit software market (was Re: Old software)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 18:40:39 UTC
From: jdd@db.toronto.edu
Message-ID: <92Aug5.144029edt.16807@ois.db.toronto.edu>
Source record: 109993

In article <1992Aug5.022606.9963@ucsu.Colorado.EDU> hill@spot.Colorado.EDU (Michael Hill) writes:
>In article <1992Aug04.004804.17895@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>>Because when all you hard code 8-bit pirates grow up and become hard code
>>Mac or PC pirates, it will be my business to make sure you get prosecuted.
>>Actually, I'm sure by posting pro-piracy messages and admitting to the
>>fact that you're engaged in piracy of 8-bit software, you're not only
>>pissing off the FEW ATARI DEALERS that are still sticking around to support
>>losers like yourself, but it's probably enough to get you kicked off the net....
>
>You are so far off base I can't even believe a single person could be so
>stupid! I would previously have thought your level of idiocy and
>incompetence would have to be shared by ten people.

... lots more ranting and raving on both sides deleted ...

Please, please! This doesn't help.

First of all, Darek is not unintelligent. He's quite a bright programmer, who has done some quite clever coding on the 8bit, ST and PC platforms for some years now. He also tends to be a bit outspoken.

His frustration with the 8 bit market is real. It seems to be quite hard to make ends meet selling software for the 8 bit Atari's. Darek attributes this to widespread piracy.

In my experience, piracy was quite widespread on the 8bit platform, but no worse than on other platforms (eg. Commodore 64, IBM PC). However, because the market for the 8bit is so much smaller than that for the 64 or PC, there are many fewer software-purchasing users in that market to sell software to. Hence the 64 or PC software market can sustain itself, despite piracy, on the purchases of legitimate users, while the Atari 8bit market, being much smaller, cannot. In that sense, therefore, piracy hurts the Atari market more, because its existence shrinks the pool of legitimate purchasers to uneconomic levels.

Note, however, that it is not clear how many software pirates would actually buy the programs they copy, if they did not or could not pirate. If all pirates suddenly reformed, it is not clear whether or not the increase in the number of software purchases would be sufficient to make the 8bit software market viable. I think Darek's claim that most or all 8bit owners are pirates is probably excessive. However, the discovery that many 8bit owners who publicly disavow piracy are secret pirates themselves is likely to make anybody cynical about this, especially a software developer who at one time may have had high hopes of obtaining financial compensation for his programming efforts.

Best regards,

John
--
John DiMarco jdd@cdf.toronto.edu
Computing Disciplines Facility Systems Manager jdd@cdf.utoronto.ca
University of Toronto EA201B,(416)978-1928

3198. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 18:46:01 UTC
From: steibel@venus.cs.umbc.edu
Message-ID: <1992Aug5.184601.3826@umbc3.umbc.edu>
Source record: 109994

In article <1992Aug5.022606.9963@ucsu.Colorado.EDU>
hill@spot.Colorado.EDU (Michael Hill) writes:
> In article <1992Aug04.004804.17895@microsoft.com>
> darekm@microsoft.com (Darek Mihocka) writes:

[deleted]

Come on guys. Please grow up and quit cussing at each other on the internet.
If you feel like you must scream at someone electronically, please do so in
e-mail, because I'm personally (as I'm sure alot of others are), sick
of hearing you two attack each other personally.

Now while I'm posting, let me say something about both of your comments

A) darekm: You're making alot of accusations about the atari 8-bit
community without any evidence whatsoever. I feel personally insulted.
In fact, let me just say that I own a i486/33 and have PAID FOR all the
software I've ever bought from Microsoft. Even when I've had the
oppurtunity to pirate it.

B) hill: Although some of what you said was neccassary. I felt it was
totally unneeded to make fun of darek's spelling, insult him personally
to the world, and generally use profanity in every other sentence.

Now grow up guys! Leave the attacks of the net.

--
David M. Steibel; Author of the Demacs FAQ; Internet: steibel@cs.umbc.edu

The greatness of a nation and its moral progress can be measured by the way
in which its animals are treated. - Mahatma Gandhi.

3199. Re: Modem Software for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 20:27:12 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug5.202712.26939@ucsu.Colorado.EDU>
Source record: 109996

In article <PaVyoB6w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Dear dear... BobTerm's a big hit. Thing is I'm not sure if it works
>on the 800. Anyone? Anyone?

Of course it does, silly! :^) I've been using it for years, especially
back in my BBS days. Now Omniterm is much more useful for what I do in
telecommunications.

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
---My boss is a Jewish carpenter!---
Did you ever notice that everybody in favor of abortion has already been born?!

3200. Re: Does Elvis own an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 21:19:35 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cFy2oB1w164w@cyberden.uucp>
Source record: 109998

Elvis works for cable!

Actually... let's hear how many cable companies use 8-bit for their boring rolling text channel (our cable company uses some specific system, but when that broke down, they got ahold of a souped-up 800...never used it tho :(...) Anyways... how many of you know or can tell that your cable company uses an 8-bit?

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 5, 1992

3201. Re: LYNX Hardware Questions - Porting Games to XE's

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 21:23:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <TLy2oB2w164w@cyberden.uucp>
Source record: 110002

As to hooking a Lynx cart to an 8-bit...

I suPPOSE it could be done, but what do I know!? :)

If you hooked it & some of the special Lynx chips up to the PBI port you could maybe do it. Gotta remember that systems, no matter what CPU they have, still have other "specialized" chips. (in the Lynx/classics case...GOOD ones ;))..

AnYways...if you think you can do it... do it! (never did like games on tiny screens :))...

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 5, 1992

3202. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 21:28:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wTy2oB3w164w@cyberden.uucp>
Source record: 109999

Well.. I was going to work on a program that would read a .txt file and remember all the \Font changes, and then when it's done, ask you to enter the font disk, then the blank disk, etc.etc. Course one day I KNOW I'll run outta room!

btw: are xmm801's slower than the other 9-pins DDIII can use?

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 5, 1992

3203. RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 21:29:09 UTC
From: jonc@status.gen.nz
Message-ID: <gate.aZ02oB1w164w@status.gen.nz>
Source record: 110021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,news.group,

Subject: RFD: comp.sys.atari.znet
Followup-To: news.groups,comp.sys.atari.st
Sender: jonc@status.gen.nz (Jon Clarke, Z*NET PC Assistant Publisher)

Request For Discussion (RFD): comp.sys.atari.znet

Status: unmoderated

This is an official Request For Discussion (RFD) for the creation of a
Usenet newsgroup called comp.sys.atari.znet

Charter:

Comp.sys.atari.znet is for discussion of all aspects of the ASCII Magazines
produced by Z*NET including feeds from Z*NET FNET (FoReM NeT, Gatewayed via
The Z*NET Global News Gateway "status.gen.nz") also including discussion on
all aspects of the following

- Atari Explorer On-line
- Z*NET PC
- Z*NET Fido echo's (Zone 3)
- Z*NET FNET

Topics would include those current discussed in the Z*NET FNET echo, GEnie,
Delphi, Compuserve, Bix, Fido and comp.sys.atari.st which cover Z*NET Topics

- Letters to the Editor
- Current issue feedback
- Columnist's reply
- Letters to the Z*NET Global Crew
- Atari Explorer On-line
- Z*NET PC
- Z*NET FNET echo's
- Z*NET Fido echo's (zone 3)
- Z*NET Pacific
- Z*NET Europe
- Z*NET USA
- Z*NET Canada

Topics will also include an open forum to discuss topics of interest with the
Director of Communications at Atari Inc, USA and will be open to all Atari
based computers ie 8bit Series, ST Series, PC Series etc. Feedback will be
gatewayed back to fido net and FNET thus allowing a great interaction of users
across three networks.

Discussion of this proposal should be posted to news.groups. As per the Guidelines, discussion that occurs there is the only discussion that counts. If your site does not carry news.groups, and you are interested in this discussion, get your administrator to carry the group.

_
- Jon Clarke o( )
jonc@status.gen.nz / /\
The Z*NET Global News Gateway in Auckland, New Zealand

3204. Re: Stuff left for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 21:30:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aXy2oB4w164w@cyberden.uucp>
Source record: 110001

Are you SURE about the 50/60hz thing not being important? It seems to be. I have the European version of TurboBASIC XL's runtime package and compiler, and when I run my clock program in TBXL it works fine, but when compiled it is exactly 50 seconds to the minute. (ie my watch says only 50, but the computer says 60...)

hmmmm

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 5, 1992

3205. Re: Does Elvis own an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 21:32:10 UTC
From: brett@visix.com
Message-ID: <1992Aug5.213210.20378@visix.com>
Source record: 110014

In article <1992Jul30.004350.6820@dartvax.dartmouth.edu>
crow@coos.dartmouth.edu (Preston F. Crow) writes stuff about 8-bit
owners...

Know another 8-bit Atari owner... George Lucas. The original Star Wars
used a Atari 8-bit 800 for some of the graphics. I talked with the owner
of B&C, and he told me the story about when George brought in his 800 to
be fixed, and how he wanted that EXACT machine fixed, not a swap, and did
not care how much it cost.

FYI
-- __
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
Manager of Technical Services \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc 703.758.8230

3206. Re: LYNX Hardware Questions - Porting Games to XE's

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 21:32:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <m2y2oB5w164w@cyberden.uucp>
Source record: 110000

You said:
> [..] and no APAC isn't the answer for realtime games [..]

WHADDAYA MEAN!? I'm working on a rather nice (but VERY undeveloped,
quickly made, flickery-because-i-made-it-that-way) APAC mode Asteroids
game....!!!

It's in TBXL... it looks ok. Just imagine it in Action! or Assembler or
Quick...!!!

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 5, 1992

3207. Trak At-D10

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 23:08:40 UTC
From: bbs@neb
Message-ID: <1992Aug5.230840.4280@neb>
Source record: 110009

From: James King@Neb aka Kamaro Kid
.
I just picked up a Trak At-D0 disk drive setup w/slave drive
attached. The slave drive appears to be a standard full sized IBM style
drive mech. Is it possible to replace it with a 360k mech (it is current
single sided double density 180k).. If so, how do I go about
accomplishing this? The cable is a 25 pin (I think) ribbon cable - a
standard IBM drive requires the card edge style connectors..

Posted by BBS User: James King

3208. Re: Rambrandt

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 23:10:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ak42oB3w164w@cyberden.uucp>
Source record: 110003

(checking the net for ONE last time ;))...

I'll take it you can swap between BBK & RAMbrant files? Say, make a nice pic in BBK & then port it over to RAMBrant and do the DLI stuff (didnt know there was a program that supported that! ... must be sorta strange to mess w/ at first, i bet...)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 5, 1992

3209. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-05 23:12:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <eN42oB4w164w@cyberden.uucp>
Source record: 110004

HEY! I have a stock 1050! 2 actually. No IBM but TONS AND TONS of
friends w/ IBMs. I think xfering files via disk rather than 1200baud
would be VERY VERY nice.. Mail me some info about it. I'd really like
to hear about it....
thanx

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 5, 1992

3210. UPDATE: Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 01:22:47 UTC
From: dave@bradley.bradley.edu
Message-ID: <1992Aug6.012247.17281@bradley.bradley.edu>
Source record: 110007
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

```
Lots of stuff has been flying out of here....here's an updated list of
items available for sale. All reasonable offers will be considered.
Buyer pays shipping.

Hardware
--------

1030 300 baud modem
1020 plotter (with 2 sets of pens, Joystick Sketcher cassette software,
and manual)
1050 disk drive (inoperative but I don't know how severely)
1010 cassette drive
2600 remote control joysticks
touch tablet (with Atari Artist cartridge software)

Software cartridges (with box and manual unless otherwise noted)
-------------------
Choplifter by Broderbund
Submarine Commander by Thorn-EMI
Atlantis by Imagic
Centipede by Atari (no box or manual)
Star Trek by Sega
Missile Command by Atari (no box or manual)
Demon Attack by Imagic (no box or manual)

Software disks (with box and manual)
--------------
Zork I by Infocom
Ghostbusters by Activision
Pinball Construction Set by Electronic Arts
Music Construction Set by Electronic Arts
Temple of Apshai by Epyx
Microleague Baseball by MLSA
MLB General Manager's Disk by MLSA
Computer Quarterback by SSI
Computer Baseball by SSI
Lode Runner by Broderbund
Hitchhiker's Guide to the Galaxy by Infocom
Sargon II Chess by Hayden
Summer Games by Epyx

Software cassettes (with box and manual)
------------------
Eastern Front 1941 by Chris Crawford (original APX issue)
Statistics I by Atari
```

Compute 4 / Reversi by Thorn-EMI
Slinky by Cosmi

Books

Compute's First Book of Atari
Compute's Second Book of Atari
Inside Atari BASIC
Computer Software Protection and Code Breaking by L. Gardner

plus....30-40 'blank' disks. =-) Lots of software, much of it out of print.
--
=========*davE*.....making the world safe for intelligent dance music.=========
Andre Marrou -- Libertarian for President 1992
--(David Vessell)--(Bradley University Computing Services)-(dave@bradley.edu)--

3211. Reaching people on CAIN

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 01:38:55 UTC
From: markjl@pub2.bu.edu
Message-ID: <92963@bu.edu>
Source record: 110005

```
Hi there,
Thanks, Adam, for your prompt reply in Email, but I couldn't email
you back! So could anybody help me figure out how to email an account
on CAIN the Cleveland Freenet, if I'm not mistaken.

Evidence of my problem:

pub2 [markjl] mail aa596@cleveland.Freenet.Edu
Subject: Test bounce.
EOT
Null message body; hope that's ok
markjl... setsender: uid/gid = 9771/4269
aa596@cleveland.Freenet.Edu... Connecting to cleveland.freenet.edu.tcp...
aa596@cleveland.Freenet.Edu... Connecting to cleveland.freenet.edu (tcp)...
aa596@cleveland.Freenet.Edu... Host unknown
Saving message in /u3/ugrad/markjl/dead.letter

Any help would be appreciated. In case you have sharp eyes, pub2
system shall be renamed acs in less than a week. acs works now as a host.
-mjl

--
\This is a copy of the .signature virus, pass it on.
/Aww, shucks, if you want something interesting to read, finger me.
\ Internet: markjl@acs.bu.edu.usa (Boston University)
/Compu$erve: 72545,1236
```

3212. IT'S ALIVE! IT'S ALIVE! ATARI CLASSICS IS BORN!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 03:34:12 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9208060334.AA27365@smithkline.com>
Source record: 110006

--------============>>>> A T A R I C L A S S I C S <<<<============-------

----------=====>> A New Magazine for the 8-Bit Enthusiast !!! <<==========-----

Greetings Fellow Atari 8-Bit Users!

My name is Ben Poehland, and I'm pleased to announce that I shall be serving as Managing Editor of Atari Classics (AC), a new magazine exclusively devoted to the Atari 8bit user. If you are among the thousands who have bemoaned the recent loss of nationally distributed magazines that once supported your beloved 8-bit, I'm here to add a long-overdue ray of hope to your 8bit future!

The philosophical orientation of AC- incorporated in its Manifest- is to be a magazine "of, by , and for the Atari 8bit user". Unlike previous 8bit periodicals, the content of AC will directly reflect the expressed desires of the user community, especially as recorded during the Mail-In Campaign conducted January 15- May 2, 1992. The magazine will be staffed by members of the user community, and its content will be drawn entirely from the user community.

Unicorn Publications, already well-known for its outstanding Atari Interface Magazine (which covers both the ST and 8bit markets), has agreed to provide publishing services for AC. AC and AIM will be essentially independent publications, and the addition of AC to Unicorn's stable of products will not affect AIM's present subscribers. One of the many unique arrangements concerning AC is that its actual day-to-day operation will be largely in the hands of the user community rather than the publisher. Whatever "flavor" we decide to give it will be entirely our own.

Atari Classics represents a unique experiment in the history of the Home Computer Revolution that began in the mid '70s. With Atari Corp.'s announcement of discontined support for all 8bit products in January 1992, an entire class of machines with a global installed user base numbering in the hundreds of thousands was abandoned along with the community of users who still use them. But for the first time, a rejected user community has marshalled its resources and declared its right to exist independent of Corporate America. We respond to Atari's challenge in a way that would make our forefathers proud: by rolling up our shirtsleeves and doing the job ourselves!

This will be YOUR magazine. AC will succeed- or fail- on the number of subscription orders it receives. Although seed money to print the Premier Issue has been provided, the magazine will need 500 paid subscriptions to succeed. A limited production run of 800 issues is scheduled for October or November 1992. Most of these will be distributed- FREE OF CHARGE- to the roughly 600 people who sent in commitment cards during the Mail Campaign.

That's right: if you sent in your card,

YOU WILL GET TO READ THE FIRST ISSUE FOR FREE BEFORE YOU DECIDE TO BUY.

(When was the last time you saw a deal like that??)

Of course, there were some folks who got missed in the Mail Campaign.
So we ordered up those few extra copies which will also be distributed for
free. First come, first serve, please don't block the stampede! You can write
to:
Atari Classics
179 Sproul Rd./Rt. 352
Frazer, PA 19355 USA
ATTN: B. Poehland, Managing Editor

to have your name added to the list for a free copy of the Premier Issue.
(No guarantees, and be sure to include your postal mailing address!)
If you sent in your Campaign card it will NOT be necessary to request your
free trial issue, as your name is ALREADY among the LUCKY 600!

The basic subscription fee is $25/year in the USA, with higher fees for
Canadian and other non-US subscriptions. Full details on subscriptions will
appear in the Premier Issue and in future announcements. Beginning in 1993
the magazine will be distributed bimonthly (6 issues/year).

A software disk bearing programs published in AC plus selected offerings
from the Public Domain, will be availble separately for $9/year in the USA.
The disk will be distributed independently but will be timed to appear with
every other issue of the magazine (3 disks/year). Full details on disk
subscriptions will also appear in the Premier Issue and in future
announcements.

The content of Atari Classics will initially lean toward user
applications, hardware tutorials and modifications, programming, and soft-
ware reviews. We plan to agressively recruit paid commercial advertising
from scarce 8bit vendors, and to publish periodic lists of current 8bit
supply sources.

Best of all, PAID subscribers will be able to place FREE ads in AC
to buy, sell or trade their personal 8bit treasures! (But of course, yah
gotta SUBSCRIBE first!)

And, we'll have a whole bunch of other stuff, contributed by some of
the most talented writers and hackers in the Atari 8-bit world, authors
whose names you've seen gracing the pages of ANTIC, ANALOG, Current Notes,
and Atari Interface Magazine. (You'll notice not very many details there-
we wanna pique your imagination!)

As of this announcement (August 5, 1992) only a few of the Staff
positions at AC have been filled. We are starting completely from scratch,
but anticipate most of the administrative machinery for operating the
magazine will be in place by the end of August and production begun on our
Premier Issue. (We'll need a month to get used to working with each other
in an environment of near-total chaos!)

And when you see that first issue appear in your mailbox this autumn,

IT WILL BE YOUR TURN TO DECIDE THE FUTURE OF YOUR MACHINE !!

Please post/copy/distribute this announcement freely, and stay tuned for future announcements !!!

3213. (none)

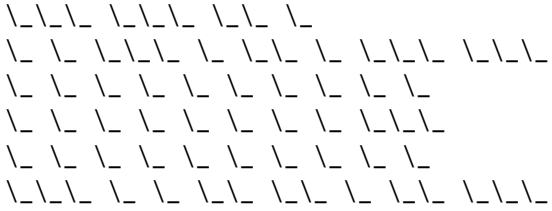
Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 04:17:00 UTC
From: JACS!Dr._Jolts@mast.citadel.moundst.mn.org
Message-ID: <2198777@mast.citadel>
Source record: 109773

```
THis
is what I have so far:
Volume: SDX mstr Directory: MAIN
80 COM 1440 7-28-92 5:57p 4RQST_1 FIL 204 7-28-92 8:17p
AUTOBAT COM 268 7-28-92 5:54p AUTOEXEC BAT 66 7-28-92 5:44p
A_DSSMBL COM 4572 7-28-92 5:57p BASICXE OSS 11348 7-28-92 6:14p
BASICXL COM 13617 7-28-92 6:16p BATMAKER BXE 6638 7-28-92 5:58p
BATMENU COM 1995 7-28-92 5:54p BINVIEW COM 5172 7-28-92 5:58p
BRANCH COM 1145 7-28-92 6:04p CHTD COM 929 7-28-92 5:54p CHVOL
COM 453 7-28-92 5:54p CLEANUP COM 16189 7-28-92 6:00p CONFIG
COM 621 7-28-92 5:58p CONFIG SYS 186 7-28-92 6:29p DCOPY COM
3288 7-28-92 6:04p DISCCOMM COM 13054 7-28-92 5:58p DISKINDX COM 15817
7-28-92 6:04p DISKINFX COM 7051 7-28-92 6:08p DISKRX COM 34456
7-28-92 6:01p DSWAP COM 1513 7-28-92 6:11p DUPDSK COM 2187
7-28-92 5:55p D_DUMP COM 1033 7-28-92 5:58p EXIT COM 14
7-28-92 5:59p FATB COM 2071 7-28-92 6:08p FATCHK COM 8558
7-28-92 6:08p FATPRINT COM 4337 7-28-92 6:08p FILEFIX2 COM 14407
7-28-92 6:09p FLUSH COM 200 7-28-92 6:11p GETCNG COM 1606
7-28-92 6:11p GPRINT COM 2549 7-28-92 5:59p MDUMP COM 813
7-28-92 5:55p MIO COM 1628 7-28-92 6:11p MIOCFG COM 1726
7-28-92 6:01p MIOINIT COM 1961 7-28-92 6:11p MIOSAVE COM 945
7-28-92 6:11p MLOCK COM 3896 7-28-92 6:11p MORE COM 6472
7-28-92 6:13p OSS COM 341 7-28-92 5:59p PATH COM 1565
7-28-92 6:04p PAUSE COM 202 7-28-92 5:55p POKE COM 2706
7-28-92 5:59p RAMTEST COM 4296 7-28-92 6:04p RD COM 1585
7-28-92 5:55p RENDIR COM 1532 7-28-92 6:02p REPAIR COM 19151
7-28-92 6:09p RPM COM 691 7-28-92 5:55p RUN COM 206
7-28-92 6:11p SCOPY COM 3582 7-28-92 5:55p SCREEN COM 1190
7-28-92 6:05p SDV COM 13363 7-28-92 6:11p SORTDIR COM 1227
7-28-92 6:02p SPCOPY COM 4681 7-28-92 5:55p SPRINT COM 756
7-28-92 6:06p TD COM 1184 7-28-92 5:55p TDLINE COM 1376
7-28-92 5:55p TIME COM 365 7-28-92 5:55p TREE COM 975
7-28-92 5:55p UNDEL COM 1537 7-28-92 6:12p UNERASE COM 1537
7-28-92 6:06p VDEL COM 4063 7-28-92 6:02p VPATH COM 1104
7-28-92 6:12p WATCH COM 670 7-28-92 6:06p WHEREIS COM 7304
7-28-92 6:02p X32D DOS 12890 7-28-92 5:56p XCOPY COM 4467
7-28-92 5:56p XDEL COM 9037 7-28-92 6:06p XMOVE COM 9798
7-28-92 6:12p XON2 COM 18 7-28-92 6:12p
120 FREE SECTORS

Now this is just my master disc. I have more! Most of it is stuff I don't
use.

=>Dr. Jolts<=---------*
You've had the power all along!
```

Atari Computers-Real Business!



3214. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 04:45:35 UTC
From: bbs@neb
Message-ID: <1992Aug6.044535.6260@neb>
Source record: 110010

I tend to agree with you. I think that if we did stop whining about the support, and support the Shareware and PD and if any a commercial software company...I think that Users Groups ought to ban together, and get a library for the 8-bit like the Amiga's Fred Fish. With the Amiga, they can get good software titles from the User Group, and not pay $2.50 per disk....

I think that if we unite into one big "clump" I think we could revive that 8-bit, but if we sit around and wait for the day(for example) ICD to write SDX 5.0, then we will be waiting for a long time. Who would like to see an action like this take place???? I for one would like to see it to happen.

Kery Talbot - Nebula BBS(801)967-8072.

Posted by BBS User: Kery Talbot

3215. Re: Reaching people on CAIN

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 14:13:15 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Aug6.141315.12310@usenet.ins.cwru.edu>
Source record: 110008

In a previous article, markjl@pub2.bu.edu (Mark Lavi) says:

>
>Hi there,
> Thanks, Adam, for your prompt reply in Email, but I couldn't email
>you back! So could anybody help me figure out how to email an account
>on CAIN the Cleveland Freenet, if I'm not mistaken.
>
> Evidence of my problem:
>
>pub2 [markjl] mail aa596@cleveland.Freenet.Edu
>Subject: Test bounce.
>EOT
>Null message body; hope that's ok
>markjl... setsender: uid/gid = 9771/4269
>aa596@cleveland.Freenet.Edu... Connecting to cleveland.freenet.edu.tcp...
>aa596@cleveland.Freenet.Edu... Connecting to cleveland.freenet.edu (tcp)...
>aa596@cleveland.Freenet.Edu... Host unknown
>Saving message in /u3/ugrad/markjl/dead.letter
>
> Any help would be appreciated. In case you have sharp eyes, pub2
>system shall be renamed acs in less than a week. acs works now as a host.
>-mjl

The problem is that cleveland.freenet.edu is not the name of a particular computer on the Internet, it is a collective reference to all the Free-Net machines. I don't quite follow what's going on in your transcript above, but for some reason you're testing whether cleveland.freenet.edu is a machine you can telnet to, and failing the send since it isn't. If you can suppress that testing or have it send anyway, your message will get through. If not, you will be able to send to aa596@po.cwru.edu with no hassles.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3216. Re: ICD

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 17:37:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63509@cup.portal.com>
Source record: 110011

Well, no big thing I guess. ICD never got back to me. I'd mentioned that I had a couple of thousand to spend & wanted the Action! & Toolkit, but I guess that's not enough. Oh well, looks like I'll get a new roof for my house instead.

3217. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 18:53:44 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug6.185344.5089@ucsu.Colorado.EDU>
Source record: 110012

In article <1992Aug5.184601.3826@umbc3.umbc.edu> steibel@venus.cs.umbc.edu (David M. Steibel) writes:
>B) hill: Although some of what you said was neccassary. I felt it was
> totally unneeded to make fun of darek's spelling, insult him personally
> to the world, and generally use profanity in every other sentence.

Objection. Nowhere did I use profanity. Go back and check.

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
---My boss is a Jewish carpenter!---
Did you ever notice that everybody in favor of abortion has already been born?!

3218. 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 20:16:56 UTC
From: van@buengf.bu.edu
Message-ID: <93053@bu.edu>
Source record: 110013

Hi,

I have an Atari XE, 800XL, 400, 1050 disk drive and 1020 printer. For those who have 1050 and 1020, I'm sure that you know how slow these devices are. Also since my 1050 starts to loose some of my files, I have to back up every files every single time. What I'm thinking is maybe I can use the 800XL as a file and a printer server. Instead of sending the file directly to the disk I could send it to the 800 (either throught a NULL modem or throught the joystick ports). Since the 800 would store the file in its RAM first, it would be much faster. When the transmission is done, the 800 would save or print out the file. I then can go and continue my work while the 800 works with the slow disk or printer.

There are still more problems which I have not figured out the way to get around yet. I try to make the new 'server' easy to use with the least modification as possible. For example: I don't have to add a new device (and the handler), I still can type SAVE#D:filename (I'm using MAC65) and it would work. The only way to do that is to make the server (800XL) to act as a disk or printer so that the XE (which is the computer I'm working on) does not know the different. I can't connect the XE and XL by using the SIO though. Maybe I can go from the XE SIO to the XL joystick ports and from the XL SIO to the disk and printer. I have to have software for the XL though.

What do you think of that idea? Any suggestion? Is it possible ?
Thanks for any input.

Van Nguyen

ps: first post so no signature

3219. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 21:41:10 UTC
From: jaked@well.sf.ca.us
Message-ID: <BsL08n.43w@well.sf.ca.us>
Source record: 110015

In article <93053@bu.edu> van@buengf.bu.edu (van nguyen) writes:
>What I'm thinking is maybe I can use the 800XL as
>a file and a printer server. Instead of sending the file directly to the disk
>I could send it to the 800 (either throught a NULL modem or throught the
>joystick ports). Since the 800 would store the file in its RAM first, it would
>be much faster. When the transmission is done, the 800 would save or print
>out the file. I then can go and continue my work while the 800 works with the
>slow disk or printer.

>What do you think of that idea? Any suggestion? Is it possible ?

It seems to me that there was a series of articles in Analog a few years back about just such a project, called "Atari Zucchini" (the idea being that extra Ataris, like homegrown zucchini, can be hard to get rid of). I think they were written by Lee Brilliant. So whatever the story was, you could make one machine act as a print spooler for the other. Using the other machine to handle disk I/O might be considerably more difficult: you would have to worry about asynchronous data flow, for example, when you were loading from the disk and the other Atari had finished the transfer. I mean, if you're going to do that, why not just build a complete networking system?

Jake

3220. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 23:05:44 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug6.230544.481@dartvax.dartmouth.edu>
Source record: 110017

I know I've said this a number of times before, but it sounds like you want SIO2PC, only you want to use another 8bit instead of a PC clone as the server. If you are serious about this project, you might want to get the SIO2PC files from atari.archive.umich.edu in the atari/8bit/sio2pc directory (If I remember correctly).

The problem with SIO2PC that you will have is that you need to convert the signals back to SIO signals for the other Atari instead of RS-232 signals. I wouldn't be surprised if this is actually an easier task.

(I remember when I wanted to design a game where you had 2 Atari's interacting by running a SIO cable between them--unfortunately, it seems that you have to cross some wires or something.)

--PC

--
The position and/or opinions in the above message are those of the Board of Trustees of Dartmouth College. Copyright (c) 1992. All right reserved. The above positions are also held by George Bush, many foriegn world leaders, and you who are reading them. Preston bears no responsibility for the content.

3221. Re: A new perspective on 8bit piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-06 23:16:55 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <o8f5jkg@zola.esd.sgi.com>
Source record: 110016

In article <0095E43191CF4C60.20C00892@edinboro.edu>,
a644690c@edinboro.edu ("Adam J. Conover") writes:
|> My question is: Why do us Atari 8-bitters really
|> need any commercial support? Software is not written
|> by companies but by people. If people (Atari owners)
|> want to write quality software and give it away, what
|> is the difference?

I think the real issue is that several excellent programs
have been produced for the Atari in the past, are no longer
published, and are becoming increasingly hard to find.
Classics like M.U.L.E., Pinball Construction Set, Archon,
Alternate Reality, Ballblazer, Rescue on Fractulus,
Koronis Rift, etc. etc. are all highly desirable titles.

You really can't buy them in stores anymore, because
everything pretty much sold out a long time ago. Pretty
much the only way to get copies now is to buy a used
original, or make a pirate copy. And what happens when
the originals go kaput? I wonder when my copy of M.U.L.E.
will no longer boot - and I don't have the hardware to
copy it.

It isn't legal to make a pirate copy of a software title
which is out of print, but is it ethical? I think that's
the real question.

--
Michael Portuesi Silicon Graphics, Inc. portuesi@sgi.com

3222. Emailing Adam Conover

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 00:37:05 UTC
From: markjl@pub2.bu.edu
Message-ID: <93072@bu.edu>
Source record: 110018

Hi there,
AOk, I don't need to get through CAIN. I had attempted to do a
simple "R"eply to sender from the mail program (Mail [5.2 UCB] [IBM AIX 3.2])
here at "pub2" (soon to be renamed "acs") here at Boston University.

Today I got a new message from Adam, and the sender was:

"/usr/spool/mail/markjl": 2 messages 2 new
>N 1 a644690c@edinboro.edu Thu Aug 6 14:05 39/1868 "Mailing problems."

I read the message, I tried a "R"eply, and got the following again:

[email message text deleted]
Peace, | 'Don't be so smart Spock! You
-Adam Conover. | botched the Acytel-Choline test!'
a644690c@edinboro.edu. | - Bones (Star Trek)

& R
To: a644690c@edinboro.edu
Subject: Re: Mailing problems.

Test bounce.
EOT
markjl... setsender: uid/gid = 9771/4269
a644690c@edinboro.edu... Connecting to edinboro.edu.tcp...
a644690c@edinboro.edu... Connecting to edinboro.edu (tcp)...
a644690c@edinboro.edu... Host unknown
Saving message in /u3/ugrad/markjl/dead.letter
/u3/ugrad/markjl/dead.letter... Sent

Well, I'm in need of some help in solving this!
Thanks! -mjl

--
\This is a copy of the .signature virus, pass it on.
/Aww, shucks, if you want something interesting to read, finger me.
\ Internet: markjl@acs.bu.edu.usa (Boston University)
/Compu$erve: 72545,1236

3223. Re: A new perspective on 8bit piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 01:39:53 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug7.013953.4520@dartvax.dartmouth.edu>
Source record: 110019

In <o8f5jkg@zola.esd.sgi.com> portuesi@tweezers.esd.sgi.com (Michael Portuesi) writes:

>It isn't legal to make a pirate copy of a software title
>which is out of print, but is it ethical? I think that's
>the real question.

I don't believe that it is ethical to violate the law unless the law is clearly unjust. I can't see this as a clear case. No, it is not ethical.

Piracy is not the solution (though it is easy and tempting). The solution is to get the software legally available--either by getting companies to release software as shareware or freeware, or to get a group of enthusiasts to buy the rights. Perhaps this could be done by the Atari Classics magazine--they could give the software that they've bought to their subscribers free and let non-subscribers pay $5-10 and distribute it as shareware. The profits could be placed in a fund for the purchase of rights to additional software.

--PC

--
Only be careful, and watch yourselves closely so that you do not forget the things your eyes have seen or let them slip from your heart as long as you live. Teach them to your children and to their children after them. Remember the day you stood before the Lord your God... --Deut 4:9-10a

3224. Searching for copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 01:45:37 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug7.014537.4823@dartvax.dartmouth.edu>
Source record: 110020

Has anyone tracked down the copyright holders for companies that no longer exist? Perhaps we could start a FAQ type list of companies that produced 8-bit software and their current status, including the address that we would write to concerning 8-bit stuff. I could easily maintain such a list, so why not? If anyone has any information on 8-bit software companies, let me know.

The following information would be nice:
The name of the company (or names) that it used when selling 8-bit software.
The present status of that company (bankrupt, still alive, sold to...).
The address for the company.
The "best" software that they produced--if we can get the rights to something, where should we start?

Please, don't assume that I someone else has already provided the info on any company--it's easier to trash duplicate mail than to create data from nothing.

--PC

--
"If guns were outlawed, only outlaws would shoot people."
"Guns don't kill people, lack of structural integrity of the brain does."
"I wasn't aborted, and I vote!"

3225. Copymate 4.4

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 06:01:44 UTC
From: a644690c@edinboro.edu
Message-ID: <0095EB7DCBA7D120.20203F34@edinboro.edu>
Source record: 110023

I was cleaning out some old directories today when I found a text file
that briefly mentioned Copymate 4.2 being able to copy DSDD disks (if
you own an XF551). I have Copymate 4.4 (but no docs). Can 4.4 still
copy DSDD disks... I don't see why that would have been taken out.
How do you do it??? I have had Copymate for years and I have never been
aware of this feature.

Peace, | 'Don't be so smart Spock! You
-Adam Conover. | botched the Acytel-Choline test!'
a644690c@edinboro.edu. | - Bones (Star Trek)

3226. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 06:27:09 UTC
From: steibel@venus.cs.umbc.edu
Message-ID: <1992Aug7.062709.11571@umbc3.umbc.edu>
Source record: 110022

In article <1992Aug6.185344.5089@ucsu.Colorado.EDU>
hill@spot.Colorado.EDU (Michael Hill) writes:
> In article <1992Aug5.184601.3826@umbc3.umbc.edu> ; I wrote
>>
>> B) hill: Although some of what you said was neccassary. I felt it was
>> totally unneeded to make fun of darek's spelling, insult him personally
>> to the world, and generally use profanity in every other sentence.
>
> Objection. Nowhere did I use profanity. Go back and check.

I went back and checked. The references are appended.

However, on looking over some of the messages a second time, I feel bad that
I singled you out as cussing, when Darek also cussed.

My main point at the time, which I still stand by, is that we should post as
adults, and keep this type of non-intelligent conversation off of the net.
--
David M. Steibel; Author of the Demacs FAQ; Internet: steibel@cs.umbc.edu

The greatness of a nation and its moral progress can be measured by the way
in which its animals are treated. - Mahatma Gandhi.

References mentioned above:

Article: 9165 of comp.sys.atari.8bit
Message-ID: <1992Jul26.235014.23768@ucsu.Colorado.EDU>
Date: Sun, 26 Jul 1992 23:50:14 GMT
> Shut up, you stupid pussy. Your crappy article only served to reinforce

Article: 9371 of comp.sys.atari.8bit
Message-ID: <1992Aug5.022606.9963@ucsu.Colorado.EDU>
Date: Wed, 5 Aug 1992 02:26:06 GMT
> that level of obsolete crap, you'll never see me in the pitiful market you

3227. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 06:34:04 UTC
From: steibel@venus.cs.umbc.edu
Message-ID: <1992Aug7.063404.12077@umbc3.umbc.edu>
Source record: 110024

hill@spot.Colorado.EDU (Michael Hill) writes:
> I wrote
>
>> to the world, and generally use profanity in every other sentence.
>
> Objection. Nowhere did I use profanity. Go back and check.

Sorry, I forgot to mention in the previous article. I DID exagerate when I said "every other sentence."

Sorry again.
--
David M. Steibel; Author of the Demacs FAQ; Internet: steibel@cs.umbc.edu

The greatness of a nation and its moral progress can be measured by the way in which its animals are treated. - Mahatma Gandhi.

3228. MYDOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 06:55:15 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug7.065515.11668@dartvax.dartmouth.edu>
Source record: 110027

I've recently started using MYDOS 4.50 and have been quite pleased with
it. I noticed at the archive (atari.archive.umich.edu), however, that
the most recent version is at least 4.51. The source is there, but their
disk immage is for version 4.50. Could someone with a more current version
get me a executable copy (and/or put a copy on the archive)?

Thanks,
PC

--
"And he [Christopher Robin] respects Owl, because you can't help respecting
anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling
isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

3229. Star Wars - Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 13:40:17 UTC
From: jeffh@oakhill.sps.mot.com
Message-ID: <1992Aug7.134017.10631@oakhill.sps.mot.com>
Source record: 110031

I'm sure the 800 was NOT used in the production of Star Wars. Star Wars was released in 1977, before the 800 was. The Apple II had just come out, along with a few others (Altair, etc.) I guess it could have been used for The Empire Strikes Back, though....

Jeff

jeffh@apache.sps.mot.com

3230. Re: Does Elvis own an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 13:52:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Aug7.135212.8665@usenet.ins.cwru.edu>
Source record: 110028

In a previous article, brett@visix.com (Brett Bourbin) says:

>In article <1992Jul30.004350.6820@dartvax.dartmouth.edu>
>crow@coos.dartmouth.edu (Preston F. Crow) writes stuff about 8-bit
>owners...
>
>Know another 8-bit Atari owner... George Lucas. The original Star Wars
>used a Atari 8-bit 800 for some of the graphics. I talked with the owner
>of B&C, and he told me the story about when George brought in his 800 to
>be fixed, and how he wanted that EXACT machine fixed, not a swap, and did
>not care how much it cost.

The 400/800 were first shown in late 1978 and first sold in 1979.

Star Wars came out in 1977.

Something here doesn't compute..
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3231. Re: Emailing Adam Conover

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 13:59:10 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Aug7.135910.9325@usenet.ins.cwru.edu>
Source record: 110029

In a previous article, markjl@pub2.bu.edu (Mark Lavi) says:

> Today I got a new message from Adam, and the sender was:
>
>"/usr/spool/mail/markjl": 2 messages 2 new
>>N 1 a644690c@edinboro.edu Thu Aug 6 14:05 39/1868 "Mailing problems."
>
> I read the message, I tried a "R"eply, and got the following again:
>
>[email message text deleted]
>Peace, | 'Don't be so smart Spock! You
>-Adam Conover. | botched the Acytel-Choline test!'
> a644690c@edinboro.edu. | - Bones (Star Trek)
>
>& R
>To: a644690c@edinboro.edu
>Subject: Re: Mailing problems.
>
>Test bounce.
>EOT
>markjl... setsender: uid/gid = 9771/4269
>a644690c@edinboro.edu... Connecting to edinboro.edu.tcp...
>a644690c@edinboro.edu... Connecting to edinboro.edu (tcp)...
>a644690c@edinboro.edu... Host unknown
>Saving message in /u3/ugrad/markjl/dead.letter
>/u3/ugrad/markjl/dead.letter... Sent
>
> Well, I'm in need of some help in solving this!
>Thanks! -mjl

Same deal. edinboro.edu doesn't have an IP address associated with
it (i.e., it isn't the name of a computer on the Internet), so your
system's test bounce is failing. a644690c@edinboro.edu is probably
a good mail address anyway. I think your mailer is screwy for wanting
to test bounce every address before mailing to it.

Does that last line there "/u3/ ... Sent" mean it sent your message to
Adam anyway?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3232. Re: A new perspective on 8bit piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 14:36:16 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Aug7.143616.18817@mnemosyne.cs.du.edu>
Source record: 110030

Michael,

Your post reinforces the reasons we need to find the owners of the really great software of the past, so we can get it released into the public domain for all to enjoy. Owners being the people owning the copyrights, wheter a software pub. house or an individual programmer.

Pattie Rayl (AIM)

3233. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 17:46:19 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug7.174619.1383@dartvax.dartmouth.edu>
Source record: 110032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <Zgg5oB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:

>moon!cyberden!phbill@well.sf.ca.us writes:

>> I'm interested. (My system just pointed out to me that "news.group"
>> doesn't exist here, HOWEVER I believe since it's all fed messages that it
>> will get out there anyways...) I would really like to see this, esp.
>> since the only Forem board I call (AtariBase) is VERY far away (LD$$),
>> but I'd still like to interact with the message bases on Forem-net.
>> thanx
>>

I just realized that this is being crossposted to news.group, not
news.groups! Normally discussion of new groups should take place
exclusively on news.groups and not be crossposted. I suspect that
the original RFD contained the same error, so it needs to be posted
to news.groups before it will be valid.

Please move the discussion to news.groups. If your site does not receive
news.groups, talk to your system administrator and fix it. If you do not
want to read all the other messages on news.groups, learn how to use a
kill file with your news reader (I use nn and it is quite trivial).

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

3234. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 18:44:34 UTC
From: jonc@status.gen.nz
Message-ID: <Zgg5oB1w164w@status.gen.nz>
Source record: 110026
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,news.group,

moon!cyberden!phbill@well.sf.ca.us writes:

> I'm interested. (My system just pointed out to me that "news.group"
> doesn't exist here, HOWEVER I believe since it's all fed messages that it
> will get out there anyways...) I would really like to see this, esp.
> since the only Forem board I call (AtariBase) is VERY far away (LD$$),
> but I'd still like to interact with the message bases on Forem-net.
> thanx
>

Thanks for the input Bill. I am sure alot of Atari Users in the USA and
our here in the neither world will enjoy seeing the Z*NET FNET feeds.

I currently have them going on my system here status.gen.nz and the
usage is very high to say the leaste.

Hope your system gets the articles in news.

regards

Jon Clarke

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

3235. RDF:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 19:00:27 UTC
From: jonc@status.gen.nz
Message-ID: <gate.HFs6oB1w164w@status.gen.nz>
Source record: 110025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.bbs.misc

Subject: RFD: comp.sys.atari.znet
Followup-To: news.groups,comp.sys.atari.st
Sender: jonc@status.gen.nz (Jon Clarke, Z*NET PC Assistant Publisher)

Request For Discussion (RFD): comp.sys.atari.znet

Status: unmoderated

This is an official Request For Discussion (RFD) for the creation of a
Usenet newsgroup called comp.sys.atari.znet

Charter:

Comp.sys.atari.znet is for discussion of all aspects of the ASCII Magazines
produced by Z*NET including feeds from Z*NET FNET (FoReM NeT, Gatewayed via
The Z*NET Global News Gateway "status.gen.nz") also including discussion on
all aspects of the following

- Atari Explorer On-line
- Z*NET PC
- Z*NET Fido echo's (Zone 3)
- Z*NET FNET

Topics would include those current discussed in the Z*NET FNET echo, GEnie,
Delphi, Compuserve, Bix, Fido and comp.sys.atari.st which cover Z*NET Topics

- Letters to the Editor
- Current issue feedback
- Columnist's reply
- Letters to the Z*NET Global Crew
- Atari Explorer On-line
- Z*NET PC
- Z*NET FNET echo's
- Z*NET Fido echo's (zone 3)
- Z*NET Pacific
- Z*NET Europe
- Z*NET USA
- Z*NET Canada

Topics will also include an open forum to discuss topics of interest with the
Director of Communications at Atari Inc, USA and will be open to all Atari
based computers ie 8bit Series, ST Series, PC Series etc. Feedback will be
gatewayed back to fido net and FNET thus allowing a great interaction of users
across three networks.

Discussion of this proposal should be posted to news.groups. As per the Guidelines, discussion that occurs there is the only discussion that counts. If your site does not carry news.groups, and you are interested in this discussion, get your administrator to carry the group.

_
- Jon Clarke o( )
jonc@status.gen.nz / /\
The Z*NET Global News Gateway in Auckland, New Zealand

3236. Emailing Adam Conover

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 20:18:48 UTC
From: markjl@pub2.bu.edu
Message-ID: <93141@bu.edu>
Source record: 110033

Adam,
Could you give me the IP address of your computer system host or
any alternative Email schemes? Are on any other UNIX/Internet systems?

markjl@pub2.bu.edu <=- is my account on the pub2 system, at Boston
University. pub2 is going to be renamed acs next week. There's no
reason I can think of why my email should be routed through AZ to get
to you, Edinboro is in PA, correct? I attended a summer wrestling clinic
there once, at EU.

I'm heading out on vacation, be back in September.
-mjl
--
\This is a copy of the .signature virus, pass it on.
/Aww, shucks, if you want something interesting to read, finger me.
\ Internet: markjl@acs.bu.edu.usa (Boston University)
/Compu$erve: 72545,1236

3237. Re: Atari questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-07 20:43:54 UTC
From: streak@wixer.cactus.org
Message-ID: <1992Aug7.204354.20166@wixer.cactus.org>
Source record: 110043

Sender:
Followup-To:
Distribution:
Organization: Real/Time Communications
Keywords:

In article <7F5ZoB6w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writ
es:
>DUNHAM_JERRY@TANDEM.COM writes:
>
>> Boerne, Texas. I just dug around looking for a phone number and
>> found (512)249-3024, but I'm not sure whether that's the H&R Block
>> number or the old (now defunct) Atari-Ville number, so you may have
>> to resort to directory assistance.
>
>Darn! No address? (my phone bill is quite happy where it is at the
>moment! :)).
>
>Why does he sell the stuff for so little? I'm sure there're people who'd
>pay quite a bit more for software. (hell! I spent $50 on AW+!)
>
>"Be seeing you!"
>_____________________________ ||| __
>PhBill: Bill Kendrick / | \
>moon!cyberden!phbill@well.sf.ca.us
>_____________________________________
> August 4, 1992

The owner of Atari-Ville also owns H&R Block and a few other stores. As far
as I know, they have had a couple of fires that have wiped out their stores
and have relocated to San Antonio and then back to Boerne andow I don't know
where they are.

--
** | |
** "Remember, wherever you go, there you are" -- B. Banzai ** | ___ |
** _|_/
--streak@wixer.cactus.org (Jason Williams) |

3238. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 01:10:42 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug7.201042.12052@miavx1.acs.muohio.edu>
Source record: 110051

In article <93053@bu.edu>, van@buengf.bu.edu (van nguyen) writes:
> Hi,
>
> I have an Atari XE, 800XL, 400, 1050 disk drive and 1020 printer. For those
> who have 1050 and 1020, I'm sure that you know how slow these devices are.
> Also since my 1050 starts to loose some of my files, I have to back up every
> files every single time. What I'm thinking is maybe I can use the 800XL as
> a file and a printer server. Instead of sending the file directly to the disk
> I could send it to the 800 (either throught a NULL modem or throught the
> joystick ports). Since the 800 would store the file in its RAM first, it would
> be much faster. When the transmission is done, the 800 would save or print
> out the file. I then can go and continue my work while the 800 works with the
> slow disk or printer.

I remember reading in an old compute about a networking device that
would allow several 8-bits to use a disk drive and printer. This sounds
like something I would like to see, since I have two 800XLs and a 400, I
would like to set up some network to share my printer and disk drives
among them. Any ideas?

> There are still more problems which I have not figured out the way to get
> around yet. I try to make the new 'server' easy to use with the least
> modification as possible. For example: I don't have to add a new device
> (and the handler), I still can type SAVE#D:filename (I'm using MAC65) and
> it would work. The only way to do that is to make the server (800XL) to
> act as a disk or printer so that the XE (which is the computer I'm working
> on) does not know the different. I can't connect the XE and XL by using the
> SIO though. Maybe I can go from the XE SIO to the XL joystick ports and
> from the XL SIO to the disk and printer. I have to have software for the
> XL though.

To be able to get by wihtout adding your own handler would require
you to use the SIO port. As someone mentioned, there was a series of
articles in Analog call Atari Zuchini that allowed you to use a computer
for a printer spooler. This is a lot more simplistic than what you want,
which is practically a network. (Which is something I would like to see,
using either another 8bit, or maybe an IBM or ST for a server.)

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)

```
------=======}}}}}}}}((((((()))))))){{{{{{{=======--------
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3239. FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 01:49:25 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92220.204925JJMCWILL@MTUS5.BITNET>
Source record: 109763

For Sale:

1050 drive with Happy Enhancement, has write protect override switch
added to front, for always write, never write, or standard operation.
Comes with Happy 7.1 Software, which among other things allows reading and
writing to an IBM Formatted 180K disk. Asking $200 or best offer, this
is a must sell!

Also have a Microprint printer cable, allows standard Centronics Printers
to be used with Atari 8 bit. $15.00 OBO.

Buyer(s) pays shipping. Please send responses to jjmcwill@mtus5.cts.mtu.edu

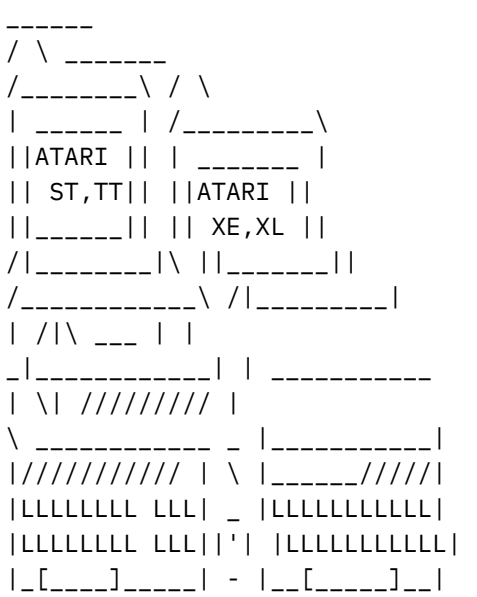
Jeff McWilliams

3240. Cleveland Free-Net Atari SIG Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 02:26:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Aug8.022650.21672@usenet.ins.cwru.edu>
Source record: 110034

INTRODUCING...

The NEW...



CLEVELAND FREE-NET ATARI SIG

The Atari SIG is a Special Interest Group servicing all Atari computer users and Lynx video game players. The SIG Operators that help run the Atari SIG are volunteers that have an interest in Atari computers and Atari products. The opinions of each SIGOp do not necessarily reflect the Atari SIG nor that of the Cleveland Free-Net. The Atari SIG is run by individuals and is no way affiliated with Atari Corporation. The "Atari" name, logo, and any other Atari products mentioned here are copyrighted by Atari Corporation. The Atari SIG is made possible by the NPTN, CWRU, INS, and you, the user who contributes time and information. The Central Atari Information Network (C.A.I.N.) is the official user group of the Cleveland Free-Net Atari SIG. The meetings are usually electronic and are held in the Multi-User Chat area on Free-Net. A live gathering of C.A.I.N. members is held once a year. The C.A.I.N. official newsletter is published in electronic form once a month. The Atari SIG can be accessed by the phone number: "216/368-3888" at either 300, 1200, or 2400 baud. It can also be accessed by users around the nation or world for free by using "telnet" at their college or business by the following Internet addresses: 129.22.8.82, 129.22.8.75, 129.22.8.76, freenet-in-a.cwru.edu, freenet-in-b.cwru.edu, cwns16.INS.CWRU.Edu, cwns9.INS.CWRU.Edu, or cwns10.INS.CWRU.Edu. There is no charge for the use of the Atari SIG or the Cleveland Free-Net. The information within

this SIG is believed to be reliable but cannot be guaranteed.

In the Atari SIG, there are many different areas which you may use. We ask that you help out in these areas because we cannot make the Atari SIG a success without you.

Here is a small overview of each section in the Atari SIG:

One of the first sections is the SIG Menu Outline. This outline is here to help you find what you are looking for in this SIG.

The Atari News area is the place to go for all of the latest news relating to Atari. In this area, you will find the Atari News (All) board, the Atari SIG Newswire (Weekly), the Free-Net Atari SIG Newsletter (Monthly), Atari Show Announcements listing, and a Rumor Mill board that does not require users to leave their names when posting rumors.

The General Bulletin Board is the main place for Atari computer users to meet and discuss any problems, suggestions, or experiences that they might have.

The 8-Bit Computers Support Area is the place to be when it comes to support for the 8-bit Atari. This area includes a computer description, FAQ list, 8-bit news, bulletin board, programming forum, product summaries, product reviews, tips & tricks board, file area, all Z*Magazine issues, recent Info-Atari8 Digests, and an 8-bit user directory.

The 16/32-Bit Computers Support Area is here specifically to meet the needs of the ST, TT, and hopefully new Falcon computer users. There is a published articles board, a computer description file, FAQ list, 16/32-bit news, bulletin board, MIDI forum, programming/developing forum, tips and tricks board, file area, online magazines, and 16/32-bit user directory.

The Portfolio Support Area brings support to users of one very small computer. The area includes a description file, Portfolio news, bulletin board, programming forum, product summaries, product reviews, tips & tricks board, file area, Portable Addiction Magazine, and a Portfolio user directory.

The Lynx Support Area is for owners of the first color portable video game system (not to mention the best). There is a description file, published articles board, FAQ list, Best & Worst of 1991 file, Lynx news, bulletin board, Atari Explorer game card summaries board, game card reviews, rank Lynx games area, tips & tricks board, record high scores reported board, APE Newsletter, Portable Addiction magazine, and a Lynx player directory.

The Wanted & For Sale Board is the market place for Atari users. This is where users may post messages to sell their equipment or just let others know what they are looking to buy. Businesses may not use this board to sell their merchandise.

In the Voting Booth, users are allowed to post and vote on Atari related issues. There are complete text files to help you in this area. It is a great new addition to the SIG.

The Atari Library is a place for users to get old Atari SIG news and information, Online Magazines, Atari SIG Newsletters, various documents in the Miscellaneous Information board, text files in the Information Base, and Atari SIG Logs.

The Atari SIG Newsletter is put together in The Newsroom area of the Atari SIG. All interested users should visit the area to see what they can do to help put together the newsletter.

The Help-Line is the place to ask general questions about your Atari computer. The SIGOps manning the Help-Line are ready, willing, and able to help. Your question will be answered as soon as possible.

And finally there is a directory of all the Atari SIG members. This section is a listing of all the Atari SIG members. If you are an Atari user and this all looks good to you then please take the time to sign up now and your name will be added to the list. Once your name is on the list, you may be contacted through personal messages if any important news should come up related to Atari or the Atari SIG.

The posting of any abusive, obscene, offensive, or inflammatory messages may be deleted. It goes without saying that illegal material is prohibited. Any illegal material that you post will be deleted and your Cleveland Free-Net access may be revoked.

If you have any comments or suggestions on how to make the Atari SIG better then please send the Atari SIGOps a message at:

xx004@cleveland.Freenet.Edu

Thanks goes out to all those who are helping in contributing news, online magazines, reviews, and information. Their names are listed in the header of the material that you read.

Thank you & enjoy,

Michael Current, aa700 (8-Bit Computers Support Area)
Peter Haller, aa596 (8-Bit,16/32-bit Programming Forum, MIDI Forum)
Fred Horvat, aa778 (Portfolio Support Area, Portfolio Programming Forum)
Mark Leair, aa338 (Voting Administrator, Newsletter Editor)
J. J. Lehett, aa400 (16/32-Bit Computers Support Area)
Scotty Meredith, aa519 (Newsletter Editor)
Len Stys, aa399 (Lynx Support Area, SIG Manager)
Doug Wokoun, aa384 (Atari News)

Your Atari SIG Operators

The Cleveland Free-Net has been upgrading systems and adding more server ports so if you cannot access Free-Net from the above nodes, try these:

freenet-in-a.cwru.edu = cwns5.ins.cwru.edu = 129.22.8.47
freenet-in-b.cwru.edu = cwns6.ins.cwru.edu = 129.22.8.48
freenet-in-c.cwru.edu = cwns6.ins.cwru.edu = 129.22.8.48

Thank you and we hope to see you there!

Sincerely,

Len Stys (aa399@cleveland.freenet.Edu)

--

3241. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 09:11:46 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <14103@mindlink.bc.ca>
Source record: 110035

> Van Nguyen writes:
>
> What I'm thinking is maybe I can use the 800XL as a file and a printer
> server. Instead of sending the file directly to the disk I could send it to
> the 800 (either throught a NULL modem or throught the joystick ports).

If you decide to use either an RS-232 link or a joyport link, you'll have a lot of software to write for the XE (or whatever machine you actually work at). Much of your applications will probably choke on it. It's not practical.

A better solution would be the Gumby upgrade for the 800XL. That would give you a second SIO port on the XL. Then you'd link the XE to XL via the new SIO, and XL to devices via the old SIO on the XL. You'd still have a bunch of tricky driver software to write in assembly language, but at least it would sit on the XL where it doesn't break the applications. The XL could be a smart disk cache with staged writes, printer buffer, or whatever you're willing to program.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

3242. To Bill Kendrick

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 19:43:11 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <70991.2209210318@kcbbs.gen.nz>
Source record: 110036

Geez Bill, I WISH you would address all of your messages to the person you are replying to! It would mean a great saving of time for the rest of us.

3243. XE dream machine

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 19:59:32 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208082001.AA02228@brachot.jct.ac.il>
Source record: 110037

In 1986 Analog magazines, I read about Atari promising some kind of 520 XE,
with 512K RAM, 80-columns, built-in 3 1/2 inch disk drive, PBI interface,
some kind of GEM mouse interface for the 8-bits, etc. etc...
What ever came of it? Apparently nothing - but does anyone know about it??
Why it never happened?
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3244. IBM drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 20:03:50 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208082006.AA02237@brachot.jct.ac.il>
Source record: 110038

I have two double-sided 360K IBM drives, from an old XT that I was allowed
to do anything I want with...
Is there any way to connect it with an Atari? Which computer do I need?
I currently have an 800 and 1200XL (although I rarely use the XL - would
prefer a conection with 800..)
Anyway, how would such a connection perform? Will I have access to the full
capabilities of the drive (DD-DS)=360K?? Will it be able to A) read my current
disks and B) Work with MyDOS (if not, which DOS?)??
I'll be glad for any help (please E-mail direct to me..) Thanx!!
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3245. Hitchhiker's guide

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-08 21:39:10 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208082141.AA02451@brachot.jct.ac.il>
Source record: 110039

I've recently acquired the Hitchhiker's guide to the Galaxy..
I've noticed it takes up 2disks. Is there anyway to remove the annoyance
of switching disks every once in a while? Like, using a double-density
disk? Hellllppppp!!!
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3246. Re: Hitchhiker's guide

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 00:33:17 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Aug9.003317.162@usenet.ins.cwru.edu>
Source record: 110040

In a previous article, bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) says:

>I've recently acquired the Hitchhiker's guide to the Galaxy..
>I've noticed it takes up 2disks. Is there anyway to remove the annoyance
>of switching disks every once in a while? Like, using a double-density
>disk? Hellllppppp!!!

I bought Hitchhiker's Guide a long time ago, maybe 1988 or so, but the one
I have is on a single disk, just both sides... But you only need the front
to boot, then just flip it over, and you never have to worry about it after
you start playing! I'm not sure what you mean by having to switch disks??

Steve Lin
bp112@cleveland.freenet.edu
--

3247. 1 piece of Atari 8bit software, cassette, education, for sale, name price.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 08:40:07 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Aug9.084007.11449@cheshire.oxy.edu>
Source record: 110042

CBS software, Success with Math: Addition and Subtraction.

Original cassette, manual, box, never used as far as I can tell.

Any offer.

thom

3248. Percom controller wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 10:35:07 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208091037.AA14056@brachot.jct.ac.il>
Source record: 110044

Hi there, I was wondering how much would a Percom controller cost.
I want: It's power supply (optional - if you fried yours, just tell me the
output power specs)
It's case (optional - if you don't have one I'll still buy)
It's main circuit board (without the drive mechs themselves.)
If yo have any for sale, contact me.

I have 2 IBM compatible drives I want to connect to one.
BTW, what connections does the controller expect to find on the IBM drives?
(just checking if they're really compatible.) My IBM drives have a 4-pin
power connector and a 17-bit data bus. Is this what Percom looks for?
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3249. Classic Atari Cartridges v.2.1

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 15:53:47 UTC
From: chase@electron.rutgers.edu
Message-ID: <Aug.9.11.53.46.1992.26917@electron.rutgers.edu>
Source record: 109921

Thanks to a deluge of new mail, this list has passed the 300 cartridge mark. Hurray! Keep 'em coming. Periodic repostings of this list will continue so long as I continue to receive enough new material to warrant it. I would now be very interested in cartridges available in other countries but not in the US (I think this might plug some of the holes in the Atari corp. section). Any one out there in the know?

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 2.1

I am trying to compile a list of all cartridges released for the Atari 8-bit computers. I am organizing the list by catalog number as listed on the outside of the cartridge, when available, and by manufacturer. A year column holds the copyright date and/or release date of the cartridge.

Some of the list has been distilled from old magazine ads and reviews, and may be subject to errors. Entries with question marks after them may not exist in cartridge form, or worse, may not have been released at all.

I'd would like help completing this list. Comments, additions, and words of encouragement are all appreciated, and will be noted in the contribrutors list at the end of this post.

Kevin Chase <chase@physics.rutgers.edu>

Size so far:

	Cataloged	Listed	Questioned
Atari	84	5	5
Activision	2	12	1
CBS Software	3	22	0
Epyx	0	11	0
O.S.S.	0	5	0
Parker Bros	2	11	0
Roklan	0	8	0
Romox	0	9	0
Sega	1	9	0
Sierra On-Line	0	8	0
Sirius	0	6	0
Spinnaker	1	13	0
Synapse	0	17	0
Thorn EMI	6	3	2
Miscellaneous	0	53	2
Unclassified	0	5	1
	----	-----	----
	99 +	197 +	11 = 307 Cartridges

Catalog#	Company	Year	Name

CXL4001? Atari 1979? Educational System Master Cartridge
CXL4002 Atari 1979 BASIC Computing Language (version A)
CXL4003 Atari 1979 Assembler Editor Computing Language
CXL4004 Atari 1979 Basketball
CXL4005? Atari 1979? Video Easel
CXL4006 Atari 1979? Super Breakout
CXL4007 Atari 1979 Music Composer
CXL4008 Atari 1979? Space Invaders
CXL4009 Atari 1979 Computer Chess
CXL4010 Atari 1979? 3-D Tic-Tac-Toe
CXL4011 Atari 1980 Star Raiders
CXL4012 Atari 1981 Missile Command
CXL4013 Atari 1981 Asteroids
CXL4014 Atari Mailing List
CXL4015 Atari 1980 Telelink I
CXL4016 Atari Telelink II
CXL4018 Atari Pilot Computing Language
CXL4019 Atari Store Demo
CXL4020 Atari 1982 Centipede
CXL4022 Atari 1982 Pac Man
CXL4024 Atari 1982 Galaxian
CXL4025 Atari 1982 Defender
CXL4027 Atari 1982 Qix

RX8021 Atari 1982 Caverns of Mars (by APX)
RX8026 Atari 1983 Dig Dug
RX8028? Atari Soccer
RX8029 Atari Real Sports Football
RX8030 Atari 1983? E.T. Phone Home
RX8031 Atari 1983 Donkey Kong
RX8032 Atari 1983 LOGO Computing Language
RX8033 Atari 1983 Robotron:2084
RX8034 Atari 1983 Pole Position
RX8035 Atari 1983? Microsoft BASIC II Computing Language (w/ Disk)
RX8036 Atari 1982 AtariWriter
RX8039 Atari 1983 Eastern Front (from APX)
RX8040 Atari 1983 Donkey Kong Jr.
RX8042 Atari 1983 Tennis
RX8043 Atari 1983 Ms. Pac Man
RX8044 Atari 1983 Joust
RX8045 Atari Pengo
RX8048 Atari Millipede
RX8049 Atari Jungle Hunt ((c)1982 Taito)
RX8052 Atari Moon Patrol
RX8053 Atari Atari Artist (packaged with CX77 Touch Tablet)
RX8054 Atari Atari Graphics (packaged with CX?? Light Pen)
RX8057 Atari Typo Attack (from APX)
RX8059 Atari Skywriter (Educational cartridge)
RX8063 Atari Rescue on Fractalus (by Lucasfilm, from Epyx)
RX8064 Atari Ball Blazer (by Lucasfilm, from Epyx)
RX8067 Atari Final Legacy

RX8069 Atari Track and Field
RX8077 Atari Battlezone
RX8078 Atari Star Raiders II
RX8079 Atari 1987 Food Fight
RX8081 Atari Blue Max (by Synapse)
RX8082 Atari Lode Runner (by Broderbund)
RX8083 Atari David's Midnight Magic (by Broderbund)
RX8084 Atari Hardball (by Accolade)
RX8085 Atari Fight Night (by Accolade)
RX8086 Atari Barnyard Blaster (Lightgun game)
RX8087 Atari 1987 Bug Hunt (Lightgun game)
RX8088 Atari Crossbow (Lightgun game?)
RX8089 Atari Desert Falcon
RX8090 Atari Gato
RX8091 Atari Flight Simulator II (by subLogic)
RX8092 Atari Archon (by ElectArts, (c) 1983)
RX8093 Atari One-on-One Basketball (by ElectArts)
RX8094 Atari Commando
RX8095 Atari Karateka (by Broderbund)
RX8096 Atari Choplifter (by Broderbund)
RX8098 Atari Summer Games (by Epyx)
RX8099 Atari 1988 Ace of Aces (by Accolade)
RX8101 Atari Dark Chambers (2600 Adventure style game)
RX8102 Atari Crystal Castle
RX8103 Atari Mario Brothers ((c) 1983 Nintendo)
RX8104 Atari Crime Busters (Lightgun game)
RX8108 Atari Necromancer (by Synapse)
RX8109 Atari Airball (Marble Madness style game)
RX8111 Atari Tower Toppler
RX8113 Atari Thunder Fox
RX8114 Atari Into the Eagles Nest (by Pandora Software)
RX8118 Atari 1989? Xenophobe
RX8120 Atari Super Football
RX8124 Atari MidiMaze
Atari BASIC Computing Language (version C)
Atari PLATO Learning Phone
Atari Deflektor
Atari AtariLab: Light Module
Atari AtariLab: Temperature Module
Atari Blast 'Em (was included with XEGS ???)
Atari Star Trux (???)
Atari Superman III (???)
Atari Kangaroo (???)
Atari Macro Assembler (???)

CB101931 Atari Super Pac-Man (prototype cartridge)
CA400201 Atari XE Demo Cartridge (four games, prototype)

Major publishers

CZ-003-04 Activision Mega Mania
CA-012-04 Activision Space Shuttle
Activision Beamrider
Activision Decathalon
Activision H.E.R.O.
Activision Pitfall
Activision River Raid
Activision Zone Ranger
Activision 1984 Keystone Kapers
Activision 1984 Pitfall II
Activision 1983 Kaboom!
Activision 1984 Zenji (a maze type game)
Activision The Designer's Pencil
Activision Ghost Busters (???)
Activision Dreadnought Factor
22100 CBS 1982 K-razy Shoot-Out
22103 CBS 1982 K-razy Antiks
CBS K-razy Kritters
CBS K-star Patrol
CBS Mountain King
CBS Boulders & Bombs
CBS Astro-Grover
75010 CBS 1984 Math Milage
CBS Big Bird's Funhouse
CBS Big Bird's Special Delivery
CBS Ernie's Magic Shapes
CBS Webster Word Game
CBS Duck's Ahoy!
CBS Movie Musical Madness
CBS Timebound
CBS Time Trials
CBS Co-Co notes
CBS S.H. Hide-n-Seek
CBS Solar Fox
CBS Blue Print
CBS Wings
CBS Omega Race
CBS Domino Man
CBS Satan's Hollow
CBS Madden's Football
Epyx Jumpman Jr.
Epyx 1983 Gateway to Apshai
Epyx 1983 Pitstop
Epyx Lunar Outpost
Epyx Swat Rescue
Epyx Silicon Warrior
Epyx Fun with Music
Epyx Fun with Art
Epyx Monster Maze
Epyx Alien Garden
Epyx Platter Mania

O.S.S. 1984 Mac/65
O.S.S. Basic XL
O.S.S. 1984 Action!
O.S.S. 1985 Basic XE
O.S.S. The Writer's Tool
PB101689 ParkerBros 1983 Frogger
PB101303 ParkerBros Star Wars: Return of the Jedi
ParkerBros 1984 Gyruss
ParkerBros Q*Bert
ParkerBros 1983 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 1984 Star Wars: The Arcade Game
ParkerBros 1984 James Bond
ParkerBros Death Star
Roklan Deluxe Invaders
Roklan 1981 Gorf
Roklan 1981 Wizard of Wor
Roklan 1983 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Flapper
Romox Princess and Frog (Frogger clone)
Romox Fortune Hunter ("Berzerk" style adventure)
Romox AntEater
Romox Typo
Romox Spark Bugs
Romox Starion
Romox Attack at EP-CYG-4 (by BRAM)
Romox Whiz Kid
Sega Buck Rogers: Planet of Zoom
004-03 Sega 1983 Star Trek
Sega 1983 Congo Bongo
Sega Tac Scan
Sega 1983 Spy Hunter
Sega 1984 Zaxxon
Sega Tapper
Sega Up N Down
Sega Frogger II
Sega Super Zaxxon
SierraOnLin BC Quest for Tires
SierraOnLin Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II

SierraOnLin Sammy Lightfoot
SierraOnLin Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil (by 20th Century Fox)
Sirius 1982 Fantastic Voyage (by 20th Century Fox)
Sirius 1983 Final Orbit
Spinnaker 1984 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
DLD-AT Spinnaker Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color caves
Synapse File Manager
Synapse 1982 Chicken
Synapse 1982 Claim Jumper
Synapse Drelbs
Synapse Encounter
Synapse Nautilus
Synapse Necromancer
Synapse The Pharaoh's Curse
Synapse 1982 Picnic Paranoia
Synapse 1982 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse Synassembler
Synapse Zeppelin
THA12001 Thorn EMI 1982 Submarine Commander
THA12002 Thorn EMI 1982 Jumbo Jet Pilot
THB12003 Thorn EMI 1982 Soccer
THB12004 Thorn EMI 1982 Kick Back
THB12005 Thorn EMI 1983 River Rescue
THA12010 Thorn EMI 1983 Computer War
Thorn EMI 1983 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (??)

Thorn EMI 1981 Darts (???)

Miscellaneous carts (Publishers with less than five listed carts)
AdventIntnl Rally Speedway
AdventIntnl Preppie II (???)
Beaumont PUP (Primary Utility Pack)
Big Five 1983 Miner 2049er
Big Five Scraper Caper
Big Five Bounty Bob Strikes Back
Broderbund Choplifter
Broderbund Sea Fox
Broderbund Serpentine
Datasoft Letter Wizard
EasternHous Monkey Wrench (right slot only cart)
EasternHous Monkey Wrench II (right slot only cart)
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
First Star Boulder Dash
First Star Flip and Flop (???)
First Star Bristles (???)
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
HES Gridrunner
ICD SpartaDOS X
ICD R-Time 8
Imagic Atlantis
Imagic Demon Attack
InHome Baseball
IDSI 1981 Pool 400
IDSI Speedway Blast
IDSI Survival of the Fittest
Koala Touch Tablet Software
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
OrionMicro Express!
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Scarborough MasterType
Tech-Sketch Paint-N-Sketch Level I (lightpen software)

Tech-Sketch Paint-N-Sketch Level II (lightpen software)
TigerVision Springer
TG Software 1983 Droids
TG Software 1983 Nightstrike
Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. Aprom XL

Cartridges looking for a publisher
Mr. Do's Castle (disk only??)
Alien Ambush
Bumper Bash
Sirius?? Squish'Em
Math Encounter
Capture the Flag

Contributors: (Many thanks to each and every)
---
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jims@chinacat.cimage.com (Jim Shillington)

3250. Re: Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 19:02:58 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Aug.9.15.02.58.1992.14494@remus.rutgers.edu>
Source record: 110054

Wow! LOved the cart listing. If anybody knows where I can get a
Xenophobe, Tower Toppler or Super Pacman cart, PLEASE let me know!

-Ray

wilmott@remus.rutgers.edu

3251. Copymate 4.4

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 19:03:41 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <68621.2219221394@kcbbs.gen.nz>
Source record: 110041

a644690c@edinboro.edu ("Adam J. Conover") writes:
>you own an XF551). I have Copymate 4.4 (but no docs). Can 4.4 still
>copy DSDD disks... I don't see why that would have been taken out.
>How do you do it??? I have had Copymate for years and I have never been
I have 4.3 and as far as I can remember you just toggle the Source and
Destination drive numbers and press Start, if you have only one XF551
you make the source and destination drive the same number. Have you
never tried it to see if it does copy the DSDD disk?

<--->
< Kia Ora from Aotearoa. Pandora@kcbbs.gen.nz >
< Please DO NOT QUOTE more than 2 lines to me >

3252. Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 19:15:03 UTC
From: a644690c@edinboro.edu
Message-ID: <0095ED7EF36914A0.20205982@edinboro.edu>
Source record: 110045

>The 400/800 were first shown in late 1978 and first sold in 1979.
>
>Star Wars came out in 1977.
>
>Something here doesn't compute..
>--
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--

Yeah, I thought of that as well but.... The machine would not have been shown until the OS was (mostly) complete. Since hardware is almost always designed before the OS is written, the actual Atari 400/800 could have easily existed in 1977. There really wouldn't be a need for an OS if they wanted to Hard Code all of their graphics.

Just a thought.....

Peace, | 'Don't be so smart Spock! You
-Adam Conover. | botched the Acetyl-Choline test!'
a644690c@edinboro.edu. | - Bones (Star Trek)

3253. Emailing Me.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 19:55:21 UTC
From: a644690c@edinboro.edu
Message-ID: <0095ED849498DE00.20205593@edinboro.edu>
Source record: 110046

This a reply to two messages.

>Same deal. edinboro.edu doesn't have an IP address associated with
>it (i.e., it isn't the name of a computer on the Internet), so your
>system's test bounce is failing. a644690c@edinboro.edu is probably
>a good mail address anyway. I think your mailer is screwy for wanting
>to test bounce every address before mailing to it.
>
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
> The Cleveland Free-Net Atari SIG is the Central Atari Information Network
> Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
> BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

Yes, mjl's mailer is screwy, but only for not taking UUCP sites into
consideration. If Edinboro was (will be soon though) a full Internet
site there would not be a problem. Edinboro is, however, only a UUCP
site that uses Pitt to receive Internet mail. (Mail is transferred via UUCP
from Pitt to Edinboro). Edinboro.edu is indeed a perfectly valid UUCP
node/domain. The problem seems to be with the software.

>Adam,
> Could you give me the IP address of your computer system host or
>any alternative Email schemes? Are on any other UNIX/Internet systems?

We have no IP address (yet!) for the above reasons.
The only other network I (rarely) use is Compuserve (I can't even remember
my own account # off hand).
If you have access to Fidonet, I can get you the node number for the SAGE bbs
which is local to me.

> markjl@pub2.bu.edu <=- is my account on the pub2 system, at Boston
>University. pub2 is going to be renamed acs next week. There's no
>reason I can think of why my email should be routed through AZ to get
>to you, Edinboro is in PA, correct? I attended a summer wrestling clinic
>there once, at EU.

Yes, Edinboro is in PA... Just 15 miles south of Erie.

> I'm heading out on vacation, be back in September.
>-mjl

Peace, | 'Don't be so smart Spock! You
-Adam Conover. | botched the Acetyl-Choline test!'
a644690c@edinboro.edu. | - Bones (Star Trek)

3254. TV games: Atari 2600, Intellivision, Odyssey2 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 20:27:16 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0095ED89.09D2CC40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 110047
Cross-posted to: comp.sys.atari.8bit,misc.forsale,rec.games.video

I am selling off my old collection of TV video games.
Here is a list-
Atari 2600-
Base unit (traditional design)
Another base unit (the more recent design, smaller Jr. version)
Atari 2600 dust cover (with the Atari logo on it)
Atari joysticks
Atari paddles
Atari keyboard controllers
Atari keyboard controller pair (a pair coming from one plug)
Sears joystick/paddle combination in one unit
High-quality joysticks (better response and handling than the Atari ones).
Rapid-Fire thingy that comes between the Atari main unit and the joystick
Game cartridges-
Air-Sea battle
Brain Storming (activision)
Astroid
Super Breakout
Defender
Pole Position
Football (cx-2625)
Missile Command
Space invaders
Homerun
Star Voyager (Imagic)
Video Pinball
Target Fun
Pele's Soccer
Pac Man
Volleyball
Decathlon (Activision)
E.T.

Intellivision (by Mattel)-main unit with 2 attached controllers
Games-
Donkey Kong
Space Armada
Space Battle
Star Strike

Magnavox Odyssey2 - main unit with 2 attached joysticks
Games-
Blockout/Breakdown (kind of Breakout game as I recall)
K.C.'s Krazy Chase (a Pac-Man clone as I recall)

Prices-
Really looking for offers. For those who hate to see items post without prices, I will say that something in the range of $10 for Atari 2600 base unit, $20 for the complete Intellivision with games, $17.50 for the Odyssey with games, are in the right range. But all offers will be considered, no matter how low -- or how high!
Please make offers on any of the items, including individual games or base units or accessories.
Please e-mail to me at COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804)293-8973 nights.
Thanks.

3255. Re: A new perspective on 8bit piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 21:39:06 UTC
From: winston@merk.com
Message-ID: <1992Aug09.213906.29206@merk.com>
Source record: 110048

To the best of my knowledge, I believe that if you have actually --PURCHASED--
a copy of ATARI 8-BIT software, then you have bought a liscense to use that
software (or in the case of older copyright agreements you may actually own
the software, outright). The United States of America's federal
copyright law allows you to create archival backup copies of software for
your personal use provided that you have purchased a copyright liscense to
use the software by purchasing the original software. If you have puchased
a copy of M.U.L.E. to use, it is my understanding that current federal
copyright law allows you to ethically make as many copies for your personal
use as you would want, provided you had purchased a legitimate copy.
It is my understanding that USA federal copyright law limits how you may
"USE" such software (a site liscense, a single user liscense, etc.), but
not how you would "STORE" such software, including making archival backups.

This information on the current state of USA federal copyright law comes to
you courtesy of the last few issues of "ST REPORT" online E-Magazine.

3256. Re: Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 21:57:05 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug9.215705.20348@dartvax.dartmouth.edu>
Source record: 110049

In <0095ED7EF36914A0.20205982@edinboro.edu> a644690c@edinboro.edu ("Adam J. Conover") writes:

>>The 400/800 were first shown in late 1978 and first sold in 1979.
>>
>>Star Wars came out in 1977.
>>
>>Something here doesn't compute..
>>--
>> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--

>Yeah, I thought of that as well but.... The machine would not have been
>shown until the OS was (mostly) complete. Since hardware is almost always
>designed before the OS is written, the actual Atari 400/800 could have
>easily existed in 1977. There really wouldn't be a need for an OS if they
>wanted to Hard Code all of their graphics.

>Just a thought.....

I think your assumption may be wrong--the Atari OS wasn't written on a prototype Atari, it was written on [this was discussed earlier, it was either an Apple II or a PDP-11]. With this in mind, it seems unlikely that the hardware was available much before the software. Prototypes would not have existed two years before the first release. Furthermore, I doubt that Atari would have released a prototype to an outside business before it was released--secrecy is important to stop the competitors from stealing your developments.

--PC

--
Only be careful, and watch yourselves closely so that you do not forget the things your eyes have seen or let them slip from your heart as long as you live. Teach them to your children and to their children after them. Remember the day you stood before the Lord your God... --Deut 4:9-10a

3257. Free Books

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-09 23:18:36 UTC
From: frankh@hpnmdla.sr.hp.com
Message-ID: <800012@hpnmdla.sr.hp.com>
Source record: 110050

I am cleaning up, and my Atari manuals must go.

I have Mapping the Atari
Advanced Atari Basic Tutorial
The Atari Basic Source Book
Computes First Book of Atari
Assembly Language Programming for the Atari Computers
De-Re-Atari
etc.

y're free to anyone that wants to pick them up. I live in Santa Rosa, about 50 miles north of San Francisco. These are origional manuals, not copies. Anybody interested?

I do not usually read this news file, so please E mail me or call me at home.

707 539-4991 You will get an answering machine. We DO NOT pick up the phone unless you leave a message. If we are at home we will hear your message, and pick the phone up.

3258. 1200 XL hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-10 10:18:34 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208101020.AA26755@brachot.jct.ac.il>
Source record: 110052

I've finally decided that I don't use my 1200-xl anyway, so I might as
well hack into it and jazz it up..
The first thing I want to do is improve its video. The ONLY reason I
still like the 800 is that it has the best display, and thus, the most
readable with 80-columns I'm using right now.
If anybody knows ways to make the video as good as the 800 or better -
email me.. thanx! :-)
-Itay
--
****
* Itay Chamiel *
bruck@brachot.jct.ac.il OR bruck@147.161.1.1
* The Parasite *
****
Calling to YOU from Jerusalem, Israel! (a cozy place)

3259. Percomm/Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-10 13:22:00 UTC
From: bbs@neb
Message-ID: <1992Aug10.132200.23318@neb>
Source record: 109909

I just recently acquired a Percomm and a Trak disk drive. Both have
'slave' attachments, and in fact - I have a double density 180k slave
drive attached to the Trak. (Its an AT-D10 model Trak).
.
My question is, how do I go about adding a 360k IBM drive mech as a
slave to these drives (Percomm and Trak)? Is any modification necessary?
I already tried to take a standard 360k drive (plugged into my IBM's
power supply) and hooked the cable from the Trak to the IBM drive and
attempted a format using SpartaDos (80 tracks by DD), but it just
errored out.
.
Any suggestions greatly appreciated.
.
James King aka Kamaro Kid@Neb

Posted by BBS User: James King

3260. Re: Free Books

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-10 15:18:58 UTC
From: frankh@hpnmdla.sr.hp.com
Message-ID: <800013@hpnmdla.sr.hp.com>
Source record: 109905

Two people have already asked me to ship these books. If no one offers to pick them up, I will ship the books to one of the persons that already responded. Please do not send me additional requests to ship the books.

Again, my preference would be for someone to pick up the whole bunch.

3261. Silicon Dreams

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-10 15:28:39 UTC
From: indy@IMMACC.PREPNET.COM
Message-ID: <9208101525.AA14942@ucbvax.Berkeley.EDU>
Source record: 110053

About a year ago, I bought a great adventure game, Silicon Dreams, by Firebird software. I played the first of the triad until I couldn't see straight anymore. I finally gave up when I could not figure out how to get by the "waldroid" near "Jacob's Ladder."

I recently gave it another shot, but I'm still stymied. Can anyone give me a hint? Also, where are the "dark glasses" for welding? Please email, so as not to spoil it for others. Thanks.

Dave Tartaglia indy@immacc.prepnet.com

3262. Re: 1200 XL hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-10 18:27:51 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug10.182751.24892@dartvax.dartmouth.edu>
Source record: 109906

In <9208101020.AA26755@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:

>I've finally decided that I don't use my 1200-xl anyway, so I might as
>well hack into it and jazz it up..
>The first thing I want to do is improve its video. The ONLY reason I
>still like the 800 is that it has the best display, and thus, the most
>readable with 80-columns I'm using right now.
>If anybody knows ways to make the video as good as the 800 or better -
>email me.. thanx! :-)

I've found that I have the opposite problem: My 800 is rather fuzzy
while my 800XL is nice and crisp. My 800 is from back in 1982--no GTIA
chip.

So how is this sort of thing fixed?

--PC

--
From a "fortune" program:
Eleanor Rigby
Sits at the keyboard
And waits for a line on the screen Lives in a dream Waits for a signal

3263. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-10 19:13:12 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Aug10.191312.50729@news.th-darmstadt.de>
Source record: 109907

In article <1992Aug7.201042.12052@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <93053@bu.edu>, van@buengf.bu.edu (van nguyen) writes:
>> Hi,
> To be able to get by wihtout adding your own handler would require
>you to use the SIO port. As someone mentioned, there was a series of
>articles in Analog call Atari Zuchini that allowed you to use a computer
>for a printer spooler. This is a lot more simplistic than what you want,
>which is practically a network. (Which is something I would like to see,
>using either another 8bit, or maybe an IBM or ST for a server.)
You can see it today if you download NASTY.ARC from the atari.archive 8bit section. You need to build a little interface though. It uses the serial and the parallel port, but you still can use your discdrives. Only works with the ST.

Guess who made it...

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Countdown to Extinction" Megadeth

3264. Re: Percom controller wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-10 21:40:50 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug10.214050.5094@news.ysu.edu>
Source record: 109908

OK Itay....I just got though all that and I found out that that
article in zmag206 is in error when it says you can run IBM 360k
drives on an atari with a PERCOM interface from a controller
drive.
To make a long story short, I hooked it all up to a 720k ibm 3 1/2"
drive and 5 1/4" Ibm 1.2meg...also 360k drive...heres what happened:
5 1/4" 1.2meg drive would not format at any density, But the 3 1/2"
drives formatted on one side...the docs to the percom say that it
does 40 and 80 track drives but it does not say if it will do DS.
I found out it doesnot. When you format it in Sparta X it lies to
you ...says it formatted both sides but the sector count is in
error....I tried to fill the disk up and I had a "nonexistent
device error" at aprox. 180k.
The guys on Genie last Thursday night said to get XF551 and do it
if you want 720k disks but the PERCOM was a bust...at least I don't
know how to write a new EPROM for it to do double sided high speed
....oh ya....the thing was slow as it was in 1982.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3265. Atari ST - 1meg, color, 85meg HD - $600

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 02:42:52 UTC
From: epkst1@pitt.edu
Message-ID: <4581@blue.cis.pitt.edu.UUCP>
Source record: 109910
Cross-posted to: misc.forsale.computers,comp.sys.atari.8bit

I have the following ST system for sale:

I'll pay 1/2 of the shipping, and I will take $600 for the entire system.

Reach me at:
kuzemcha@tartan.com
or epkst1@unix.cis.pitt.edu

(all prices in US Dollars)

520STM 150
1 meg, TOS 1.4, RF modulator

SC1224 color monitor 100

85 meg HD, dual floppy 350
This is a Seagate 296N SCSI drive
with a ICD host adapter (with clock).

HD, host adapter and two DS Fujitsu
floppy drives are in a 3-bay gray
shoebox case with its own 150 watt
power supply. Really nice setup.
I'll leave all the PD stuff I have on
the disk. (10+ meg).

Single-sided ST floppy drive 15
Older than the rest of the stuff,
but still works.

Software:

Mark Williams C and CSD v3.0.5 30
WordUp v3.0 15
DevPac ST v2.0 assembler 10
NeoDesk v3.0 10
Forth MT (Abacus) 10
Degas Elite v3.01 10
ProCopy 10
G+Plus 10

Games:

Falcon, Marble Madness, Tetris, Xenon 2, 7 ea
Heroes of the Lance, Airball, Mindshadow
Crystal Castles, Strip Poker, Leisure Suit
Larry II.

3266. For Sale/Trade: Atari 2600/7800 Games and Systems

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 06:04:26 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Aug11.060426.5128@infonode.ingr.com>
Source record: 109911
Cross-posted to: rec.games.video,misc.forsale,comp.sys.atari.8bit

For Sale or Trade: Atari 2600/7800 Games (New)

I am willing to trade the Atari 2600/7800 games listed below for other Atari 2600/5200/7800/400/800 cartridge games. All of these games listed below are new in boxes with instructions. Most are still shrink wrapped. Send a list of games you have to trade if you're interested.

In addition to trading games, I am willing to sell the games I have on hand at the prices listed. Prices on new games includes shipping in the U.S. When the quantitly of games I have on hand are gone, I will still be willing to get some of the games listed, but the purchase price will go up to $10, which more accurately reflects my costs.

New 2600 Games:
==========
$6 each:
Codebreaker Circus Atari Midnight Magic RS Soccer

$8 each:
Sentinel Off the Wall Stargate Yar's Revenge

Other titles availabe for $10 each:
Asteroids Battlezone Centipede Crystal Castles
Dig-Dug Desert Falcon Double Dunk Galaxian
Gravitar Jungle Hunt Joust Jr. Pac-Man
Kangaroo Ms.Pac-Man Moon Patrol Mouse Trap
Pole Position Solaris Q*bert RS Football
RS Tennis RS Baseball RS Volleyball Secret Quest
Sprint Master Space Invaders Super Breakout Super Football
Venture

New 7800 Games:
==========
$6 each:
Choplifter Super-Huey UH-1X

$7 each:
Asteroids Barnyard Blaster Ballblazer Centipede
Crack'ed DigDug Joust Impossible Mission
TD Football Pole Position II Hat Trick Fight Night

$8 each:
Ace of Aces Commando Donkey Kong Donkey Kong Jr.
Fight Night Robotron 2084 Tower Toppler

Other titles available for $10 each:
Asteroids Karateka 1on1 Basketball
Pole Position 2 RS Baseball Robotron 2084 Xevious

Trade information:
==========
2600: Mainly looking for rare and semi-rare games. I have most of the common Atari-label games, but I'm still looking for a few titles so send me your list. Semi-rare titles that I'm especially looking for include any of the Sesame Street games and Lost Luggage. If you have a common game that I want, and it's in good shape with instructions, I will trade even-up, new for used. If you have an unusually rare game that's worth a lot of money, we can probably work out multiple games and/or cash in exchange.

5200: Still looking for many common 5200 games, so please send me your list.

7800: I have most of the Atari label 7800 games, but I will trade for several of the rarer ones (Marios Bros., Desert Falcon, Xenophobe, Motorodeo, etc.) and any Absolute title (except F-18, I already have two copies).

400/800: I am also interested in most Atari 400/800 carts (but not XL/XE-only) and some disk or cassette-based games. Disks must be originals with instructions.

7800/2600 systems:
==========
- Atari 7800 system. Includes console, AC power supply, two controllers, TV switch and cable, and owner's manual. Comes bundled with five games: Pole Position II, Ms. PacMan, Xevious, Galaga, and Robotron 2084. Everything is in original packaging with warranty cards. $50 plus shipping.
(Will also consider trading for a clean working 1050 with US doubler upgrade.)

- Atari 2600 VCS system. Includes four switch (2600A) model console, AC power supply, two Atari joysticks, one Atari paddle controller, TV switch, and Combat game cartridge. Excellent cosmetic condition. $25 plus shipping.
(Will consider trading for a 1050 or an 810 in good working condition.)

- Sears Tele-Games Video Arcade. Identical to the system above, except labeled for Sears by Atari. Also includes owners's manual. $25 plus shipping.

- Atari 2600 console only. In good working order. $10 plus shipping.

Used 2600 Games:
==========
Condition: working fine, but no docs, no box.
May have some cosmetic defects (torn label, etc.)
Price $3 each, plus shipping.

Atari:
Combat Casino

Defender Breakout
Pac-Man E.T.
Ms. Pac-Man Warlords

Coleco:
Donkey Kong

Activision:
Decathlon Skiing

Imagic:
Atlantis

Parker Bros.:
Q*Bert

Terms:
======
I am willing to take cash, check, or money order for any of the above stuff. If you me send cash or postal money order, I will ship everything ASAP, usually by the next day. COD's are also fine, as long as you're willing to pay the extra charge.


```
================================================================================
| Ted Drude (drudetb@infonode.ingr.com) | Official |
|------------------------- (205) 730-8060 (8-5 CST) | MST3K |
| "Trust me, I know what| Classic Atari Game | Closet Fan |
| I'm doing." - S.Hammer| Collector and Trader | Club Member |
================================================================================
```

3267. Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 08:35:55 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Aug11.022453.3433@wvnvms.wvnet.edu>
Source record: 109912

Does anyone know of a program (or group of programs) that can perform abstract mathematical computations: i.e. intergration, diff'ion, polynomial factoring/expanding, etc. Something like derive on the IBM. If not, does anyone know were I can get hold of some articals explaning the algol's for programming such a beast. I hate having to go to the lab to work on Derive and Mathematica (hey, how 'bout Mathematica on the old 8-bit, hahahahahaha).
Thanx in advance.
a.centofanti

3268. Sparta Dos Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 12:41:28 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <13279@chalmers.se>
Source record: 109913

How come some programs that runs under Atari Dos dont
run under Sparta Dos?
Do You have to alter the run Adress?
I was trying to make A greatest Game Disk with some progs around my disks.
The diskettes was pretty old so I figured it was best to rewrite
the files on another disk for safety purposes.
the files I tried included Pooyan and Juice...
Juice would load normally, but Pooyan an alot of other games would just
hang up....
Whe I used Putrun all showed up to have Run address 0040..
Why I wish to Use sparta Dos is for Ultra Speed purposes..

Thanks.

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
~~~~~~~~~~~~~~~~

3269. Schematics, docs, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 13:23:08 UTC
From: bbs@neb
Message-ID: <1992Aug11.132308.8960@neb>
Source record: 109932

I am looking for the Atari technical manuals for the Atari 800xl, 130xe, 850 Interface and Sx-212 modems. I am also interested in acquiring any technical reference manuals for ANYTHING atari 8 bit related. Looks like the only local person here (in Utah) that performs decent 8 bit repair work has a case of ego-mania and now is charging unbelievable repair rates (as he has us by the genitlles so to speak). I would like any reference material that will assist me in peforming my own diagnostics and repair work. Specifically, I am also interested in acquiring software that will aid me in re-aligning disk drives (1050, Indus, Rana, etc..) or any SOFTWARE for diagnostics on the 8 bit..
.
Much grass - James King aka Kamaro Kid @Neb

Posted by BBS User: James King

3270. Monitors, monitors

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 14:08:41 UTC
From: chase@electron.rutgers.edu
Message-ID: <Aug.11.10.08.40.1992.11278@electron.rutgers.edu>
Source record: 109931

I just finished testing this refurbished monitor I bought for use with an IBM clone. It can handle MDA and CGA inputs into a DB-9 plug. The question is how do I go about hooking my 130xe to this? The CGA RGB pinouts include RGB, Intensity and two pins for horizontal and vertical drive. I understand that the composite signal coming out of the Atari is serially encoded with this information. Is the circuit for decoding this simple enough, or a common part I can get somewhere. I have several composite monitors, so I can manage without this, but I'd like to keep the clutter in my office down to a minimum. In other words, I don't have room for one more monitor and need to get double duty from this monitor. Any help would be appreciated.

3271. IBM 360K Drive Mechs/Percom Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 14:28:14 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9208111428.AA29360@smithkline.com>
Source record: 109923

I noticed the posts by J. King & I. Chamiel on the subject of Percom controllers vs. IBM 360K mechs & thought I'd add the Alchemist's $.02 (I've done a lot of experimenting in this area).

First- to Itay- the power supply & contol electronics of all Percoms are all integrated into one <large> board; there aren'T separate cards for the PS.

Jim King creates a somewhat misleading impression about things because he failed to state which model Percom he used. There were at least 4 or 5 different models. Some were SD, some were SD+slave, there was one that included a built-in parallel printer port (!), then there were DS/DD single & double mech models. Please, people, whenever you discuss ANY hardware trials you have done, you MUST state exactly which hardware you used, otherwise whatever you say has no meaningful context. (BTW, I'm not at all certain the list of Percom model variations mentioned above is ALL of them. Furthermore, there were numerous hardware/firmware variations evern among the same model; I swear I don't think Percom ever built the same drive twice. And virtually all of them had serious thermal problems, especially the stupid way they mounted regulators.)

It is also a good idea whenever possible to say exactly which brand/model drive mech you used. To my recollection Percom used mostly MPI & Tandon full-height mechs, although half-height mechs were installed in later production models especially the double-sided ones.

The drive/controller connection is indeed the standard Shugart floppy interface (34-pin connector) which is what the std. IBMs use (as far as I'm aware).

I've experimented mostly with the AT88-SPD (if my memory serves correctly) & was able to format old-style full-height Tandon mechs in 360K (REV 1.21 firmware). Also various half-height mechs: Panasonic, Toshiba, & several others I forget. These mechs were quite variable in age, from 10 years old to very recent (1991) production. They all worked. I used Sparta 3.2D. I seem to recall problems trying to format them w/Ultraspeed, I don't think it worked. You could do DS/DD but access was kinda slow. (I did all this a couple years ago, I just wanted to see if these things would work, regrettably it was all just dabbling not a systematic investigation, now made hazy by the passage of time.)

Here's an interesting little war story: one morning on my way to work a few years ago, I was surprised to spot what appeared to be a computer terminal lying to the side of the Schuylkill Expressway. After I got to work I told my boss what I had seen & asked if would be OK to take a few moments to quick drive back there & retrieve the thing before someone else stppoed & scooped it up. He said OK. (My boss is a cool dude: I'm talking about a guy with a Ph.D. in marine natural product chemistry who once crawled into a garbage dumpster to bring me a 2600 his neighbor had trashed.) Anyways when I got back there

what I found was a Radio Shack Trash-80 II (48K RAM). This thing had apparently fallen from a car at high speed & bounced for 300 feet down the highway. The keyboard was completely gone & there was a trail of loose keys for 200 feet scattered all over the road. The video screen looked OK from the front but inside was a mess of broken glass. There were 2 full-height single-sisded Tandon drive mechs in there, mounted to a metal bracket. The bracket was twisted junk, but incredibly the 2 drive mechs still worked with a Percom controller. Same model Tandons Percom used. Those suckers could take a beating!

NOTA BENE: All posts asking if I will sell my Percom stuff will be ignored.

- BEN POEHLAND
The Alchemist

****

3272. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 14:47:05 UTC
From: van@buengf.bu.edu
Message-ID: <93349@bu.edu>
Source record: 109914

A few days ago, I was thinking of using the 800XL as spool to speed up
the diskdrive and printer but now it seems harder than I'd thought.
As I said before, I planned to keep the XE the same (both software and
hardware) so it would work with all the software I have. I have to make
some change on the 800XL though. For the hardware, I don't think it is
going to be that hard. I know that the SIO uses only 3 (or 4) lines to
send and to receive data and the signals are TTL so the joystick port
should be able to handle that. The hard part would be writing software.
The 800XL has to manually rise or low the correct line of the joystick.
It also has to understand the SIO commands (read or write, disk or printer...)
and respond to that command.
I also don't know how the "system" would boot up. Maybe I would turn on
the disk first, then the 800XL boot up and run a program (now it would act
like a disk) then I would turn on the XE and it would boot up from the 800XL.
This set up would speed up the time to save or print a file (slow down actually
since it has to go through the 800XL first, but I would be able to work on
something else while the saving or printing is going on). It also has the
negative side though. It would take longer to load up a file (go through
the 800XL first). If something went wrong inside the 800XL (there is no way I
can tell), I would lost data.
Unless I do alot of work, I don't know if it's worth it.

Van

3273. Re: Percomm/Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 15:45:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63841@cup.portal.com>
Source record: 109915

360k=> 40 tracks DS. If you happen to come across an old IBM Quad density drive, you may want to try that with the controllers you have. The numbers are <?> Teac FD-55B (NOT FD-55BV- ANYTHING ELSE!), FD-55F-03-U, FD-55-01-U, & I think the Mitsubishi 3585. The Teacs will have either a resistor @ R14 or a missing one. By putting a switch with the resistor you can convert from Quad to /double density. The Mitsubishi's don't appear to have the option. What I think happened was Teac only made quad drives for a while & depending on the resistor sold them for 360 or 720k drives. A LOT of places aren't awre (parts surplus) of the fact these are quad drives so they put them in the broken bin for $5. I've used these drives with a modified XF551 board. Whoops! FD-55-01-U=>FD-55B-01-U & the 3585 could be 3855, you'll have to 2x.

3274. 1200XL Hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 17:45:21 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208111649.AA12713@nettlerash.berkeley.edu>
Source record: 109929

Preston,

Places like B&C Computervisions and American TV should have GTIA
upgrade kits for the 800, give them a call and ask.

Itay,

I will dig up some back issues of SLCC Journal and see if I can't find
the 1200XL video upgrade documentation. Bob Woolley mentioned the
main problem with doing the video upgrade is that it is difficult
to impedence match both the composite video output and the separate
luma chroma outputs at the same time. I believe Ben's Super Video
upgrade for the 800XL avoids this by having a switch you set for
one of the two outputs, but it never impedence matches both sets of
outputs at the same time. Perhaps a letter to Bob Woolley or some
email to him on Compuserve will convince him to sit down and
modify his upgrade. Anybody got his CI$ Address?

Jeff McWilliams jjmcwill@mtus5.cts.mtu.edu

3275. Atari Network

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 17:50:49 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208111657.AA12803@nettlerash.berkeley.edu>
Source record: 109930

Besides the Zucchinni (spelling? Oh well) there are two other devices
that were made to connect one set of hardware devices to
several Atari computers. One was the MPP Micronet, reviewed by
Matt Ratcliff in one of the glossies a couple years back. It
plugged into the SIO ports, and used a modified version of DOS 2.5.
There were problems though, if two people opened files on the same
drive, the first person pointed to a sector, and then the second
person inadvertantly wrote some data, the disk would get scrambled.
I believe the operative problem is called Bus Contention.

The second device is called the Multiplexor from CSS. It plugs in
to the cartridge ports, and also uses either a modified version
of MYDOS or Spartados 3.2d. It won't work with SD-X.
I haven't really read any reviews on this thing, but supposedly
CSS's multiline BBS is run on several 8 bits connected via the
multiplexor and using Bob Puff's own custom BBS program, that allows
the 8 bits to communicate to each other, as well as share files,
thus allowing conferencing on the BBS and stuff.

What you could do is set up the host and have it run a RAMDISK and
print spooler program. Then the guest computers would save their
files to the RAMDISK, and printer output would be spooled.
This might solve your problem of your 1050 pooping out on you, and
having to wait for your printer to print.

Jeff McWilliams jjmcwill@mtus5.cts.mtu.edu

3276. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 18:25:57 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Aug11.182557.21370@cbnewsc.cb.att.com>
Source record: 109916

From article <9207272152.AA21721@smithkline.com>, by poehland%phvax.dnet@SMITHKLINE.COM:
>
> In the past couple issues of this Digest several people have expressed quasi-
> legal opinions on the legality of copying abandoned software. Judging by the
> contradictory nature of those opinions, the legal issues are just as murky as
> the moral ones.

Actually, I don't think the legal issue is a murky one. Someone, either an
author or software company (even if defunct) holds the copyright to every
piece of software. That person or entity has to relinquish the rights to
that software before it can be considered public domain. It is not something
that can happen by default (until the copyright runs out).

Having said that, I sympathize with everyone still trying to use an
orphan machine. I was going through my boxes of atari 8bit disks a
while back trying to organize and reduce what I had. I ended up dumping
a lot of disks of PD and pirated games that I never use and kept only
the commercial software that I have all the original dox and boxes, etc
for. It hurt a bit because I knew I could never replace some of them
even if I wanted to. But the truth is I will probably NEVER buy another
piece of software for my 8bit Atari. I rarely even use the software I
have now and I have too many other things crying for my time and money.

What hurts the most I think is the fact that there isn't the close
friendship between owners of other brands of computers. I belong to
a PC users group also, but they view their machines more as appliances
and other users as just another acquaintance and little more.

Keep the faith...

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

3277. Re: MYDOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 20:23:11 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug11.202311.23817@ucsu.Colorado.EDU>
Source record: 109917

In article <1992Aug7.065515.11668@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:
>I've recently started using MYDOS 4.50 and have been quite pleased with
>it. I noticed at the archive (atari.archive.umich.edu), however, that
>the most recent version is at least 4.51. The source is there, but their
>disk immage is for version 4.50. Could someone with a more current version
>get me a executable copy (and/or put a copy on the archive)?
>
>Thanks,
>PC

Thanks for notifying us; I hadn't looked lately. (I don't *think* I have 4.51 yet.) If somebody else doesn't beat me to it, I'd be happy to build it and upload it here (or there, but it'd probably be easier here).

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
----------My boss is a Jewish carpenter!----------
Did you ever notice that everybody in favor of abortion has already been born?!

3278. Re: Star Wars & ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 20:46:14 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug11.204614.27995@ucsu.Colorado.EDU>
Source record: 109918

Michael Current writes:
>The 400/800 were first shown in late 1978 and first sold in 1979.
>
>Star Wars came out in 1977.
>
>Something here doesn't compute..

Whatever it is, it isn't your ATARI... they compute just fine! :^)

Adam Conover writes:
>Yeah, I thought of that as well but.... The machine would not have been
>shown until the OS was (mostly) complete. Since hardware is almost always
>designed before the OS is written, the actual Atari 400/800 could have
>easily existed in 1977. There really wouldn't be a need for an OS if they
>wanted to Hard Code all of their graphics.

This, along with all the subsequent posts, reminds me of the poster who
started this thread, saying George Lucas wanted *his machine* back; maybe
he had custom hardware from ATARI in his 800??!! Interesting thought!

--Michael

Michael Hill <>< Isaiah 9:6 | "Living martyr, truer than the seasons
hill@spot.Colorado.EDU | No more place for lies
Ball Aerospace Systems Group & | Cast a seed, push aside the reason
University of Colorado@Boulder | Reign of terror dies"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3279. Re: Percomm/Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 21:28:35 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug11.212835.9956@news.ysu.edu>
Source record: 109919

The controller of the Percom is only able to format 1 side or the
disk....I was able to format in 737k sparta dd/ds mode and the thing
lie to me...said there were 2880 sectors but there were 1440 and the
360k said 1440sec. but it only formatted on one side...I know cuz
I used an old disk formatted on a 1050 and the old data was still
there after I formatted it on the IBM using a Percom controller.
I used just about every config ibm has...5 1/4 and 3 1/2 360k to
1.44meg drives. The 360ks worked best but all were sssllllooowww!
cuz of the controller...thats 1982 technology.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3280. Re: Sparta Dos Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 21:38:25 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug11.213825.10480@news.ysu.edu>
Source record: 109920

If you're using Sparta3.2d then some programs will not run cuz
of memory conflicts with the dos (such as turbobasic programs).
But Sparta X cart does away with the problem by having the
ability to relocate the dos automatically...all you got to do is
tell the config.sys file to put sparta in banked memory. ie:
USE BANKED
DEVICE SPARTA BANKED
(etc)
--
Joe Sabatino-->ab588@yfn.ysu.edu

3281. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-11 21:55:47 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Aug11.215547.9974@ge-dab.GE.COM>
Source record: 109922

Somebody a ways back mentioned using the SIO ports to connect several Ataris together for an interactive game. Well that is exactly what AGDA (the Atari Game Developer's Arena) is developing. AGDA is Chuck Steinman, Jeff Casbeer, myself and others, and our premier game is nearing completion. It is reminiscent of "Midi Maze", with some tactical changes put in for the sake of uniqueness. Up to eight Ataris (600/800/1200/XL/XE) can be connected either with standard serial cables to a box with eight SIO connectors, or all together with one 'octopus' of a cable. Only one copy of the game software is needed, as the other Ataris "boot" from the Host (which I guess you could call a server). The game gives you a first-person view of a three-dimensional maze where you can see the other players wandering around, taking shots at you. Graphics are in full-color, use horizontal scrolling and GTIA mode for extra colors. Sounds will be provided to give you feedback on your motion and warning you of incoming fire.

I'll keep you up to date on our progress...

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3282. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 01:08:14 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Aug12.010814.2144@mnemosyne.cs.du.edu>
Source record: 109925

Kit,

You state that an author or software company has to relinquish rights
to a program before it can be considered public domain. This is not
true. PD simply means not for sale, not uncopyrighted/owned as you
suggest. PD software can be copyrighted by any author or software house.
PD software s public, ie anyone has access to it.

Pattie Rayl (Atari Interface)

3283. 800 memory upgrades, .PIC file viewer

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 01:48:38 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.713584118@pv1788.vincent.iastate.edu>
Source record: 109928

just got myself a couple of old 800's, and took a
look at the addmema.arc file from the archive.
Is there a program on the archive that will let me
view the .PIC files? I know next to nothing about
the graphics file formats for the 8bit, if anyone
out there is an expert on this, I like to know
more.

As for the memory upgrade on an 800, is the hack from
the archive compatible with most software? Are there
better do-it-yourself upgrades out there?

Todd

--
Todd Greenfield
tgreen@iastate.edu

3284. Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 02:07:58 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208120111.AA20305@nettlerash.berkeley.edu>
Source record: 109924

I might have something here I got from GEnie, let me look it up later and get back to the net about it. I think the most difficult part of writing something like that would be the equation evaluation part, taking a STRING and taking it apart piece by piece to try to transform it into a set of procedures the program takes to evaulate, differentiate, or integrate the original equation. Graphing, plotting, or other display of the data would be a must for such a program as well. Anyone up to the task, I think this ranks up there along with a schematic program and a beefier 80 column word processor.

Jeff McWilliams EE major --> jjmcwill@mtus5.cts.mtu.edu

3285. SpartaDOS Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 02:14:49 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208120120.AA20388@nettlerash.berkeley.edu>
Source record: 109926

Fredrik.,

It could be several things. Have you tried using SpartaMENU?
It came with the contruction set.

If you are using the regular SpartaDOS, try KEYOFF and XDIV before
running the program, also make sure you haven't run any other
TSR programs, like TDLINE or RAMDISK, or other driver programs
that latch into memory.

The other problem if you are running straight from the DOS command
prompt is that there is no RUN address header appended to the program.
I found out this when trying to use a Mouse handler written for Atari
DOS on SpartaX. If AtariDOS doesn't see a RUN address vector
once the file is finished loading, it returns to DOS, but Sparta
instead tries to RUN at the load address of the OBJECT file.
To keep my mouse handler from crashing I had to append a RUN vector
at the end of my OBJ file that simply pointed to an RTS in the
object file itself. You have to disassemble the program usually in
order to do this. Have I lost you? Well I don't think this is your
problem as it more often happens with Terminate and Stay Resident
(TSR) programs, and not games and stuff.

Jeff McWilliams jjmcwill@mtus5.cts.mtu.edu

3286. DOS WIZARD???

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 02:41:09 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208120142.AA20698@nettlerash.berkeley.edu>
Source record: 109927

I once had a program called DOS WIZARD. Not to be confused with
Allen Macroware's Disk Wizard 2, does anyone know if this program
still exists anywhere?

Jeff McWilliams jjmcwill@mtus5.cts.mtu.edu

3287. Re: Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 04:10:15 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Aug12.041015.13862@vpnet.chi.il.us>
Source record: 109951

In article <1992Aug9.215705.20348@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:
>In <0095ED7EF36914A0.20205982@edinboro.edu> a644690c@edinboro.edu ("Adam J. Conover") writes:
>
>>>The 400/800 were first shown in late 1978 and first sold in 1979.
>>>
>>>Star Wars came out in 1977.
>>>
>>>Something here doesn't compute..
>>>--
>>> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
>
You're right, Michael, it doesn't compute. In particular, I'm fairly sure that Lucas did NOT use 8-bit Atari computers (unavailable in the mid-70's) to produce any graphics for Star Wars. I was told by some co-workers (in the mid 80's) that a program called GRASS (running on some sort of mainframe, can't recall what) was used to produce the graphics for the Rebel pilots' briefing prior to the attack on the Death Star. There may have been other programs used as well.

Perhaps the "8-bits used for Star Wars" story originated with the development of games by the LucasFilm Games group for the Atari 8-bits. The developers programmed the games first for the Atari 800 computer. I know this because I attended a "seminar"/demo given by one or two of the people from LucasFilm Games, back in '85 (may have been '86, but I know it was between 5/85 and 4/86 because the company I worked for then sponsored the seminar - one of their "employees" [who rarely did much useful work] knew the LucasFilm Games folks through his father. Tee Hee - I got to see the "jumping Jaggie" trick in Rescue on Fractalus before ever playing the game! BTW, these guys used a separate, larger (DEC? IBM? ?) system to cross-assemble/compile their code. And they knew all the major nifty techniques of programming 8-bit graphics (that I have read about many times but never tried :^/). Also, they were clever. I recall them saying that the landscape in Fractalus is generated from a 100 x 100 matrix of numbers.....

Nick DiMasi
nickd@vpnet.chi.il.us
Delphi: TURBONICK

3288. Need help setting up a system

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 05:59:41 UTC
From: lenin@wam.umd.edu
Message-ID: <1992Aug12.055941.29720@wam.umd.edu>
Source record: 109933

I just recently got an atari 800 and 2 1050 drives, and I need a lot of help!
I never had an atari computer, but when I was growing up I always wanted one so
I just recently finally got it.
my problem is that the machine I got is used and the previous owner did not
have the manuals or anything, so I am quite lost.
first, which connection goes from the first drive into the computer andthen
which one goes from the first to the second drive, I keep getting the
scroling "boot error" message.
also how I get out of the memory pad into something that I can work with
or for the same matter, how can I make the machine read my drives?
If anybody is willing to sell me/photocopy or referme to someone that has
any type of documentation/books/proggraming aids I will really appreciate it.

thanks in advance

--

Alec Perez "Why won't you kill me Harlock...?"
Aperez@umdacc.umd.edu Queen Laffresia (SP Harlock)
Lenin@wam.umd.edu

3289. Laser Printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 07:05:06 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.13xe@terapin.com>
Source record: 109943

Does anyone have their 8bit hooked up to a laser printer. I have an HPIIIP and sometimes it would be easier to hook it up to the 8bit. Are there any drivers out there for the HP? Id like to use it with Atari Writer or Text Pro. I tried writing my own driver for Atari Writer, but no luck.
Any input would be helpful at this point.

3290. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 07:33:49 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug12.073349.22236@dartvax.dartmouth.edu>
Source record: 109935

In <1992Aug12.010814.2144@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:

>Kit,

>You state that an author or software company has to relinquish rights
>to a program before it can be considered public domain. This is not
>true. PD simply means not for sale, not uncopyrighted/owned as you
>suggest. PD software can be copyrighted by any author or software house.
>PD software s public, ie anyone has access to it.

> Pattie Rayl (Atari Interface)

As I understand it, that is not correct. "Public domain" is a legal
term meaning not copyrighted. Shareware is typically copyrighted, but
can be freely copied by anyone even though it is not public domain.

--PC
--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1992. All right reserved. The
above positions are also held by George Bush, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

3291. wanted: atari 2600 cartridges and controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 07:54:56 UTC
From: galt%peruvian.utah.edu@cs.utah.edu
Message-ID: <1992Aug12.015457.17726@hellgate.utah.edu>
Source record: 109934
Cross-posted to: rec.games.video,comp.sys.atari.8bit

First, is there a FAQ anywhere that lists all of the cartridges for the 2600?

I'm looking for the following:

BASIC
Pitfall 2
Towering Inferno
Star Ship
Freeway
Kaboom

Also, I am interested in the keyboard and race controllers.

Please send me email if you have any of the above (or any rare 2600 stuff) and you are willing to sell it.

3292. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 13:01:16 UTC
From: tmkk@uiuc.edu
Message-ID: <BsvG64.6pE@news.cso.uiuc.edu>
Source record: 109936

In article <1992Aug12.010814.2144@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
>
>Kit,
>
>You state that an author or software company has to relinquish rights
>to a program before it can be considered public domain. This is not
>true. PD simply means not for sale, not uncopyrighted/owned as you
>suggest. PD software can be copyrighted by any author or software house.

To put it mildly, this is incorrect.

Public Domain and Copyrighted are mutually exclusive; a piece of software cannot be both at the same time. When I, as an author, create a piece of software, I alutmatically have a copyright on my work. I can choose to relinquish that copyright and release my work into the public domain, at which point I no longer have the copyright. In fact, no one does; that's what public domain MEANS.

I've noticed a misuse of the term in a lot of shareware/freeware type releases. The author will place a copyright statement in the documentation, and then in the next sentence say "this program is public domain." What he REALLY means is that the software is FREELY AVAILABLE; no price can be charged for the software, but the author still retains the copyright. This is done primarily to prevent other people from selling the software and earning profits from the author's work. You see, if a work is public domain, I can do ANYTHING I WANT with it. I can sell it, modify it, use it as the basis for another program, whatever. If the original author holds the copyright, even if he doesn't cahrge me any money to use his program, I am prevented from selling it, modifying it, or producing a derivative work from it WITHOUT THE AUTHOR'S EXPLICIT PERMISSION.

Do you see the difference?

3293. 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 13:38:21 UTC
From: bovine@engin.umich.edu
Message-ID: <cNb-+v_@engin.umich.edu>
Source record: 109937

WANTED : 1030 direct connect 300 baud atari modem....

mail me.... bovine@CAEN.engin.umich.edu

3294. Re: Percomm/Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 13:57:14 UTC
From: bbs@neb
Message-ID: <1992Aug12.135714.24206@neb>
Source record: 109947

SSo if the Percomm is only capable of formatting one side of the disk (and not do double sided), how much space can I get out of one side? 180k max or more? What setting is best to use to format a 360k slave attached to this Percomm? 40 tracks at DD (which would equal 180k) or what?

Posted by BBS User: James King

3295. Re: IBM 360K Drive Mechs/Percom Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 14:06:05 UTC
From: bbs@neb
Message-ID: <1992Aug12.140605.24324@neb>
Source record: 109948

The Percomm config I have is a Double Density/single sided with a slave 24 pin connector and a printer card slot. I tried to connect a standard IBM 360k drive mech via the correct cable and using my IBM for power - when attempting to access the 360k mech, the light came on, but no head movement was seen.
.
Any ideas?
.
James King

Posted by BBS User: James King

3296. Re: Need help setting up a system

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 15:52:16 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <63890@cup.portal.com>
Source record: 109938

You need to have a cartridge inserted to get something other then 'memo pad'
If you can't find anyone locally, people that handle still handle Atari will
sell you REV A BASIC for about $5. If you get really desperate, I've got a
couple of REV C BASIC carts. You need to have a disk in the drive with DOS
on it to boot properly. If that isn't the problem, it could be the drives are
both set to respond as drive #1. Just check the switches in the back & make
sure they aren't in the same position(s). It doesn't matter what comes 1st
in the chain for the serial bus.

3297. Question -- Atari 800 lost color -- How to fix?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 19:13:48 UTC
From: jonathan@CAD.UCLA.EDU
Message-ID: <7833@lee.SEAS.UCLA.EDU>
Source record: 109946

Hi,
I hope this isnt a common question, but, my Atari 800 recently lost the
ability to produce color (perhaps only red(?)). This failing occurs on
both the "ch 3" and "ch 2" output as well as out of the NTSC(?) port
on the side (the 5 pin din).

1) Is this a common problem?
2) Is there a fix that I could do?
3) If no to 2, where does one take 800's to be fixed and is it worth it
over buying another used.

Thanks for the help,
Jonathan

--
qp HumanNet: Jonathan Katz | Computer Aided Design Laboratory qp
db AT&T-Net: (310)-825-7821 |_________ ---(*)--- db
qp Internet: jonathan@kanga.cad.ucla.edu |______Do you read rec.humor? qp
db SnailNet: 38-138 Engineering IV, UCLA, LA, Ca, 90024| No, frayed knot... db

3298. Re: Schematics, docs, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 19:57:02 UTC
From: frankh@hpnmdla.sr.hp.com
Message-ID: <800014@hpnmdla.sr.hp.com>
Source record: 109941

Sorry, but I can not get an E mail message at the address in this news item. I have most of what you are asking for, and I am about to give it all away. The person receiving it all is really only interested in the programming stuff. If you get in touch with me, I will give you the other person's name, and he might prefer I send part of his package to you. I just do not want to see it wasted!

3299. Re: Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 20:10:42 UTC
From: frankh@hpnmdla.sr.hp.com
Message-ID: <800015@hpnmdla.sr.hp.com>
Source record: 109945

>In comp.sys.atari.8bit, JJMCWILL@MTUS5.CTS.MTU.EDU (Jeff McWilliams) writes:
>
> I might have something here I got from GEnie, let me look it up
> later and get back to the net about it. I think the most difficult
> part of writing something like that would be the equation evaluation
> part, taking a STRING and taking it apart piece by piece to try
> to transform it into a set of procedures the program takes to
> evaulate, differentiate, or integrate the original equation.
> Graphing, plotting, or other display of the data would be a must
> for such a program as well. Anyone up to the task, I think this ranks
> up there along with a schematic program and a beefier 80 column
> word processor.
>
>
> Jeff McWilliams EE major --> jjmcwill@mtus5.cts.mtu.edu

Or you could let BASIC do it for you, and the program becomes trivial.
About 5 years ago my son was learning to graph, so I wrote such a program
that finds mins, max, differentiates, finds mins & max of the
differential, and plots the equation. I haven't done anything with the
Atari in over 3 years, so I do not know if I still have this. If I find
it, I will post the program.

3300. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 21:10:30 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug12.211030.6623@ucsu.Colorado.EDU>
Source record: 109939

In article <1992Aug11.215547.9974@ge-dab.GE.COM> potter@sunny0.dab.ge.com (Jeff Potter) writes:
>[...] game is
>nearing completion. It is reminiscent of "Midi Maze", with some
>tactical changes put in for the sake of uniqueness. Up to eight
>Ataris (600/800/1200/XL/XE) can be connected either with standard
>serial cables to a box with eight SIO connectors, or all together with
>one 'octopus' of a cable. Only one copy of the game software is
>needed, as the other Ataris "boot" from the Host (which I guess you
>could call a server). The game gives you a first-person view of a
>three-dimensional maze where you can see the other players wandering
>around, taking shots at you. Graphics are in full-color, use
>horizontal scrolling and GTIA mode for extra colors. Sounds will be
>provided to give you feedback on your motion and warning you of
>incoming fire.

Sounds fascinating!!

One minor suggestion, if 'twouldn't be too hard to implement: Howzabout the possibility of modem play? (This seems to be a growing trend in ST games, BTW.) Since you're doing entirely SIO communications, you wouldn't (probably) need an R: handler. Would it be possible to incorporate this? (I don't have any local 8-bits; not local enough to connect directly, anyway.)

--Michael

Michael Hill <>< Isaiah 9:6 | "Perfect peace, mountains robed in glory
hill@spot.Colorado.EDU | Coming into view
Ball Aerospace Systems Group & | Father speaks, Son becomes the story
University of Colorado@Boulder | Essence of all true"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
------------------------My boss is a Jewish carpenter!-----------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3301. Re: Need help setting up a system

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 21:30:26 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug12.213026.9025@ucsu.Colorado.EDU>
Source record: 109940

In article <1992Aug12.055941.29720@wam.umd.edu> lenin@wam.umd.edu (Alberto Alejandro Perez-Pulido) writes:
>first, which connection goes from the first drive into the computer andthen
>which one goes from the first to the second drive, I keep getting the
>scroling "boot error" message.

The order in which the drives are connected (daisy chain) doesn't matter.
But it sounds to me like you have a drive ID conflict; either both of the
drives are set to the same number, or neither is set to #1. Check the drive
selector switches on both units (in back, inside a small [round?] hole).

>thanks in advance

Hope this helps.

--Michael

Michael Hill <>< Isaiah 9:6 | "Living martyr, truer than the seasons
hill@spot.Colorado.EDU | No more place for lies
Ball Aerospace Systems Group & | Cast a seed, push aside the reason
University of Colorado@Boulder | Reign of terror dies"
$ mv net.flames /dev/null | --King's X, "Out of the Silent Planet"
-----------My boss is a Jewish carpenter!-----------
Did you ever notice that everybody in favor of abortion has already been born?!

3302. MyDos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 22:16:01 UTC
From: a644690c@edinboro.edu
Message-ID: <0095EFF3BABE1AC0.20206CB5@edinboro.edu>
Source record: 109757

>I've recently started using MYDOS 4.50 and have been quite pleased with
>it. I noticed at the archive (atari.archive.umich.edu), however, that
>the most recent version is at least 4.51. The source is there, but their
>disk immage is for version 4.50. Could someone with a more current version
>get me a executable copy (and/or put a copy on the archive)?
>
>Thanks,
>PC

The newest version I know about is 4.53/3. The /3 simply means that the
FREE SECTORS count is only 3 digits instead of 4. This allows better
compatibility with software that illegally checks for the end of directory.
Most of the improvements from 4.50 to 4.53 seemed to be cosmetic but there
were also improvements in RAM/drive configuration and you could chain
AUTORUN files. It has been a while since I have seriously used MyDOS though.

I use SDX almost exclusively now, but MyDOS 4.53 is definitely my second choice,
with SpartaDOS 3.2 being 3rd (and AtariDOS being a distant last :). I have
just acquired a second hard-drive so I am going to attempt to format a
partition in MyDOS (bootable). It should be interesting.

I will attempt to upload this to the archives but it is rather trickey without
FTP. But... We just got new software on our system that *should*
automatically UUencode. I'll have to give it a try....

-Adam Conover.
a644690c@edinboro.edu

3303. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-12 22:20:37 UTC
From: a644690c@edinboro.edu
Message-ID: <0095EFF45EFA2C00.20206CB5@edinboro.edu>
Source record: 109756

TO: Amos Jackson,

I don't think that I ever thanked you for sending me those dir listings. Well... Thanks!

I am, however, still confused about an earlier post of yours. I don't have it handy but you seemed to imply that you were using PROKEY with the X cart. Is there a new version of Prokey that works with SDX?

TO: ALL

I also heard rumor about an improved COMMAND.COM (I can't remember if it was a new .COM for SD3.2 or a replacement for the SDX one). Have you ever heard anything about this?

Talk to ya' latter.......

Peace,
-Adam Conover.
a644690c@edinboro.edu.

3304. Quick... ARGH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 01:11:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0s8ePB3w164w@cyberden.uucp>
Source record: 109949

Marek Tomczyk was a generous soul and purchased a copy of Quick from Power Per Post for me and mailed it out to me. (He must've decided to do this before I mentioned that I finally came in contact with them. (next time I'm REMEMBER TO USE AIRMAIL! ARGH!!!)) Anyways- I returned from vacation to see the pile of mail sitting on the sofa, and the only one to me being this gem of a program. Or so I thought...

Marek explained that when booted, the Quick disk will show a shell screen that prompts me to "Edit, Compile, or DOS". This is true. He said that pressing one of the keys (E,C or D) will do what is supposed to happen. This is not. Now...I'm sure this can be one of many things. Marek mentioned the possibility of PAL vs NTSC incompatibility. It may be. Of course, the post office could have !#@?!'d up the disk on the way to me. And finally... and what >I< think is wrong (because it seems to be the thing wrong with my software these days) is the incompatibilty of my damned 1200xl. Does ANYone out there have Quick and a 1200xl. If so- does it work!? Does anyone out there have Quick and an NTSC 8-bit. If so- again- does it work!?!? I've been frantically trying to get in touch with my 65xe owning friend in town (closest 8-bit owner I know who has th thing working!) but can't. I'd just like to not have to wait TOO long or go through TOO much trouble to find out whether or not I have to upgrade my 1200xl or mail back Quick.

Finally: re upgrading the 1200xl to 800xl/600xl compatibilty. Does this just require the purchase of an 800xl/600xl OS chip and a swap to be done? I know Bob Woolley does this upgrade (not sure if this is how it's done) as well as adding a PBI port to the 1200xl (I think I want one of those too.. but not too soon). Anyways- I'd rather not send this thing out (1 week was too much already to be w/o my 8-bit!!!). Should I just order some chips from BEST or B&C and try Quick when I get 'em?

Thanx alot. BTW: Get a sleeper if you go ANYWHERE by
train!!!!!!!!! (UGH!)
Bill (I'm
BAAACK!)

"Be seeing you!"
_____ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

_____
August 12, 1992

3305. Re: IBM 360K Drive Mechs/Percom Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 01:21:24 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug13.012124.29183@news.ysu.edu>
Source record: 109942

>Jim King creates a somewhat misleading impression about things because he failed
>to state which model Percom he used. There were at least 4 or 5 different
>models. Some were SD, some were SD+slave, there was one that included a built-
>in parallel printer port (!), then there were DS/DD single & double mech models.
>Please, people, whenever you discuss ANY hardware trials you have done, you
>MUST state exactly which hardware you used, otherwise whatever you say has no
>meaningful context. (BTW, I'm not at all certain the list of Percom model
>variations mentioned above is ALL of them. Furthermore, there were numerous
>hardware/firmware variations evern among the same model; I swear I don't think
>Percom ever built the same drive twice.

Thankyou, thankyou, thankyou, Ben, for this info...I was depressed
about the fact that mine would not read both sides.. I have an
RFD series Percom. I don't think it is double sided..from my tests of
IBM 5 1/4 and 3 1/2 drives.
Although, I just got though talking to Tom Hunt and his Percom with a
IBM 360k drive DOES FORMAT ON BOTH SIDES. His has a printer port on
the back and 2 card edge connectors and is an SPD series.
Also he told me that IBM drives are very light sensitive and wont
format if they are out of the case and I tested the 5 1/2" out of the
case..maybe thats what my trouble was.
So, if any one has a SPD series Percom for sale, I'm interested;
else I'll just have to get my hands on an XF551 controller.
Thanks again Ben.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3306. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 01:35:53 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug13.013553.29874@news.ysu.edu>
Source record: 109944

You need more than an R: handler to port a game play over the modem. You need a Color Graphic System..which BTW is already produced by Tom Hunt on CTH BBS 419-368-4413. The thing produces real color graphics gr.8, gr.9, gr.15 I know cuz I got it on my BBS too. Tom's currently writing a Alternate Reality like game to be played over the modem with Atari CGS. Of course, you have to have Bobterm w/CGS handler to see it. It also works by a Joystick and has many, many different fonts that load from ram-disk. Tom wrote a rd that works from stock XLs so that they can see CGS too. The only ones that can't have CGS are stock old 800 ataris....requires 64k not 48k.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3307. Re: Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 05:10:09 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Aug13.051009.29841@usenet.ins.cwru.edu>
Source record: 109950

In a previous article, frankh@hpnmdla.sr.hp.com (Frank Hamlin) says:

>Or you could let BASIC do it for you, and the program becomes trivial.
>About 5 years ago my son was learning to graph, so I wrote such a program
>that finds mins, max, differentiates, finds mins & max of the
>differential, and plots the equation. I haven't done anything with the
>Atari in over 3 years, so I do not know if I still have this. If I find
>it, I will post the program.
>
I too have written programs that find the DEFINITE integral and/or NUMERIC
derivative of a function at a certain point. But, from what I have seen
of Derive/Mathematica type programs (which the original post refered to),
they are able to find the INDEFINITE integral and/or the indefinite (is
that the right term?) derivitive, that is, the function that expresses the
int. or der., not just the answer... But if all you want is the numeric
answers, or a function grapher, yes, Atari BASIC will do the job with not
very much problem at all!

Steve Lin
bp112@cleveland.freenet.edu
--

3308. Re: Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 12:38:09 UTC
From: tmkk@uiuc.edu
Message-ID: <Bsx9rn.F7A@news.cso.uiuc.edu>
Source record: 109952

In article <1992Aug13.051009.29841@usenet.ins.cwru.edu> bp112@cleveland.Freenet.Edu (Steven C. Lin) writes:
>
>I too have written programs that find the DEFINITE integral and/or NUMERIC
>derivative of a function at a certain point. But, from what I have seen
>of Derive/Mathematica type programs (which the original post refered to),
>they are able to find the INDEFINITE integral and/or the indefinite (is
>that the right term?) derivitive, that is, the function that expresses the
>int. or der., not just the answer...

Anybody remember ALGICALC (I believe that was the name)? It was a program written in Atari BASIC which could do various mathematical stuff, including differentiation. You could give it x^2 and it would come back with a derivative of 2x. The user interface sucked major goat eggs, but it predated programs like Mathematica, TK Solver, MathCAD, et. al. by MANY years, and ran in BASIC on a "lowly" 8-bit machine.

3309. Re: Star Wars & ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 15:00:44 UTC
From: brett@visix.com
Message-ID: <1992Aug13.150044.11147@visix.com>
Source record: 109769

In article <1992Aug11.204614.27995@ucsu.Colorado.EDU>
hill@spot.Colorado.EDU (Michael Hill) writes:
> This, along with all the subsequent posts, reminds me of the poster who
> started this thread, saying George Lucas wanted *his machine* back;
maybe
> he had custom hardware from ATARI in his 800??!! Interesting thought!

Well, being the original poster, all I can relate is what was told to me.
George DID in fact own an Atari, he DID in fact bring it to B&C to be
fixed, he DID in fact want it fixed, not replaced, since it was used in
his movies. Maybe the owner of B&C is confused about which movie (SW or
ROTJ).

Another interesting point, later on, George and Atari did in fact come up
with some deal, and that was why Lucasfilm Games was created. Too bad it
was not honored when Atari was bought.
-- __
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
Manager of Technical Services \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc 703.758.8230

3310. ATARI CLASSICS PRESS RELEASE (RE-POST)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 15:02:45 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9208131502.AA13722@smithkline.com>
Source record: 109755

-------============>>>> A T A R I C L A S S I C S <<<<============-------

----------=====>> A New Magazine for the 8-Bit Enthusiast !!! <<==========-----

Greetings Fellow Atari 8-Bit Users!

My name is Ben Poehland, and I'm pleased to announce that I shall be serving as Managing Editor of Atari Classics (AC), a new magazine exclusively devoted to the Atari 8bit user. If you are among the thousands who have bemoaned the recent loss of nationally distributed magazines that once supported your beloved 8-bit, I'm here to add a ray of hope to your 8bit future!

The philosophical orientation of AC- incorporated in its Manifest- is to be a magazine "of, by , and for the Atari 8bit user". Unlike previous 8bit periodicals, the content of AC will directly reflect the expressed desires of the user community, especially as recorded during the Mail-In Campaign conducted January 15- May 2, 1992. The magazine will be staffed by members of the user community, and its content will be drawn entirely from the user community.

Unicorn Publications, already well-known for its outstanding Atari Interface Magazine (which covers both the ST and 8bit markets), has agreed to provide publishing services for AC. AC and AIM will be essentially independent publications, and the addition of AC to Unicorn's stable of products will not affect AIM's present subscribers. One of the many unique arrangements concerning AC is that its actual day-to-day operation will be largely in the hands of the user community rather than the publisher. Whatever "flavor" we decide to give it will be entirely our own.

Atari Classics represents a unique experiment in the history of the Home Computer Revolution that began in the mid '70s. With Atari Corp.'s cessation of support for all 8bit products beginning January 1992, an entire class of machines with a global installed user base numbering in the hundreds of thousands was abandoned along with the community of users who still use them. But for the first time, a rejected user community has marshalled its resources and declared its right to exist independent of Corporate America. We respond to Atari's challenge in a way that would make our forefathers proud: by rolling up our shirtsleeves and doing the job ourselves!

This will be YOUR magazine. AC will succeed- or fail- on the number of subscription orders it receives. Although seed money to print the Premier Issue has been provided, the magazine will need 500 paid subscriptions to succeed. A limited production run of 800 issues is scheduled for October or November 1992. Most of these will be distributed- FREE OF CHARGE- to the roughly 600 people who sent in commitment cards during the Mail Campaign.

That's right: if you sent in your card,

YOU WILL GET TO READ THE FIRST ISSUE FOR FREE BEFORE YOU DECIDE TO BUY.

(When was the last time you saw a deal like THAT???)

Of course, there were some folks who got missed in the Mail Campaign. So we ordered up those few extra copies which will also be distributed for free. First come, first serve, please don't block the stampede! You can write to:
Atari Classics
179 Sproul Rd./Rt. 352
Frazer, PA 19355 USA
ATTN: B. Poehland, Managing Editor

to have your name added to the list for a free copy of the Premier Issue. (No guarantees, and be sure to include your postal mailing address!) If you sent in your Campaign card it will NOT be necessary to request your free trial issue, as your name is ALREADY among the LUCKY 600!

The basic subscription fee is $25/year in the USA, with higher fees for Canadian and other non-US subscriptions. Full details on subscriptions will appear in the Premier Issue and in future announcements. Beginning in 1993 the magazine will be distributed bimonthly (6 issues/year).

A software disk bearing programs published in AC plus selected offerings from the Public Domain, will be available separately for $9/year in the USA. The disk will be distributed independently but will be timed to appear with every other issue of the magazine (3 disks/year). Full details on disk subscriptions will also appear in the Premier Issue and in future announcements.

The content of Atari Classics will initially lean toward user applications, hardware tutorials and modifications, programming, and software reviews. We plan to agressively recruit paid commercial advertising from scarce 8bit vendors, and to publish periodic lists of current 8bit supply sources.

Best of all, PAID subscribers will be able to place FREE ads in AC to buy, sell or trade their personal 8bit treasures! (But of course, yah gotta SUBSCRIBE first!)

And, we'll have a whole bunch of other stuff, contributed by some of the most talented writers and hackers in the Atari 8-bit world, authors whose names you've seen gracing the pages of ANTIC, ANALOG, Current Notes, and Atari Interface Magazine. (You'll notice not very many details there- we wanna pique your imagination!)

As of this announcement (August 5, 1992) only a few of the Staff positions at AC have been filled. We are starting completely from scratch, but anticipate most of the administrative machinery for operating the magazine will be in place by the end of August and production begun on our Premier Issue. (We'll need a month to get used to working with each other in an environment of near-total chaos!)

And when you see that first issue appear in your mailbox this autumn,

IT WILL BE YOUR TURN TO DECIDE THE FUTURE OF YOUR MACHINE !!

Please post/copy/distribute this announcement freely, and stay tuned for future announcements !!!

3311. ATARI CLASSICS: Update & Personal Notes

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 15:04:29 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9208131504.AA13731@smithkline.com>
Source record: 109953

From: PHVAX::POEHLAND 12-AUG-1992 19:32:19.98
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
CC: POEHLAND
Subj: ATARI CLASSICS: Update & Personal Notes

I just re-posted the press release announcing the birth of Atari Classics (there always seems to be a few folks who don't get the message first time around).

Yesterday I began receiving letters from people who were missed in the Mail Campaign; their names are being added to a list of people who will be sent those extra copies of the Premier Issue that will be produced in our first print run this coming Fall.

My apologies to those people who tried to contact me last week following the initial announcement of AC's birth. I was- uh- indisposed. I'd like to share with you denizens of the Net a little of the situation surrounding the final moments leading up to the official creation of the magazine.

Back in June I submitted to Unicorn Publications a written outline detailing my vision for the organization & operation of the magazine. All during the month of July there was a lot of backfield scrambling as discussions with Unicorn proceeded & various questions/problems were addressed, resolved, & incorporated into the plan (which is now known as the Atari Classics Publication Manifest). By the end of July we had pretty well reached an agreement in principle, & had arrived at the point of committing signatures to paper with a little money to lubricate the machinery of progress.

In the meantime my physician (alias "Dr. Moreau") had scheduled me for reconstructive sinus surgery at 7:30 AM on August 3. Wouldn't you know it, all the final preparations for AC coincided with all the preparations I had to make for going in the hospital (one of these days I'm gonna lay bare hands on the Murphy Demon & choke the devil out of him). So on the weekend of Aug. 1-2, I had to really hussle my butt.

On my way to the hospital at 6:00 AM Aug. 3, I stopped at the post office to drop off a 2-day air package to Unicorn containing all the final papers. A few hours later I was under the surgeon's knife, dead to the world, undergoing a procedure called turbinoseptaplasty (reconstruction of bones in the sinus/nasal cavities to allow proper breathing & permit the cavities to drain properly). I had been assured by the quack it wouldn't hurt much. Boy did I buy the Big One!

If any of you have ever heard any nightmare stories about sinus surgery, let me just assure you they are all true. Especially the more exaggerated horror tales. For the first 48 hours I staggered around feeling like I had kicked in the face by a mule. The Mother of All Headaches. Also toothaches. Plus a

little barfing as the anesthetic wore off. Just a wonderful little picnic.

I got home Aug. 6 a little the worse for wear, barely able to speak. I called Unicorn that night & was gratified to hear they had received my package & it was OK to release the announcement about AC.

Whoops- that was Aug. 5, not 6.

I had planned to spend the rest of the week calling up folks & recruiting for staff positions at AC while I was recuperating at home. Mother Nature had other plans for me. Right after releasing the announcement, my condition sorta took a nose dive (if you'll excuse the pun). I totaly wimped out the next 2-3 days. There's just some stuff you can't argue with, no matter how tough you are.

But by Aug. 9 I was coming back strong. Lean, mean, & ready to kick butt. Since then I've been making a number of personal phone contacts, & AC is about 25% up to strength. We don't yet have the critical mass of warm bodies needed to begin work on the Premier Issue, but I'm managing to reel in staff people at the rate of about one a day, so we are getting there slowly but steadily.

If all continues to go well as it has for the past few days AC will be at critical mass in another couple weeks. Things are looking good!

About that doctor. Let's see, yeah, it's a little hazy but with a few practice tries I think I'll be able to tie a pretty good noose. 13 coils, right?

- BEN POEHLAND
The Alchemist

****

3312. Re: Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 15:21:24 UTC
From: frankh@hpnmdla.sr.hp.com
Message-ID: <800016@hpnmdla.sr.hp.com>
Source record: 109758

> In comp.sys.atari.8bit, bp112@cleveland.Freenet.Edu (Steven C. Lin) writes:
>
>
> >In a previous article, frankh@hpnmdla.sr.hp.com (Frank Hamlin) says:
>
> >Or you could let BASIC do it for you, and the program becomes trivial.
> >About 5 years ago my son was learning to graph, so I wrote such a program
> >that finds mins, max, differentiates, finds mins & max of the
> >differential, and plots the equation. I haven't done anything with the
> >Atari in over 3 years, so I do not know if I still have this. If I find
> >it, I will post the program.
> >
> I too have written programs that find the DEFINITE integral and/or NUMERIC
> derivative of a function at a certain point. But, from what I have seen
> of Derive/Mathematica type programs (which the original post refered to),
> they are able to find the INDEFINITE integral and/or the indefinite (is
> that the right term?) derivitive, that is, the function that expresses the
> int. or der., not just the answer... But if all you want is the numeric
> answers, or a function grapher, yes, Atari BASIC will do the job with not
> very much problem at all!
>
> Steve Lin
> bp112@cleveland.freenet.edu
> --

This program will not give you a function that expresses the int. or
der., but it plots the function, gives the roots, and gives the mins
and maxs. DEFINITE integral and/or NUMERIC derivative of a function at
a certain point would be easy to add. I just put this together so my
son would have fun with plotting. The program was written in TURBO
BASIC. I stole the plotting section from another program. The equation
being solved in in line 30

```
10 GO# BEGIN
20 PROC F_X:REM FUNCTION in 21-49
30 FUNCTION=4*X^5-13*X^4+18*X^2-3
50 ENDPROC
60 GRAPHICS 0
70 REM *** GRAPHING PROGRAM ***
80 REM *** INITIAL CONSTANTS ***
90 X1=-20:X2=20:Y1=-10:Y2=10:XIN=1:YIN=1
100 LIST 20,50
110 PRINT "WINDOW (X1,X2,Y1,Y2)";
120 TRAP 150
130 INPUT X1,X2,Y1,Y2
```

```
140 IF X2-X1=0 OR Y2-Y1=0 THEN 110
150 PRINT CHR$(125);"INTERVAL (X AXIS,YAXIS)";
160 TRAP 190
170 INPUT XIN,YIN
180 IF XIN<=0 OR YIN<=0 THEN 150
190 GRAPHICS 8:SETCOLOR 2,8,4:SETCOLOR 1,0,14:COLOR 1:POKE 752,1
200 REM *** DRAW AXES ***
210 XTOP=Y2/(Y2-Y1)*159
220 IF Y2<0 THEN XTOP=0
230 IF Y1>0 THEN XTOP=159
240 YSIDE=ABS(X1)/(X2-X1)*319
250 IF X1>0 THEN YSIDE=0
260 IF X2<0 THEN YSIDE=319
270 PLOT 0,XTOP:DRAWTO 319,XTOP:PLOT YSIDE,0:DRAWTO YSIDE,159
280 REM *** DRAW TIC MARKS ***
290 TIC1=XTOP-1*(XTOP>0):TIC2=XTOP+1*(XTOP<159)
300 FX=INT(X2/XIN)*XIN
310 XV=(FX-X1)/(X2-X1)*319:IF XV<0 THEN 340
320 PLOT XV,TIC1:DRAWTO XV,TIC2
330 FX=FX-XIN:GOTO 310
340 TIC1=YSIDE-1*(YSIDE>0):TIC2=YSIDE+1*(YSIDE<319)
350 FY=INT(Y2/YIN)*YIN
360 YV=(Y2-FY)/(Y2-Y1)*159:IF YV>159 THEN 400
370 PLOT TIC1,YV:DRAWTO TIC2,YV
380 FY=FY-YIN:GOTO 360
390 REM *** GRAPH FUNCTION ***
400 PRINT CHR$(125):LIST 20,40
410 TRAP 510
420 C=0:FLAG=1
430 FOR X=X1 TO X2 STEP (X2-X1)/319
440 EXEC F_X
450 IF FLAG THEN PLOT C,(Y2-FUNCTION)/(Y2-Y1)*159:FLAG=0:GOTO 470
460 DRAWTO C,(Y2-FUNCTION)/(Y2-Y1)*159
470 C=C+1
480 NEXT X
490 POKE 752,0:GOTO 110
500 REM *** ERROR HANDLER ***
510 TRAP 510:FLAG=1
520 GOTO 470
530 PROC F_X2
540 X=X-CHANGE:EXEC F_X:YTEMP=FUNCTION
550 X=X+2*CHANGE:EXEC F_X
560 FUNCTION=(FUNCTION-YTEMP)
570 ENDPROC
580 # BEGIN
590 GRAPHICS 0
600 ? "CLS":LIST 20,50
610 CHANGE=1E-06
620 ? :? "Input a (1) for F(x)=0 you give (x)"
630 ? "Input a (2) for F(x)=0 you give range"
```

```
640 ? "Input a (3) for F'(x)=0 "
650 ? "Input a (4) to plot the function"
660 GET TEMP:TRAP 600:TEMP=VAL(CHR$(TEMP))
670 TRAP 40000:IF TEMP<1 OR TEMP>4 THEN 600
680 ON TEMP EXEC FUNCT_0,RANGE1,FUNCT_1
690 IF TEMP=4 THEN 60
700 END
710 PROC FUNCT_0
720 INPUT "What is your starting X";X1:X0=999999
730 ? "CLS":? :? :LIST 20,50
740 EXEC FUNCT
750 ? :? " FUNCTION=0 @ X = ";X0
760 ENDPROC
770 PROC FUNCT_1
780 ? "CLS":? :? :LIST 20,50
790 INPUT "Input the range of (X) to search. Xmin, Xmax";XMIN,XMAX
791 X=XMIN:EXEC F_X2:Y2=FUNCTION
792 X=XMAX:EXEC F_X2
793 IF Y2>0 AND FUNCTION>0 THEN GO# BAD_INPUT
794 IF Y2<0 AND FUNCTION<0 THEN GO# BAD_INPUT
795 IF XMAX<=XMIN THEN GO# BAD_INPUT
796 YMAX=FUNCTION
797 IF YMAX=0 THEN X=XMAX:FUNCTION=0:GOTO 810
800 EXEC FUNCT2
810 ? :? " SLOPE= 0 @ X = ";X
820 ENDPROC
821 # BAD_INPUT
822 ? "Xmax is not greater than Xmin, or the slope is in the same direction at both points"
823 PAUSE 200:GOTO 780
830 PROC FUNCT
840 REPEAT
850 X0=X1
860 X=X1:EXEC F_X:Y=FUNCTION
870 X=X1+CHANGE:X2=X:EXEC F_X:Y2=FUNCTION
880 X=X1-CHANGE:X3=X:EXEC F_X:Y3=FUNCTION
890 X1=X1-(Y/((Y2-Y3)/(X2-X3)))
900 UNTIL ABS(X1-X0)<CHANGE
910 ENDPROC
920 PROC NONE
930 ? "NOT YET IMPLEMENTED"
940 ENDPROC
950 PROC RANGE1
960 ? "CLS":? :LIST 20,30
970 INPUT "Input the range to search for roots Xmin, Xmax";XMIN,XMAX
980 XCHANGE=(XMAX-XMIN)/100
990 XTEMP=XMIN
1000 WHILE XTEMP<=XMAX
1010 XMIN=XTEMP:XTEMP=XTEMP+XCHANGE
1020 X=XMIN:EXEC F_X:Y=FUNCTION
1030 X=XTEMP:EXEC F_X
```

```
1040 IF Y>=0 AND FUNCTION>=0 THEN 1080
1050 IF Y<=0 AND FUNCTION<=0 THEN 1080
1060 X1=(XMIN+XTEMP)/2:EXEC FUNCT
1070 ? :? " FUNCTION=0 @ X = ";X
1080 WEND
1090 ENDPROC
1100 PROC FUNCT2
1110 CHANGE2=(XMAX-XMIN)/2
1120 WHILE CHANGE2>1E-08
1130 X=XMIN+CHANGE2:EXEC F_X2:CHANGE2=CHANGE2/2
1140 IF FUNCTION<0 AND YMAX>0 THEN XMIN=XMIN+2*CHANGE2
1150 IF FUNCTION>0 AND YMAX<0 THEN XMIN=XMIN+2*CHANGE2
1160 IF FUNCTION=0 THEN CHANGE2=0
1170 WEND
1180 ENDPROC
```

3313. Re: IBM 360K Drive Mechs/Percom Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 16:01:28 UTC
From: jewison@aurora.physics.utoronto.ca
Message-ID: <BsxJ6H.C75@helios.physics.utoronto.ca>
Source record: 109954

****

Ah, stupid me. I post this article and them almost immediately accidentally
cancel it. I thought I'd better post it again; if you receive it twice, my
apologies.

- Mike

****

In article <1992Aug13.012124.29183@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino)
writes:
>
>Thankyou, thankyou, thankyou, Ben, for this info...I was depressed
>about the fact that mine would not read both sides.. I have an
>RFD series Percom. I don't think it is double sided..from my tests of
>IBM 5 1/4 and 3 1/2 drives.

Joe,

I've got a Percom RFD-44S1 and it's most definitely double sided. In fact,
I have managed to snarf a currently unused 360k mechanism from work and can
format it double sided off the slave port out the back of the Percom box. If
your RFD won't work double sided there may be a bad chip on it. I know when I
first got my Percom back in 1983-4(?) the WD 1795 controller chip was flaky.
It would do DS just fine until it heated up (after about half an hour). After
that DS wouldn't work worth s**t, but SS was OK.

Anyway, guys, I've done some digging, and I have discovered some information
regarding Percom supplies. Some of this is old news, some of this I found
this morning after making a couple of phone calls.

Old News:

Some time around 1985 Percom dumped all support for the classics (sound
familiar?). At that time Computer Service Land, in Chantilly, VA, obtained
whatever necessary rights from them to become *THE* authorized Percom repair
depot/supplier. I know this because I purchased an upgraded ROM from them for
my Percom RFD drive in 1987. I called them this morning to see if they are
still in the business of supporting Percoms and the answer, surprisingly enough,
was "No". However....

New news:

Around two years ago, CSL sold their entire Percom inventory to an individual by
the name of Robert Burtt. I called Robert this morning to try and get a feel
for what he has on hand. Before I give you the list, let me add this caveat.
He does not repair Percom drives, so please don't send him any. He doesn't

have a list (except in his head) of what parts he's got on hand, but if you call him with a specific request he will know whether or not he can help you.

That said, here's a rough list of some of the things he's got:

Drive cases/power supplies
Drive mechanisms
Controller boards (both the AT88-SPD and RFD)
Cans of Percom drive case paint (believe it or not)
Generic 8-bit stuff (he wasn't specific)

Most of the boards he has are only partly populated. If you would like to buy a board and don't mind looking for the missing parts yourself, he indicated that he would sell these at a fairly reasonable price. To get a fully functioning, tested, board would take a lot more time and likely cost you a few more bucks.

I asked him if the source code for the ROMs was available. He said he thought he might be able to find a copy of it somewhere, but that it would be on an Apple // format disk, since Percom did all their development for the ROM on Apples. I personally think it might be kinda neat for one of you ML gurus to get hold of this and try to add UltraSpeed capabilities (if possible) to the Percoms.

Here is how you may get hold of him:

Robert Burtt
(703) 641-9764 (between noon and 10pm EDT, please. This is a home number.)

Sorry, it didn't occur to me to get a mailing address.

I hope you find this information useful. I know I did.

- Mike Jewison
David Dunlap Observatory
University of Toronto
jewison@centaur.astro.utoronto.ca

*** DISCLAIMER: I'm not an astronomer, but I play one on TV. ***

3314. Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 19:18:27 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208131847.AA11497@nettlerash.berkeley.edu>
Source record: 109759

To both posters:

Yes, I remember how you can have BASIC modify itself by printing the
y=f(x) equation with a line number before it, and do some pokes, and
the line becomes part of the program. I was thinking more along the
lines of something written Pascal, C, or Action! to improve the speed,
or even use Compiled TurboBASIC XL (you listening Bill K. ?).
With these, the self modifying code method of allowing BASIC to do
the function interpreting goes out the window.
With the popularity of RAMDISKS and bigger disk drives,
indefinite derivatives and integrals could be handled with look-up
tables could they not?

Jeff McWilliams

3315. Atari 8-bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 20:17:09 UTC
From: BKD@USLVM.USL.EDU
Message-ID: <16842D6F6.BKD@USLVM.USL.EDU>
Source record: 109760

As much as I hate to do it, I'm selling what I have left of my 8-bit
stuff. If you are interested in something, make an offer.

Atari 800XL with Power supply.
Atari 130XE with power supply.
Atari 1050 disk drive. (Sealed power supply does not work)
Atari 1050 with US doubler. Power supply works, but has been opened.
Atari 400 in pieces. Probably dosen't work. Parts anyone?
Atari XE modem. (The tiny 300 baud one) Broken (drops connections)

I also have a few game cartridges, bunches of disks full of programs
that I probably shouldn't have, an atari trac-ball, a pair of good
working genuine original Atari joysticks, and probably some other
stuff I've forgotten. Pick up in Lafayette, LA or specify how
you want it shipped. (Shipping probably won't cost too much,
but convincing me to box this stuff up and haul it to the UPS
office will) ;^)

Brian

3316. Re: 1200XL Hack/Where to find old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 21:25:35 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Aug13.212535.11962@ge-dab.GE.COM>
Source record: 109761

In article <9208111649.AA12713@nettlerash.berkeley.edu>, JJMCWILL@MTUS5.CTS.MTU.EDU (Jeff McWilliams) writes:
|> outputs at the same time. Perhaps a letter to Bob Woolley or some
|> email to him on Compuserve will convince him to sit down and
|> modify his upgrade. Anybody got his CI$ Address?

Bob Woolley should be at

75126.3446@compuserve.com

...but he gets so much mail that he may take a while to answer.

On the "Where to find old Atari stuff" topic, I had mentioned that Sears Outlets tended to carry leftover Atari equipment (notably old XF551 disk drives and XE Game Systems). Someone had sent me e-mail in response to this post...please respond again as I have lost your address. Good news...

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3317. 1200XL Video/Composite -> CGA/Dead 800 Color

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 21:26:26 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9208132126.AA15389@smithkline.com>
Source record: 109764

Whew, there seems to be a lot of questions lately about video. Being of the extremely nearsighted persuasion, video has been one of those subjjects near & dear to the eyes of the 8-Bit Alchemist. Or at least it used to be, before I became a Managing Editor Person *sigh* . OK, here's my $.02:

Video in the 1200XL is a nasty beast, the output circuits are more complex than in virtually any other 8bit product, comprising something like 6-8 transistors including feedback loops & other yucky things. I have no idea how well it works, having never seen the video output of a 1200XL. I gather 1200XL owners aren't all that happy w/their video (some of them anyway).

I regard video hacking more as art than science, because much of what you observe on the display is so very subjective. I use words like smear, grain, blur, bloom, fuzz, streak, & artifact to describe the various defects I look for when I subjectively analyze display quality. But those words are meaningless to somebody else who hasn't also seen exactly the same phenomenon I see when I use that particular term. And really poor displays can combine some or all of those defects to give a screen that an untrained eye would be unable to describe in the quantitative sense required for a followup electronic analysis. Add to that, you must FIRST ascertain that what you are seeing is indeed being generated by the computer & not the monitor itself. Sheesh!

We 8bitters aren't the only ones suffering. The composite output on my STe is pure crap. From an electronic engineering point of view, there is virtually no excuse for the video atrocities Atari visited upon the composite outputs of all its products, its sheer incompetence. No one at Atari EVER understood analog video. God bless the Tramiel Entente.

Sorry, Jeff, you're a little off-base RE: your comments about my Super Video REV 2 upgrade. In S-V REV 2, the color/composite/mono outputs ARE all impedance matched (to 75 ohms or pretty close thereto). The switch has nothing to do with impedance matching but instead serves the purpose of enabling the composite output, which would otherwise be disconnected as a result of improvements made to the luma circuit. The problem is that having composite connected while you are using mono degrades mono quality via color clock leakage which makes mono look grainy. The switch is there for folks who don't have a luma-chroma monitor & must use composite to get color. For mono users, using the switch to disconnect the composite output cleans up the mono display noticeably.

Kevin Chase inquired about converting C-V to CGA. I think I fielded that question about 6 times/yr when I was at Current Notes. The answer is: NO, it is NOT easy to do. Full analog C-V consists of: red, blu, green, H-sync, V-sync, Intensity, & audio, all encoded into one signal. You would have to decode, isolate, & clean up the individual signals, then send them all back out individually in their digital representations w/suitable impedance buffering. Not trivial. Over the past couple years both Radio-Electronics & Popular

Electronics have published any number of mod articles, most of which don't produce all the signals I would like to see on the output.

Man, if EVER CSS were seeking a new product idea, this HAS to be it. This suubject of analog -> digital video conversion just keeps coming back again & again, it won't go away. (Bob Puff, I hope you are reading this!)

Forget about going into your 8bit & extracting digital video signals from some place on the board. The color signals are there, but not all the required basic video signals are available. They are locked up in the GTIA & not brought out to pins where you can get at them.

There ARE possibilites for directly extracting TTL mono from the XEP-80. For personal reasons, however, I don't want to get into that & will not answer any questions about it.

And finally there was J. Katz's inquiry about dead red in his 800. Sounds to me like a possible failure of the CTIA or one of the output buffer components. I can't recall if the 800 uses a 4050 to buffer some of the video signals; if so replacing that chip could be the fix. Output video circuits in the 800 are almost as complex as in the 1200XL. I'd look for a bad coupling cap or a bad transistor somewhere in that mess. Most 800 machines are >10 years old, it's time for electrolytic failures to start showing up. There's a pot in there to adjust the color balance. Corrosion/crud on that pot could be the culprit. Treatment of the pot with Cramolin followed by realignment of the color (using COLORBAR or TESTBILD software) is the prescription there.

Gee, this was fun! Now back to this boring magazine stuff......

- BEN POEHLAND
The Alchemist

****

3318. Re: 1200 XL hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 21:27:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <P5RgPB6w164w@cyberden.uucp>
Source record: 109767

crow@coos.dartmouth.edu (Preston F. Crow) writes:

Well sure your 800xl will look better than your 800!, it's just (from what I've HEARD) the >1200<xl looks pretty bad. I suppose the folks who've mentioned it are right, but I've never really compared it to the other system's I've seen (/touched! - a 400 and a 65xe.. both VERY long ago... :-( ).

Btw: notice the "reply to"ing at the top! <snicker>

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 13, 1992

3319. 1200xl -> better OS (ie-actually RUNNING software (like Quick, Fred,

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 21:34:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iFsgPB7w164w@cyberden.uucp>
Source record: 109768

Well... so far I can't run Das Omen demo, Fred or Mission Shark, or
Quick on my 1200xl. (blah blah you all heard this before, right?)
Anyways, I was pretty surprised when Jeff McWilliams left me mail
explaining a little of the process. >I< thought it would be something
simple like pulling the 1200xl OS chip out and plugging an 800xl or 600xl
or XL/XE OS into it. He mentioned the need of a desolderer and solderer!
YIKES! Aren't ALL the chips in this thing socketed!?!? Or at LEAST
isn't the OS socketed as well as the other 20 so chips!?!? (exaggeration,
I know!)

ANyways... I would REALLY appreciate any textfiles on upgrading the
1200xl to make it fully compatible with the 600xl/800xl & XE series (I
don't want built in BASIC or a PBI port (well...ONE day I'll get the
PBI) Does it really take ALL that, Jeff?, or would that include hacking
a PBI together!? Bob Woolley- if you're out there- how much would you
charge for doing the OS upgrade if it really takes this much work? And
Jody Lenn- perhaps I >WILL< buy that 65xe from you!? ;)

Thanx in advance. PLEASE gimme ALL details! (I don't wanna haveta guess
about things when I do this and then kill the only working system I've
ever had... other than the 2600 w/ BASIC and the Timex Sinclair 1000!
haha)
Bill
(sniffle sniffle...
it don't WOOOORK!)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 13, 1992

3320. Re: Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 21:42:25 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Aug13.214225.12078@usenet.ins.cwru.edu>
Source record: 109762

In a previous article, JJMCWILL@MTUS5.CTS.MTU.EDU (Jeff McWilliams) says:

>With the popularity of RAMDISKS and bigger disk drives,
>indefinite derivatives and integrals could be handled with look-up
>tables could they not?
>
>Jeff McWilliams
>

I'm sure they could.... However, I have a hard enough time trying to just
remember them myself!! :)

Steve Lin
bp112@cleveland.freenet.edu
--

3321. 8-Bit STUFF (HW & SW & Books) FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 22:40:12 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <56768@mentor.cc.purdue.edu>
Source record: 109766

Package Deals Can Be Arranged.

I have the following hardware for Sale:

1 1050 Disk Drive w/Power Supply and SIO cable $45
Works Great!! w/Dos 2.5 or Mydos your choice

Xetec Grafix AT Printer Interface $15

Books: Mapping the Atari (w XL/XE maps) $7
Computes Atari Graphics $6
Computes Second and Third Books of Atari $5 each
Analog Compendium $5 (lots of type in programs)
Creative Atari $5

I have the following program disks for sale:

Dragonriders of Pern $7.00

Dimension X $7.00

Kampffgruppe: $13.00

MULE $15

Alternate Reality: Dungeon - $12.00

Jupiter Mission 1999 (4 disks!) - $12.00

Napolean in Russia - $10.00

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Blue Team Bridge - $7.00

Transylvania - $7.00 (no docs)

Zaxxon - $5.00 (800 only, FIX-XL, translator don't
work!!!!!!!) (no docs)

Temple of Apshai - $5.00

Suspended - $3.00 (Original, lost docs)

Mail Order Monsters - $7.00

Super Huey - $7.00

Page Designer -$8.00

Deep Blue C w/mathlib - $12.00

All items have docs unless otherwise mentioned.

Buyer pays shipping on all items.

JODY LENN
lenn@mentor.cc.purdue.edu

3322. Re: Laser Printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-13 22:42:55 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug13.174255.12129@miavx1.acs.muohio.edu>
Source record: 109765

In article <tatmanl.13xe@terapin.com>, tatmanl@terapin.com (Lance Tatman) writes:
> Does anyone have their 8bit hooked up to a laser printer. I have an HPIIIP and
> sometimes it would be easier to hook it up to the 8bit. Are there any drivers
> out there for the HP? Id like to use it with Atari Writer or Text Pro. I
> tried writing my own driver for Atari Writer, but no luck.
> Any input would be helpful at this point.

Well, doesn't it have some sort of Epson emulation mode? If it
does, I would use it. (If you need an Epson printer driver for
AtariWriter, I have one.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

3323. Re: Atari 8-bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-14 13:00:02 UTC
From: bbs@neb
Message-ID: <1992Aug14.130002.22149@neb>
Source record: 109777

I would be interested in your 1050 with U.S. doubler. What do you want
for it?
.
J. King aka Kamaro Kid of the Korner BBS in Salt Lake City, Utah
---
Posted by BBS User: James King

3324. CLEVELAND FREE-NET. HOW DO I GET IN???

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-14 15:37:55 UTC
From: flalbert@lascar.puc.cl
Message-ID: <1992Aug14.153755.9243@tolten.puc.cl>
Source record: 109775

HEY YOU GUYS!!! It is my greatest pleasure to have found this group.
I'm a 7-year atarian and I thought no one cared about it.
YAHOO!!!!!!!!!!!!!!!!!!

There is a question: I have full Telnet access, but what do I put in the
"login:" for the Cleveland free-net?. Is there a password??

I'm getting a new address in two or three days, so don't e-mail me.
When I get the new one, I'll begin to post to this group frequently.

```
----------------------------------------
- MIGUEL FARAH -- the Atarian hacker --
----------------------------------------
-Farah's theorem: 286<386<486<<6502!!! -
```

3325. CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-14 17:02:05 UTC
From: phbill@cyberden.uucp
Message-ID: <7HaiPB2w165w@cyberden.uucp>
Source record: 109776

How many people use the <C>olor <G>raphics <S>ystem upgrade for BobTerm? To ME it felt like quite a bit of work setting the thing up, especially since I no longer use Atari DOS 2.5, which is to my knowlege, about the only version of DOS on the Atari (other than perhaps its "compatible" DOSes, like SuperDOS) that allows numbers to be the first character of a file name. The instructions explained how to go about fixing MyDOS to use numbers in filenames (all the fonts it uses are numbered from "0.0" to "9.9".) >I< say why not just rename them to "F0.0" through "F9.9"?! Rather than going through all the hassle of patching the DOS for this one specific program. I'm not sure the fix was even 100% compatible with my version of MyDOS (the 4-digit sector count one).
Another big let down was the need to install a RAMDisk (which I NEVER foo with any more because I STILL only have 48k!!). Why not just have a file called "FONTS.DAT" and have it load up and then the program can just point around in it, rather than going through the trouble of setting up a RAMDisk.
And FINALLY, yet ANOTHER let down is the fonts. Call me one using a 1200xl (which supposedly has bad video output) on a 13" SONY TV (which I suppose in comparison to a good ol' monitor REALLY sucks), but to me those fonts weren't anything special. >I< think the entire program should be graphics screen oriented (MAYbe a little text window or something) so all the fonts can be mixed, rather than when a new font is selected, the entire screen changes. If a routine much like "TEXT" in TurboBASIC XL, or even just a byte copier (which means you can only place the characters in 40 positions across the screen, rather than 320 like with "TEXT") was added, you'd barely even have a need for the text window!

Anyways...these are just my ideas. I don't even know of a CGS supporting BBS to call ANYWHERE. (Well, sure I have a few numbers in the manual, but I have NO idea where they are. Either that, or they're on the Eastern half of the country...) Are there any CGS boards in any of these area codes:?

415
510
707
408

???
If so, PLEASE give me the number so I can try this out and give it a second chance. For now I just live with ASCII and the occasional b/w ANSI.

Thanx. (To tell you the truth, now that I've got Quick (IF I can
get it to WORK!!), I might just try making my OWN
version of CGS.. Who knows!? Oh, BTW: BobTerm was
written in Action!, wasn't it???)

Bill

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 14, 1992

3326. De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-14 17:05:37 UTC
From: glens@natinst.com
Message-ID: <1992Aug14.170537.14640@natinst.com>
Source record: 109770

I have a De Re Atari book for sale. $20 and I will pay shipping
within the continental United States.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

3327. Re: Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-14 18:09:06 UTC
From: walshm@craft.camp.clarkson.edu
Message-ID: <walshm.713815746@craft.camp.clarkson.edu>
Source record: 109771

nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
>folks through his father. Tee Hee - I got to see the "jumping Jaggie" trick
>in Rescue on Fractalus before ever playing the game! BTW, these guys used

What is the Jumping Jaggie trick?

>a separate, larger (DEC? IBM? ?) system to cross-assemble/compile their
>code. And they knew all the major nifty techniques of programming 8-bit
>graphics (that I have read about many times but never tried :^/). Also,
>they were clever. I recall them saying that the landscape in Fractalus is
>generated from a 100 x 100 matrix of numbers.....

How about the music and sounds during disk access!

>Nick DiMasi
>nickd@vpnet.chi.il.us
>Delphi: TURBONICK
--
Matt Walsh walshm@craft.camp.clarkson.edu
How can you have your pudding if you don't eat your meat? You! Yes You!

3328. RAMDISK.COM without RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-14 18:48:23 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1992Aug14.184823.29806@usenet.ins.cwru.edu>
Source record: 109772

Thinking about PhBills problems with Quick I wonder what happens
when you boot a disk with the file RAMDISK.COM on it while
your computer has no extra RAM?
Does the DOS 2.5 skip this file on non XE systems ?

Marek

3329. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-14 21:53:23 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Aug14.215323.12893@ge-dab.GE.COM>
Source record: 109774

In article <1992Aug12.211030.6623@ucsu.Colorado.EDU>, hill@spot.Colorado.EDU (Michael Hill) writes:
|> One minor suggestion, if 'twouldn't be too hard to implement: Howzabout the
|> possibility of modem play? (This seems to be a growing trend in ST games,
|> BTW.) Since you're doing entirely SIO communications, you wouldn't (probably)

Yes, modem play is a definite possibility, although I don't know how multi-line BBSes get more than two people online at once. We also kicked around porting the program to other platforms, and connecting them to the SIO line. We really only use about three lines on the serial cable, so other systems could probably adapt fairly easily.

But we're first going to get the SIO version going. Someone asked if we were going to sell the octopus cable/cable box. We probably could, and might, but we'll also describe how to do it yourself with readily available hardware (existing SIO cables or SIO connectors).

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3330. Re: RAMDISK.COM without RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 02:01:37 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Aug15.020137.24453@usenet.ins.cwru.edu>
Source record: 109778

In a previous article, bn137@cleveland.Freenet.Edu (Marek Tomczyk) says:

>
>Thinking about PhBills problems with Quick I wonder what happens
>when you boot a disk with the file RAMDISK.COM on it while
>your computer has no extra RAM?
>Does the DOS 2.5 skip this file on non XE systems ?
>
>Marek
>
Yes, it just skips right by it... Once I had a 130XE (before it got killed
by a Lightning? surge :( ), and I still have my trusty old 800... When you
boot up a disk with RAMDISK.COM,it seems to ignore it, it just goes to the
DOS menu like normal, no D8:, no nothin!

Steve Lin
bp112@cleveland.freenet.edu
--

3331. Re: CLEVELAND FREE-NET. HOW DO I GET IN???

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 02:05:57 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Aug15.020557.24586@usenet.ins.cwru.edu>
Source record: 109779

In a previous article, flalbert@lascar.puc.cl (L.Alberti IIC.FUN) says:

>There is a question: I have full Telnet access, but what do I put in the
>"login:" for the Cleveland free-net?. Is there a password??
>
>I'm getting a new address in two or three days, so don't e-mail me.
>When I get the new one, I'll begin to post to this group frequently.

Well, if you have never called Free-net before, you will have to log in as "fnguest", which will give you guest access... To become a full user, you have to get the application form from the Administration Desk "go admin", and send it (by REAL mail, not e-mail!) to the FN administrators... Leave me e-mail if you need more info...

Steve Lin
bp112@cleveland.freenet.edu
--

3332. Star Wars - more thoughts

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 09:12:25 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.577419@cix.compulink.co.uk>
Source record: 109780

I seem to remember an article in one of the 8bit mags like ANALOG
or whatever, did an article about the use of the 800 & Lucasfilm.

It stated that the 800 was used to catalogue the sound effects and
was occasionally used to *provide* the sound effects, although they
were never used raw, the 8bit voices were used in conjunction with
other soundsand audio trickery. This was around 83 so I guess it would
be relating to Return of the Jedi.

```
+--------------------------------------------------+---------------+
| I don't want to start any blasphemous rumours, | Atari ST user |
| But I think that God's got a sick sense of humour | Unix user |
| - ML Gore | |
+--------------------------------------------------+ |
| DOS sucks - Give me Unix! +---------------+
| ilaskey@cix.compulink.co.uk | Iain R Laskey |
+--------------------------------------------------+---------------+
```

3333. Re: RAMDISK.COM without RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 10:00:16 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Aug15.100016.7256@rz.uni-karlsruhe.de>
Source record: 109781

Steve Lin's anwser to my question:
> Yes, it just skips right by it... Once I had a 130XE (before it got killed
> by a Lightning? surge :( ), and I still have my trusty old 800... When you
> boot up a disk with RAMDISK.COM,it seems to ignore it, it just goes to the
> DOS menu like normal, no D8:, no nothin!

I wonder how the DOS determines that it is running on a 130XE and
not on an 800?
Does it just try to switch to the extra RAM and then poke around
to see if something changes?

Marek

uj1g@dkauni2.bitnet

3334. Wanted: Atari Age #1

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 11:50:29 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <15AUG92115029@tiamat.hacks.arizona.edu>
Source record: 109782
Cross-posted to: comp.sys.atari.8bit,rec.games.video

Hi folks,

I received a post card from an Atari user who wanted the first issue
of Atari Age magazine. Unfortunately, I had just sold my set. In hopes
of giving this person a bit of help, I thought I'd post his address
here and maybe one of you would like to sell him the issue (or a copy?).
Here it is:

Andy Floyd
114 Euclid Ave.
Minerva, OH 44657-1519

Appearantly he can read net news, but has no posting ability.

Please DO NOT mail replies to me, since I do not know Andy at all.

Thanks!

##

"If you can't lick'em, put 'em on with a big piece of tape."

Oscar Fowler
omf@tiamat.hacks.arizona.edu

3335. Re: 1200XL Hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 19:36:49 UTC
From: phbill@cyberden.uucp
Message-ID: <3BckPB8w165w@cyberden.uucp>
Source record: 109784

Bob Woolley's address is (if I can read my own sloppy handwriting!)

75126,3446

At least that's the # bit of the Internet address I have of his:

75126,3446@compuserve.com

Later

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 15, 1992

3336. Re: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 19:52:02 UTC
From: phbill@cyberden.uucp
Message-ID: <F2ckPB10w165w@cyberden.uucp>
Source record: 109785

crow@coos.dartmouth.edu (Preston F. Crow) writes:

> As I understand it, that is not correct. "Public domain" is a legal
> term meaning not copyrighted. Shareware is typically copyrighted, but
> can be freely copied by anyone even though it is not public domain.

THAT sounds more like it. Shareware is supposedly copiable AS LONG as
the (C) is included and none of the stuff is tampered with. (oh!, and of
course the author's name stays the same! I made myself a groovy version
of TurboBASIC XL anvn
and added my name and lowercase (ie- "Ready" not
"READY")

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 15, 1992

3337. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-15 21:28:38 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug15.212838.26545@news.ysu.edu>
Source record: 109783

>How many people use the <C>olor <G>raphics <S>ystem upgrade for BobTerm?
>To ME it felt like quite a bit of work setting the thing up, especially
>since I no longer use Atari DOS 2.5, which is to my knowlege, about the
>only version of DOS on the Atari (other than perhaps its "compatible"
>DOSes, like SuperDOS) that allows numbers to be the first character of a
>file name.

Bill, try using Sparta3.2d, it is the prefered dos...goes off without a
hitch using that. No problems with #s as the 1st character of filesnames
either.
Yes, I use it. All you got to do is read the docs.

>Another big let down was the need to install a RAMDisk (which I NEVER foo
>with any more because I STILL only have 48k!!).

Sorry, Bill, but it takes a 64k machine to run it, at least.
It wont run from stock 800s. On stock 800xls there is a .DCMed file
on the conversion to use Atari dos with a small RD to fit the fonts in.
The reason the fonts NEED to be in a RD is they have to load FAST.

> Why not just have a file
called "FONTS.DAT" and have it load up and then the program can just
>point around in it, rather than going through the trouble of setting up a
>RAMDisk.

There's not enough memory in the 8bit to handle the modem handler, Bobterm and the CGS
handler and what you propose.
The CGS system is an efficient, well thoughtout system and I doubt if we
had it before this that the 8bit would have died so fast.
Comeon, Bill, most of us have ramdisks!

>And FINALLY, yet ANOTHER let down is the fonts. Call me one using a
>1200xl (which supposedly has bad video output) on a 13" SONY TV (which I
>suppose in comparison to a good ol' monitor REALLY sucks), but to me
>those fonts weren't anything special. >I< think the entire program
>should be graphics screen oriented (MAYbe a little text window or
>something) so all the fonts can be mixed, rather than when a new font is
>selected, the entire screen changes.
Sorry, Bill, but I think the fonts are quite attractive. The program is
graphics oriented..the Sysop only has to choose a graphics mode to be sent
to the receiving computer and the handler
tells the system to change back and forth. Also, it looks fine from my
son's RCA Colortrak TV.

>I don't even know of a CGS supporting BBS to call ANYWHERE.
>(Well, sure I have a few numbers in the manual, but I have NO idea where

>they are.

216-545-1492 weekends
419-368-4413 24hrs
My next msg will have a list. These are all I can recall by memory.

--
Joe Sabatino-->ab588@yfn.ysu.edu

3338. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 06:18:34 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug16.061834.9938@news.ysu.edu>
Source record: 109786

`}

Hi Bill, remember me? I think you called my board once or twice.
anyways, your message on the net was sent to me for a personal reply.

First of all, I'm sorry that you didn't like using the CGS handler. I spent alot of time and effort into it, trying to do two things. First, to establish some kind of graphic standard for XL/E computers. The second thing was to provide a handler which works with the BEST term program ever written for these machines. From the many users that choose CGS mode on my bbs, and from the many Oasis, Pro!, and Carina sysops who download and use the CGS bbs modules, I guess it has made telecom more enjoyable for more than a few people.

If you think setting up CGS is a pain, try installing some drivers (by hand) on an IBM system. Without an auto-install program, it can take several hours, or even days.

The CGS handler can work with any decent dos that allows normal alpha numeric characters for filenames. If you are using a version of MyDos that doesn't support this, then I suggest that you switch to Sparta 3.2d.

There are now 20 official CGS fonts, with several more recently submitted for inclusion on the official CGS font assignment list. These fonts have been sent in from all around the world. Just this week, I assisted a sysop in Amsterdam Holland in getting his bbs to support CGS. CGS boards are poping up all around the world. But anyways, the CGS font system is very flexible, allowing up to 99 fonts to be installed at any one time. This ammounts to 101,376 bytes of font data! Granted, I doubt that any bbs will ever require THAT many fonts to be online at any one time. But most will have anywhere between five thru a dozen.

CGS is much more than just fonts. It also includes colors and graphics. The fonts are just the easiest and quickest to use.

One of the main reasons why the CGS handler doesn't exclusivly draw text to a graphics screen, is because such a system couldn't keep up with 9600 baud. If it can't handle 9600, I'm not interested in it. BobTerm/CGS can easily handle 9600 baud.

The fonts don't HAVE to be in a ramdisk. They can also be placed on a hard drive. The reason why they cannot be placed on a normal floppy disk is because they are too slow. Another reason is because of something called concurrent i/o. Simply put, if you have concurrent mode enabled for a modem, and try any i/o to a normal floppy drive, you

will crash the operating system. Period.

I'm starting to compile a list of boards that support CGS. Here's a
couple you might try.

Message # 02
Title CGS boards
From dave scott
To Tom Hunt
Time 2:39:00am
Date Sun 2-Feb-92

.....A bit further and Thanks
Tom for allowing us to be Dl'd here..
The Spirit Accects Articals from all
8-bit users.... So ya got something
you want to share? Let Tom know. I
call often and will pick them up from
Tom if he don't mind! and get ya all
published asap!
Dave Scott
Coach Dave
Desert Illusion
BBS
1-519-457-3998
And Before anyone asks Yes I am a
coach I coach Football in the
cityleague as a Defencive
Co-ordinator... And yes we won
Last year!!!! hahaha..

Message # 03
Title Maniac Haven BBS
From Mr.Maniac
To All
Time 12:54:00pm
Date Sun 9-Feb-92

Carina 2.4X plus software! running
24 hours at 3/12/2400 baud! 60 Megs
of online storage! Soon to have CGS
support!

M a n i a c H a v e n
B B S

707-447-9668

Or better yet, call the CGS support bbs, at 419-368-4413. The
whole board is set up for CGS. But you'll find the online hi-res demos,
and the current versions of the files, under the Z function from the
main menu. Perhaps the best demo is the game demo. You use
control-cursor-up/down/left/right to move your little man around multiple

screens. It's graphics are kind of like Ultima or Phantasie. BTW, the cgs handler is up to version .093 now. The board is sending out CGS .093 control codes, so if your handler is an earlier version, you'll get control codes on your screen.

Feel free to try and give XL/E users a better system, using QUICK, Action!, AVUE PATHER, or any other language. Both BobTerm and the CGS handler were written in 100% assembly language. If you try and duplicate a 2.5k CGS handler in Action!, you'd probably end up with a 13k module. And then you'd have to add a special high-speed screen handler of somekind, and don't forget the file xfer protocals, etc.

--

Joe Sabatino-->ab588@yfn.ysu.edu

3339. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 06:30:16 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug16.063016.10402@news.ysu.edu>
Source record: 109787

By the way the last msg was a UPS msg from Tom Hunt to Phbill and
anyone else who is interested in upgrading bobterm to CGS.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3340. Re: 1200XL Hack

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 08:57:42 UTC
From: bmarcum@world.std.com
Message-ID: <Bt2JK7.36x@world.std.com>
Source record: 109788

In article <3BckPB8w165w@cyberden.uucp> phbill@cyberden.uucp (Bill Kendrick) writes:
>Bob Woolley's address is (if I can read my own sloppy handwriting!)
>
>75126,3446
>
>At least that's the # bit of the Internet address I have of his:
>
>75126,3446@compuserve.com
>
Change the comma to a period for Internet; otherwise your system will try to
mail to "75126" and to "3446@compuserve.com", both of which are probably
nonexistent addresses.

Bill Marcum bmarcum@world.std.com b.marcum@genie.geis.com

3341. Re: Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 11:44:13 UTC
From: etxansk@garbod20.ericsson.se
Message-ID: <etxansk.713965453@garbod20>
Source record: 109789

walshm@craft.camp.clarkson.edu (Matt 'MTM' Walsh) writes:

>> ... [Stuff deleted about Behind Jaggi Lines/Rescue on Fractalus]
>>
>What is the Jumping Jaggie trick?

It's probably the alien that jumps up and tries to destroy your
spacecrafts front window when you've landed and are waiting for a
lost pilot to enter your ship.

In the version I've got it's possible to determine if it's a
pilot or an alien that's approaching your ship. The aliens
look the same but their heads are green.

Btw, I wonder who's planet I'm rescuing pilots on. Perhaps it's
the aliens' planet? In that case, I'm the alien!

Anders Skelander, Sweden

3342. Re: CRASH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 12:42:49 UTC
From: etxansk@garbod20.ericsson.se
Message-ID: <etxansk.713968969@garbod20>
Source record: 109790

moon!cyberden!phbill@well.sf.ca.us writes:

>
> ... [stuff deleted]
>
> Freezing- it froze in BobTerm. Not even [RESET] got me out
> DOSing- I was in DDIII's Font Editor, but I left the house for a while
> and came back. For some reason when I hit [-] to change chars.
> (first button I pressed when I got back) it typed it out
> onto the screen... a few seconds later it attempted to
> go to dos...
> more key freezes

I had lots of problems like this one with my old 600XL which I got for X-mas '83 (guess it makes me an 8 year veteran too). I knew almost nothing about computers then, but a few years later I figured out my problems were caused mainly by:

1. The buggy BASIC revision in the computer. (What about BobTerm and the font editor. Are they written in BASIC?)

2. A faulty POKEY chip.

3. A difference in the OS between the 600XLs and all the other Atari machines I've ever seen. Synapse software's tape version of Blue Max couldn't be loaded into a 600XL computer because of this. Possibly caused by a modification in the OS made by the Swedish Atari agency, but I'm not sure.

Hope this helps,
Anders Skelander

3343. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 13:15:16 UTC
From: jonc@status.gen.nz
Message-ID: <68okPB1w164w@status.gen.nz>
Source record: 109803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> These are my arguments against the new group.
>
> --
> jhenders@jonh.wimsey.bc.ca
>

Thanks for your input John, maybe you would like to post this in
news.groups with the rest of the discussion.

regards

Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

3344. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 19:52:21 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <yP8LPB3w165w@cyberden.uucp>
Source record: 109794

ab588@yfn.ysu.edu (joseph sabatino) writes:

> 800 ataris....requires 64k not 48k.

Hang on a sec. I've never been 100% sure about my 1200xl. Does it have
48k or 64k RAM? The booklet that came with it said "64k, but 16k of it
can only be used by special programs" or something like that. Perhaps
THIS is the reason that my 1200xl don't work!? Hmm..

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 16, 1992

3345. Re: Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 19:57:29 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <iy8LPB4w165w@cyberden.uucp>
Source record: 109792

(irt: nickd (TURBONICK))

You think the >8-bit< games were good, look at the 2600 games!!! Esp. my favorite of all 2600 games: Return of the Jedi. That had the coolest graphics, and now from hearing how hard those suckers were to program, I REALLY appreciate that game. I just wish I had it.. :(
(hint hint.. anyone?)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 16, 1992

3346. Re: Math Progs for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 20:05:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8B9LPB5w165w@cyberden.uucp>
Source record: 109793

JJMCWILL@MTUS5.CTS.MTU.EDU (Jeff McWilliams) writes:

> Yes, I remember how you can have BASIC modify itself by printing the
> y=f(x) equation with a line number before it, and do some pokes, and
> the line becomes part of the program. I was thinking more along the
> lines of something written Pascal, C, or Action! to improve the speed,
> or even use Compiled TurboBASIC XL (you listening Bill K. ?).

Yeees! I had a little function plotting program I made in Atari BASIC
and realized "this cannot be compiled!", since the compiled program can't
do direct commands (for example, insert a new line, or use the "DEL"
command. I THINK.. It's been a while. I have no/very little need for
THAT particular program for now.)

If I'm totally wrong, TELL ME! The ability to do that would be pretty
wonderful! BTW: here's how I would do it:

PRINT out the new line,
POSITION the cursor a bit above that line,
POKE 843,13 or something like that (I have that address somewhere.. this
is the "forced RETURN" 'command' (I have very unexact names
for the tricks I use! ;)).)
STOP the program
CONTinue the program (the "CONT" is a few lines below the new line)

Everything but accepting the new line (after the STOP) and probably the
CONTinue command can be done in a compiled program.

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 16, 1992

3347. Re: Wanted: Atari Age #1

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 20:10:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2J9LPB6w165w@cyberden.uucp>
Source record: 109795
Cross-posted to: comp.sys.atari.8bit,rec.games.video

omf@tiamat.hacks.arizona.edu (Oscar Fowler) writes:

> Andy Floyd
> 114 Euclid Ave.
> Minerva, OH 44657-1519

(irt: Oscar Fowler, but Posted to Andy...)

I have 2 copies (perhaps only one? I remember my brother and I had seperate subscriptions) of the #1 issue. I don't recall if they ever made a #1 issue in the magazine style (we will have it if they did) but I DO know we DO have the FIRST ever issue, which was b/w printed on newsprint. I will NOT sell this thing for ANY amount of money (well.. at least that you'd give up! :)), but I COULD send you a photocopy of it (for a small copy/postage fee, which I'll figure out once I know whether you want this or not... ie- someone else might give up a copy to you).

BTW: anyone else want a copy!? ;)
Bill (I'm lucky!)

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 16, 1992

3348. Re: 1200XL Video/Composite -> CGA/Dead 800 Color

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 20:17:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8V9LPB7w165w@cyberden.uucp>
Source record: 109796

poehland%phvax.dnet@SMITHKLINE.COM writes:

> it's time for electrolytic failures to start showing up. There's a pot in th
> to adjust the color balance. Corrosion/crud on that pot could be the culprit
> Treatment of the pot with Cramolin followed by realignment of the color (usin
> COLORBAR or TESTBILD software) is the prescription there.
>

Oh! Where can one get these programs?! (I have a helluva time keeping m
hue knob on my TV, the color Pot in my 1200xl, and the Clrvregs.Dat file
for ColrView all in the right place. If a ColrView pic looks good,
people's faces on TV are purple, if the rest of the computer's colors are
normal (how I remember 'em ever since I've had the thing), people's faces
are orange! I think I'd
like to get my hands on 'em!

thanx

(are they PD?)

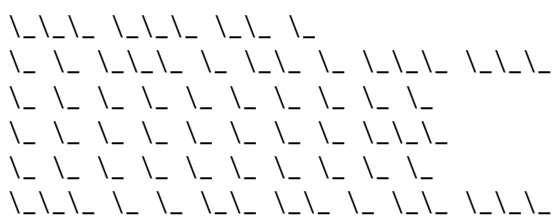
"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 16, 1992

3349. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 21:26:00 UTC
From: JACS!Dr._Jolts@mast.citadel.moundst.mn.org
Message-ID: <2214206@mast.citadel>
Source record: 109897

I have two projects that I can not complete due to lack of information. One is what I would think would be of interest to any 8-bit user that is into graphics, including APAC and Colrview.
I have come up with a way to capture images (full color RGB) in 1/60th second. Actually, it would be 1 or 3 7680 byte images. The process would be to hook up a composite video source to the video digitizer (similar to Computer Eyes), strip off the h-sync and v-sync signals for timing, send the raw video signal through a Chroma demodulator to a 4 bit flash ADC. The pixel data would be stored in a high speed 32k x 8bit SRAM on-board the digitizer. The timing, communication and control stuff could be controlled by a 65xxx CPU running at >=4MHz. The control program/OS for it could be written in MAC/65 and stored on EEPROM or similar device. Communications would be in parallel via the 2 joystick ports using pins 1-4 on both for data, pins 5&6 on both for control handshaking and signaling. Finally, the data would be clocked into the computer RAM for storage on disc, printing and/or manipulation via a user interface program written in say BASIC XL or maybe TBXL or some such.
The second project is regarding the conversion of a BBS program from Turbo C on the IBM platform to MAC/65 or Action! on the 8-bit. The program is Citadel:K2NE and I have all the necessary source code, docs and other info for it. The conversion could be made to work on upgraded XL/XE computers of >128k ram if need be. I've been considering the Newell 4Mb ram upgrade anyway. On the other hand, it could be written in modules that swap in and out as needed and be compatible with normal 103XE computers.
Any takers?

=>Dr. Jolts<=---------*

You've had the power all along!
Atari Computers-Real Business!
P


3350. Re: Wanted: Atari Age #1

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-16 23:11:39 UTC
From: vgriscep@wam.umd.edu
Message-ID: <1992Aug16.231139.16128@wam.umd.edu>
Source record: 109791
Cross-posted to: comp.sys.atari.8bit,rec.games.video

Speaking of Atari Age, does anyone know what the volume and number
of the *last* issue was?

VGR

3351. RS232 Interface Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 02:12:24 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1992Aug17.021224.24622@usenet.ins.cwru.edu>
Source record: 109797

Does anybody know where I can get ANY sort of RS232 interface for the
Atari? Just about the only requirement is that it can work with BobTerm.

Thanks!

Kev
--
Kevin White Internet:ar630@cleveland.freenet.edu
"The things you say, your purple prose just gives you away.
The things you say. You're Unbelieveable."
---EMF, "Unbeleieveable"

3352. FTP site and SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 02:14:31 UTC
From: ar630@cleveland.Freenet.Edu
Message-ID: <1992Aug17.021431.24745@usenet.ins.cwru.edu>
Source record: 109798

I've asked this before and I will probably forget again: what is the prime FTP site for 8 bit stuff?

Oh, and is SIO2PC the name of that thing that lets the Atari use the IBM's ports? What are the filenames at the site? (I can probbaly find them--are those the newest versions?) How much does it cost?

Thanks!

(Trying to breathe life into my favorite beast.)

Kev
--
Kevin White Internet:ar630@cleveland.freenet.edu
"The things you say, your purple prose just gives you away.
The things you say. You're Unbelieveable."
---EMF, "Unbeleieveable"

3353. Re: FTP site and SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 03:58:05 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug17.035805.11293@dartvax.dartmouth.edu>
Source record: 109799

In <1992Aug17.021431.24745@usenet.ins.cwru.edu> ar630@cleveland.Freenet.Edu (Kevin White) writes:

>I've asked this before and I will probably forget again: what is the prime
>FTP site for 8 bit stuff?

>Oh, and is SIO2PC the name of that thing that lets the Atari use the IBM's
>ports? What are the filenames at the site? (I can probbaly find them--are
>those the newest versions?) How much does it cost?

The primary FTP site for 8-bit Atari's (is it the only one?) is
atari.archive.umich.edu
(User: Anonymous, Pass: your address)
The 8-bit stuff is in /atari/8bit.
There is a subdirectory in /atari/8bit called sio2pc with all the information
you need on it.

And yes, I think SIO2PC is what you're interested in. It lets the Atari
send stuff to "Dx:" or "P:" which is intercepted by your PC. The PC
then simulates an Atari drive or printer for you. Except for copy-protected
stuff, I no longer need to use my 810. When you send stuff to P:, the PC
can send it to its printer or to a file. At present, the program doesn't
give you access to any ports other than the printer port, but what else
do you need? (Well, I could see some use for access to a modem, but that's
only if you want to use a graphic terminal program.)

--PC

--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1992. All right reserved. The
above positions are also held by George Bush, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

3354. Re: 800XL as a server

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 05:16:21 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Aug17.010452.3461@wvnvms.wvnet.edu>
Source record: 109800

In article <yP8LPB3w165w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>> 800 ataris....requires 64k not 48k.
>
> Hang on a sec. I've never been 100% sure about my 1200xl. Does it have
> 48k or 64k RAM? The booklet that came with it said "64k, but 16k of it
> can only be used by special programs" or something like that. Perhaps
> THIS is the reason that my 1200xl don't work!? Hmm..
>
> "Be seeing you!"
> _____________________________ ||| __
> PhBill: Bill Kendrick / | \
> moon!cyberden!phbill@well.sf.ca.us
> _____________________________
> August 16, 1992

Nope. That's how all 64k XL/E computers access memory. Since the 6502 is an 8 bit chip it can only "see" 64K at once. 48k of Ram and the 16K O.S. In order to see the extra "Bank" of memory (i.e. the other 16K) you have to swich the new bank with the O.S. or (now, I may be mistaken about this) with one of the other banks of RAM. So this should not be your problem (unless, of course, for some strange reason the 1200XL banks memory diff than the other XL/E's, but I doubt that).

A.Centofanti

3355. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 05:39:13 UTC
From: bbs@neb
Message-ID: <1992Aug17.053913.23734@neb>
Source record: 109802

Where Is this CGS program located, and where could I get ahold of it?
Please respond.

Posted by BBS User: Kery Talbot

3356. Disk controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 09:19:58 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208170930.AA26015@brachot.jct.ac.il>
Source record: 109801

Ok, ok, I've had enough! Just someone please tell me what non-PBI disk controller works the fastest and most efficently with a DS-DD IBM, 34-pin drive which can give 360K. Also, is there one that can give me more than 360K??
Itay c.

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | Bruck = the LEGAL owner of this account! |
|____________________________|_____________________________________________|
{All kindsa quotes to go here... as soon as I find some wise ones!}
-----------------------------------------------------------------------------
```

3357. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 12:58:51 UTC
From: bbs@neb
Message-ID: <1992Aug17.125851.671@neb>
Source record: 109865

You can find the entire CGS packae on the Korner BBS locally at
801-965-8450. The only BBS that currently supports it (to my knowlede
annyway) is TOM HUNT's Closer To Home BBS..

Posted by BBS User: James King

3358. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 20:27:16 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Aug17.202716.16166@sfu.ca>
Source record: 109855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <68okPB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.
>
>regards

What discussion? I've been checking news.groups for a couple of weeks, now
and haven't seen a single article about comp.sys.atari.znet!

Am I the only one missing this discussion?

Gordon

Gordon Farrell |e-mail:gfarrell@sfu.ca |"Shee, you guys are so unhip
Computing Science Major | gfarrell@cs.sfu.ca | it's a wonder your bums
Simon Fraser University | gordonf@sfu.ca | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

>
> Jon Clarke (Z*NET FNET now in FIDO) HSBC NZM EBD
> GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz
> T h e Z * N E T G l o b a l N e w s G a t e w a y i n N Z L .

3359. Updated For Sale List of 8bit Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 20:47:16 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <57066@mentor.cc.purdue.edu>
Source record: 109804

I have the following things for sale.

Books:
Computes Atari Graphics $6
Computes Second and Third Books of Atari $5 each
Analog Compendium $5 (lots of type in programs)
Creative Atari $5

I have the following program disks for sale:

Data Perfect by LJK - $15

Synfile+ - $15

SynCalc - $15

Deep Blue C w/math library - $13

Page Designer - $9

Dimension X $7.00

Kampffgruppe: $13.00

Jupiter Mission 1999 (4 disks!) - $12.00

Napolean in Russia - $10.00

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Blue Team Bridge - $7.00

Transylvania - $7.00 (no docs)

Temple of Apshai - $5.00

Suspended - $3.00 (Original, lost docs)

Mail Order Monsters - $7.00

Super Huey - $7.00

All items have docs unless otherwise mentioned.

Buyer pays shipping on all items.

JODY LENN
lenn@mentor.cc.purdue.edu

3360. Re: Disk controllers

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 22:34:20 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug17.223420.11683@news.ysu.edu>
Source record: 109856

>Ok, ok, I've had enough! Just someone please tell me what non-PBI disk
>controller works the fastest and most efficently with a DS-DD IBM, 34-pin
>drive which can give 360K. Also, is there one that can give me more than 360K??
> Itay c.

Get your hands on an XF551 controller and you can run C.C.S.'s XF Upgrade
either a single drive conversion which converts the 5 1/4" drive 360k
to 3 1/2" 760k or the dual drive conversion which is both drives in
the same box.
XF single drv.conv w/Sony 3 1/2 drv.= $99.95 sh.$8
XF single w/o drv.= $59.95 sh.$5
XF Dual Drv conv. w/Sony 3 1/2 drv.= $139.95 sh.$8
XF Dual Drive conv. w/o drv. $79.95 sh.$5

Address:
Computer Software Services
P.O. Box 17660
Rochester, N.Y. 14617
--
Joe Sabatino-->ab588@yfn.ysu.edu

3361. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 22:46:00 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug17.224600.12237@news.ysu.edu>
Source record: 109857

****-->>>Answer to Kery Talbot

You can obtain CGS093.ARC from CTH BBS 419-368-4413
Pirate Busters BBS 216-545-4817 (weekends)

Nither I nor CTH bbs can upload to the umich.archive. If someone
could tell me a way I would upload it yaue.com'd here but the
Bobterm buffer has a glitch it in were it looses characters between
the buffer refills....or maybe I'm doing something wrong with this
here think
er...thing...I dunno.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3362. Re: Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-17 23:57:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZqDoPB12w165w@cyberden.uucp>
Source record: 109859

walshm@craft.camp.clarkson.edu (Matt 'MTM' Walsh) writes:

> How about the music and sounds during disk access!
>
I've always wondered how these types of things are done. I don't recall
ever seeing R.From F. on an 8-bit, but I have a copy of that bouncing
ball demo called "SUP[er]BOINK", and I LOVE the way the credits/etc keep
scrolling while the disk is going.. How is this handled!? How much disk
i/o speed is lost when this stuff is done???
(cant wait to try something like this myself! ;))
bill

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 17, 1992

3363. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 00:06:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <D6DoPB14w165w@cyberden.uucp>
Source record: 109862

ab588@yfn.ysu.edu (joseph sabatino) writes:

> Bill, try using Sparta3.2d, it is the prefered dos...goes off without a
Ugh. I'm not exactly a Sparta lover. I've been using Atari DOS 2.5
for almost 9 years, and for the past few months (less than a year) I've
been using MyDOS. Besides, I don't trust new DOSes with my old disks!
(which I have HUNDREDS of!! I THINK I need a hard drive, eh? :))

>
> > Why not just have a file
> called "FONTS.DAT" and have it load up and then the program can just
> >point around in it, rather than going through the trouble of setting up a
> >RAMDisk.
>
> There's not enough memory in the 8bit to handle the modem handler, Bobterm an
> The CGS system is an efficient, well thoughtout system and I doubt if we
> had it before this that the 8bit would have died so fast.
> Comeon, Bill, most of us have ramdisks!
>

Are you trying to tell me that storing, say, 16k in a RAM disk takes up
less room than storing 16k in RAM?? (remember, I'm using the patch that
adds that 101-sector RAM disk to an un-upgraded system (like min)).

And I still think those squiggly "|"s don't look very good! ;)
I'll try those numbers, ONLY after you tell me WHERE they are! :)

thanx.. I've yet to see CGS using the graphics mode (trying to
get it to do it manually, while not online is quite a headache! :))

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
August 17, 1992

3364. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 00:13:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZgeoPB15w165w@cyberden.uucp>
Source record: 109860

ab588@yfn.ysu.edu (joseph sabatino) writes:

> Hi Bill, remember me? I think you called my board once or twice.
> anyways, your message on the net was sent to me for a personal reply.
>
> First of all, I'm sorry that you didn't like using the CGS handler. I
> spent alot of time and effort into it, trying to do two things. First,
> to establish some kind of graphic standard for XL/E computers. The
> second thing was to provide a handler which works with the BEST term
> program ever written for these machines. From the many users that
> choose CGS mode on my bbs, and from the many Oasis, Pro!, and Carina
> sysops who download and use the CGS bbs modules, I guess it has made
> telecom more enjoyable for more than a few people.
a
Well, like I said before, 1) the fonts don't look very good on my system,
PROBABLY because MOST users (I am DEFINITELY one of the majority of users
anymore!) have GOOD monitors and DON'T have this crappy 1200xl video.
(tho I haven't compared it, lately since I have tons of video stuff
hooked up and the computer has to go thru a REALLY old VCR!, I must admit
it could've been made QUITE a bit better.) I do agree that choosing CGS
to work with BobTerm was a DEFINITE plus, but since I 1) have no CGS
boards to call, and 2) boot always from one system disk (which ONLY
installs Hyper E: and jumps to MyDOS (I have the /4(-digit) version)..I
don't have ANY extra RAM, and hate dealing with Atari DOS/MyDOS 1050
density problems), I only ever use the unchanged/upgraded/patched/whatever
you'd call it version of BobTerm (1.22). I SUPPOSE that, though you
were (unlike many programmers.. at least a few years back) smart enough
to make this fully compatible with everything you could think of, I have
these problems:

dedication to MyDOS, as well as having 100s of AtariDOS disks.
I'll never go back to Atari DOS for fear of messing up one of my
newer MyDOS disks

I have a 1200xl (could be the reason for the crashes I got with CGS ever
so often)

I have a 1200xl and a ***tty TV for a monitor.., again, wired via VCR, as
WELL as having a switchbox connected right at the TV's cable
input

I never use Sparta DOS (call me different, but I don't like it much, esp.
since I'm a TurboBASIC XL fan, and TBXL doesn't work with any but
the cart.version)

and finally: nowhere to call. The only 8-bit BBS I call doesn't even
use ATASCII, which is a shame because I always liked even that.

I guess I jumped the gun a bit because I never saw anything ACTUALLY use
the thing, and I also have an older version (I believe it came
with 10 or less fonts.. we seem to be getting new software
rather slow here in the bay area...)

...
>
> If you think setting up CGS is a pain, try installing some drivers (by
> hand) on an IBM system. Without an auto-install program, it can take
> several hours, or even days.

Ah... I must give you that!! :) This is one of 100s of reasons I'll
probably NEVER get an IBM ;)

>
> The CGS handler can work with any decent dos that allows normal
> alpha numeric characters for filenames. If you are using a version
> of MyDos that doesn't support this, then I suggest that you switch to
> Sparta 3.2d.

As I said, I have something like version 4.53/4 of MyDOS and the minute I
saw that ARC full of numbers for filenames, I said "screw this!", but
since I was pretty interested at the time, I finally got the attempting
to set it up.

>
> There are now 20 official CGS fonts, with several more recently
> submitted for inclusion on the official CGS font assignment list.
> These fonts have been sent in from all around the world. Just this week,
> I assisted a sysop in Amsterdam Holland in getting his bbs to support
> CGS. CGS boards are poping up all around the world. But anyways, the
> CGS font system is very flexible, allowing up to 99 fonts to be
> installed at any one time. This ammounts to 101,376 bytes of font
> data! Granted, I doubt that any bbs will ever require THAT many fonts to
> be online at any one time. But most will have anywhere between five thru
> a dozen.

As I said, I guess the version I can with is rather old, as it had (I
believe) 10 or less fonts.

>
> CGS is much more than just fonts. It also includes colors and
> graphics. The fonts are just the easiest and quickest to use.

Well... Since I've never called anywhere that supports it, I can't say
I'm either impressed, or disgusted by it! ;) My MAIN reason for bringing
these things up is 1) I wondered if there was any other program that
could handle this type of stuff, and 2) how hard it would be to make the
fonts have one extra letter in them. Hell, how about rather than have
"0.0" to "9.9", how about "A.0" to "J.9"??!??! Or even "A.A" to "J.J"??
It would be REALLY nice for the users of Atari DOS 2.0 (it doesn't allow

numbers in names, does it?) and MyDOS (IS there a version that allows numbers??)

>
> One of the main reasons why the CGS handler doesn't exclusivly draw
> text to a graphics screen, is because such a system couldn't keep up with
> 9600 baud. If it can't handle 9600, I'm not interested in it. BobTerm/CGS
> can easily handle 9600 baud.

That's true. (call me one to be blind about 1200 baud ;)). HOWEVER, what types of drawing routines do you use? I think it would take just as much time, if not less to POKE the characters onto the screen. My only way of elaborating is to give a BASIC equivelent:

```
FOR J=0 TO 7
POKE SCREEN+X+(Y+J)*40,CHARACTER*8+J
NEXT J
```

SCREEN is the top of screen memory, X is the x position on the screen (0 to 39), Y is the y position (0 to 183, unless you don't mind it going below the screen), and CHARACTER is the internal character set code for what you want to be written to the screen. A routine like this in assembly... hell, anything faster than BASIC, could probably keep up with 9600 baud.. esp. if buffering and [^S](pause)-ing is done...

This is my major idea for CGS, or any other graphics oriented terminal interface....
>
> The fonts don't HAVE to be in a ramdisk. They can also be placed on a
> hard drive. The reason why they cannot be placed on a normal floppy
> disk is because they are too slow. Another reason is because of
> something called concurrent i/o. Simply put, if you have concurrent
> mode enabled for a modem, and try any i/o to a normal floppy drive, you
> will crash the operating system. Period.

Well...THIS is obvious, even to ME! (esp. since I'm using 2 stock 1050s! haahhaah)

I think you've stated your point clearly.. I'm reading it as this:

upgrade!!! :)

I need more RAM and maybe a copy of SDX or SRP ;)

Just don't forget my ideas!: 1) letters instead of numbers for fonts (a simple little BASIC program could patch up anybody's old version of the program.. just rename all the files.) and 2) the quick 40 column text writing... it takes very little memory and doesn't use much FP, so it could easily handle 9600 if the other graphics routines can. (btw: can CGS do a fill???)

Sorry for jumping the gun like I did (I didn't mean to totall SHRED your program or anything

!!! It's just I
could see it being
made a little e-zer
to use for us
stock users ;))

"Be seeing you!"
_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
____
August 17, 1992

3365. Re: CRASH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 00:38:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8LFoPB16w165w@cyberden.uucp>
Source record: 109861

etxansk@garbod20.ericsson.se (Anders Skelander) writes:

> 1. The buggy BASIC revision in the computer. (What about BobTerm
> and the font editor. Are they written in BASIC?)

Well.. it hasn't happened any more... not since I went in and cleaned the thing. It mighta been a little short in the keyboard or something? (NEVER spill stuff in a keyboard... as Bush'd say: "It's BAD! It's BAD!")...

Anyways.. Re: BobTerm and DDIII's font editor...

BASIC!?!?! You need to get out and download a little more!
;) If I recall correctly BobTerm was written in
Action!? (help out folks!) And DDIII...I could look it up, but it's a less interesting program than BobTerm ;) (not saying I haven't been using DDIII twice as much as BT lately or anything! hahaha ;))

Anyone ever think about pattern-printing in DDIII? (since the subject has arisen itself..DDIII that is) I was thinking instead of the program printing out letters which are formed from a 16 dot high line, how about a 16 dot high dotted line, or something that sort of fades away at the top. How about inverse?! And too bad italics is a drag to use with the thing (too bad these 8-bits were made with so little memory! <snicker> (I should talk!!!)). Just imagine... using up 1/2 the disk space to print italics or inverse. And the patterning would look REALLY nice. Have the letters darker at the top and bottom and lighter in the middle... it'll look sorta metal :) (I love doing that on the screen with DLIs or multi-color text).

Well.. this is for Roy Goldman to do, if he ever feels it must be done. I'm sure it'd end up being hell to program in, esp. since the program has covered probably everything he ever imagined he wanted it to do. I sorta wish I coulda been there back in the beginning (God I'd've been more annoying than I am now!!)

Hey- anyone ever think of starting from SCRATCH and having resizable fonts!?!? How about resizeable fonts with 2 sets of patterns!? Outline it first, then fill it in with a pattern... god I'm going nuts with my printer... 9-pin it may be.

"good enough isnt"

"Be seeing you!"
_____________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

August 17, 1992

3366. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 01:09:27 UTC
From: bmarcum@world.std.com
Message-ID: <Bt5n7s.33t@world.std.com>
Source record: 109858

In article <1992Aug17.224600.12237@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>Nither I nor CTH bbs can upload to the umich.archive. If someone
>could tell me a way I would upload it yaue.com'd here but the
>Bobterm buffer has a glitch it in were it looses characters between
>the buffer refills....or maybe I'm doing something wrong with this
>here think
>er...thing...I dunno.
I don't see how Bobterm could lose characters on an Ascii upload. Check the help files on your host system; also you might want to experiment with the delay rate. According to my notes, you can upload files to the archive by mailing them to jrd@stony-brook.scrc.symbolics.com . Be sure to include a description of the file.

Bill Marcum

3367. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 02:21:17 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Aug18.022117.9699@u.washington.edu>
Source record: 109863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:

>In article <68okPB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>>
>> Thanks for your input John, maybe you would like to post this in
>>news.groups with the rest of the discussion.
>>
>>regards

>What discussion? I've been checking news.groups for a couple of weeks, now
>and haven't seen a single article about comp.sys.atari.znet!

>Am I the only one missing this discussion?

>Gordon

What is there to discuss? There is no question it should be done!

Dan Aylward
dud@u.washington.edu

3368. Math programs on atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 05:02:39 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208180403.AA09835@nettlerash.berkeley.edu>
Source record: 109864

Bill,

What you described is what I was trying to get at, but since I've never done it myself, only read about, I was less clear how to explain the method used. You were right on.

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET

3369. CrashMan!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 05:33:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <maToPB2w165w@cyberden.uucp>
Source record: 109866

Hey all. Once again I've started on a new game, but this time (since I've had a TON of practice in this style of game, and I also have a better BASIC than I used back then..aka TBXL) I'll ACTUALLY finish it! :)

Of course there's a catch. I need some music files. When I say music files, I'm being pretty general, but that's the point. All I require is that it plays in BASIC, in the background. Hell, I don't even need an actual playable song, just the note data and I'll program it into Sound Commander. (Remember that? I think it was from Compute! It would use machine language to play sound effects. The only thing I ever made in it was that old Russian song- used in most versions of (the official) Tetris.) Anyways, back to the game.

The game is called CrashMan (remember the "Subject:" up there? ;)). It's a Stupid Mario Bros. clone (I've gotten quite annoyed with the 8-bit Public Domain clone called "Bros." which TRIES to mimic the entire game but does a terrible job.) Just like Bros., this is being programmed in TurboBASIC XL and will be compiled... and just like Bros., it will use an IRG mode 5 (GRAPHICS 13, the 40 x 12 4-colored character mode) but with a MUCH niced character set. I'm not positive, but from what I've got planned, CrashMan will be a bit bigger than Bros. (app.16k of data per level. 20 screens by 440 bytes per screen. BUT, each screen has a ghost (which will contain the data on what the "?" boxes will give, where the enemies start out, and where all of the secret things are), so the data for each level takes up 17600 bytes). Also, in Crashman, when you get the growth item (in Bros. and Super Mario Bros. it's a mushroom, in this game it's a beaker), you'll actually get bigger. Not only that, but unlike Bros., the player is a player (confused? - player as in sprite, rather than redefined characters, like in Bros.).

Well.. most of it is coming together rather nicely. I've got the character set defined, as well as an alternate Daisy Dot III Near Letter Quality font for printing out documents (I may make this a (the term has lost me).. like Valgus^2.. you get the PD demo and then pay a bit to get the registered version of the game along with documents, etc.) All I REALLY need to fit in there to be sure I have enough room in 48k! is a few music files. I'm not even sure how many level's I'll have (maybe I'll upload the Mapper program I made so people can make their own levels..?), but I'll probably only need about 4 or 5 different songs. (I don't want the thing to take TOO long loading! :)).

If anyone'd like to help me out at all (I still need a NICE title screen and some good Player/Missle animation done. I WAS going to get a friend of mine (who's an excellent artist) to draw a title on paper and then I'd digitize it and clean it up or do some other tricks to it, but he's in

San Diego for a while :-(.), you're welcome to. Just E-mail me and
we'll see what we can do.

Thanx. I hope this'll end up being one of my best projects in quite a
while.
Phbill

_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____________________________________ PhBill @ Cyberden (415-472-5527)
August 17, 1992

3370. Re: Wanted: Atari Age #1

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 11:29:31 UTC
From: ncrawler@bsbbs.columbus.oh.us
Message-ID: <wR0oPB2w165w@bsbbs.columbus.oh.us>
Source record: 109872
Cross-posted to: comp.sys.atari.8bit,rec.games.video

vgriscep@wam.umd.edu (VGR (Craig Pell)) writes:

> Speaking of Atari Age, does anyone know what the volume and number
> of the *last* issue was?
>
> VGR
>
also could someone tell me where top get it? And how I can get it
emailed to me?

Steve Goldfein
ncrawler@bsbbs.columbus.oh.us
{n8emr|nstar}!bluemoon!bsbbs!ncrawler
The Big Sky BBS (+1 614 864 1198)

3371. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 11:42:58 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.YcvkJoiyiN6@jonh.wimsey.bc.ca>
Source record: 109867
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <68okPB1w164w@status.gen.nz>, Jon Clarke writes:
>jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>> These are my arguments against the new group.
>
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.

As several other posters have pointed out, there is no discussion
in news.groups. This could be because your crosspost was mistakenly
posted to _news.group_, as someone else pointed out, which means any
discussion would likely be going on in most systems junk directories,
unless they have just dropped it on the floor.

Also, if you check the newuser postings, you'll find an article
called "How to create a new newsgroup." This will give you all the
suggested guidelines for creating said group. Another suggested
source of interest is the " What is Usenet posting ".

One other thing. Two actually. You will find that an RFD will not
be considered real until it has been mailed to tail@rpi. Secondly, on
splits and reorganizations, it is customary to at least have a bit of
discussion on the affected groups before issuing a RFD, so a well thought
out charter and answers to the various questions that will be asked can
be answered.
Most of the questions I brought up in my original post are fairly
stock for news.groups regulars, and better answers are needed if you want
a snowball's chance of getting the group passed, which I think is unlikely
at best. In your proposal, you showed no reason why the new group would
be any different in substance than c.s.a.st or c.s.a.st.tech.
Why don't you just gateway the znet feed into c.s.a.st? It's not like
we're drowning in messages as it is.
Or better yet, gateway it to a mailing list, and let those interested
subscribe.

--
jhenders@jonh.wimsey.bc.ca

3372. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 13:14:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.IOPdfWnqt42@jonh.wimsey.bc.ca>
Source record: 109868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <68okPB1w164w@status.gen.nz>, Jon Clarke writes:
>
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.

Another thing to note included below.

---------- Begin included post ----------------------

From: tale@uunet.uu.net (David C Lawrence)
Newsgroups: news.announce.newgroups,news.groups
Subject: Current Status of USENET Newsgroup Proposals
Message-ID: <Bt54w8.AF2@uunet.uu.net>
Date: 17 Aug 92 18:33:42 GMT
Sender: tale@uunet.uu.net (David C Lawrence)
Followup-To: poster
Organization: UUNET Technologies, Inc
Lines: 116
Approved: tale@uunet.uu.net

The groups listed below have been suggested in news.announce.newgroups,
with a Request for Discussion posted on the date indicated. Proposals
stay in this list for one month, regardless of whether they are moved
to a vote.

Group RFD Group RFD
==================================== ====================================
sci.techxfer 20 Jul rec.games.int-fiction 21 Jul
misc.forsale.computers.hardware.ibm 28 Jul
misc.forsale.computers.hardware.apple 28 Jul
misc.forsale.computers.hardware.other 28 Jul
misc.forsale.computers.software.ibm 28 Jul
misc.forsale.computers.software.apple 28 Jul
misc.forsale.computers.software.other 28 Jul
rec.models.scale 28 Jul sci.virtual-world.apps 30 Jul
comp.org.aix 4 Aug comp.sys.stratus 4 Aug
comp.graphics.gnuplot 8 Aug comp.infosystems.hypertext 11 Aug
comp.speech 11 Aug misc.transit 11 Aug
soc.culture.maghreb 11 Aug

--
jhenders@jonh.wimsey.bc.ca

3373. Re: CRASH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 14:55:49 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug18.145549.9958@news.ysu.edu>
Source record: 109869

I like your ideas on DD3...I just wish Roy Goldman or someone
would write a patch or something to DD3 to include Star Color
9 pin printers. It would be nice to fill an outline character
with color or a patterened color or different color text onthe
same page.
I wrote a few routines to change the colors and go back to the
top of page to print another color but I have to exit DD3 to
do it.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3374. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 15:14:50 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug18.151450.11047@news.ysu.edu>
Source record: 109870

Bill...these CGS fonts don't look good at all unless you run them
thru the Editor program Tom Hunt wrote for sysops or call a CGS
board with CGS running on your side....the boards I mentioned are
in ohio but the boards Tom mentions are in 519 (canada) and 707
(north western Calf. just above the bay area).
The new version (CGS093.arc) has patches and docs etc. of how
to run it on Mydos and Ataridos.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3375. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 15:18:17 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug18.151817.11312@news.ysu.edu>
Source record: 109871

```
A list of CGS BBS's is being compiled and I will post them here
as soon as it is completed.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

3376. Re: RFD: comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 15:25:30 UTC
From: weber@rhrk.uni-kl.de
Message-ID: <1992Aug18.152530.16913@rhrk.uni-kl.de>
Source record: 109873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello,

dud@hardy.u.washington.edu (Daniel Aylward) writes:
>gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:
>>jonc@status.gen.nz (Jon Clarke) writes:
>>>
>>> Thanks for your input John, maybe you would like to post this in
>>>news.groups with the rest of the discussion.
>>>
>>>regards

>>What discussion? I've been checking news.groups for a couple of weeks, now
>>and haven't seen a single article about comp.sys.atari.znet!

>>Am I the only one missing this discussion?

>What is there to discuss? There is no question it should be done!

Sorry to disappoint you folks, but reading news.groups for almost
8 months now I didn't see the RfD there. I also checked David Lawrence's
recent status messages - there isn't mentioned any atari group.

So - if you want to create a group in a main hierarchy like comp you have
to get posted your RfD at least in news.groups and news.announce.newgroups.
I said "get posted" because n.a.n is moderated and therefore you have
to send your RfD to the moderator.

For details see the "How to create a New Newsgroup" posting in
news.announce.newusers.

Regards

Christoph Weber-Fahr

--
Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
Universitaet Kaiserslautern, KIT | S-Mail: Postfach 3049
Tel. 0631/205-3391 | D-6750 Kaiserslautern
------------------------- My personal opinion only ---------------------

3377. Re: Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 19:00:49 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Aug18.190049.18882@rz.uni-karlsruhe.de>
Source record: 109874

Bill Kendrick writes:
> {..} How is this handled!? How much disk
> i/o speed is lost when this stuff is done???
> (cant wait to try something like this myself! ;))

The principle of playing music during disk i/o isn't very tricky.
The sound is produced during the immediate VBI .
There are two kinds of VBIs. One part is always executing every
1/60th of a second on NTSC computers. The other part, the deferred
VBI, is only executing when there's enough time for it.
During disk i/o only the first part of the VBI is executed, since
there's no spare time left.

The only problem in programming a sound routine for the immediate
VBI is TIME. Your routine can't be too long or it will
screw up the whole system. This is epecially true with NTSC, leaving
more time on PAL systems.

To set up this VBI as usual jump through the SETVBV routine after
storing the address of your routine in the appropriate registers and
the code for the immediate VBI in the accumulator.
The code could be $7 or $6, here I need help from someone who has either
a better memory or has his hardware manual handy.

Just try it out. I'm sure you'll find it out somehow.

Marek
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
--| / for the 21st century
/

3378. Compuserve from Internet??

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-18 21:17:24 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208182116.AA12021@brachot.jct.ac.il>
Source record: 109875

```
How can I access Compuserve?
I try ######,####@compuserve.com and it just sez it doesn't know that name.
Any other way to access it? Yep, I checked and rechecked the spelling!
Itay...C.

_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | Bruck = the LEGAL owner of this account! |
|____________________________|_____________________________________________|
{All kindsa quotes to go here... as soon as I find some wise ones!}
-----------------------------------------------------------------------------
```

3379. Re: FTP site and SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 02:01:55 UTC
From: cable@crs.cl.msu.edu
Message-ID: <1992Aug19.020155.8989@msuinfo.cl.msu.edu>
Source record: 109876

ar630@cleveland.Freenet.Edu (Kevin White) writes:

>I've asked this before and I will probably forget again: what is the prime
>FTP site for 8 bit stuff?

atari.archive.umich.edu
--
Dan Cable e-mail cable@crs.cl.msu.edu
Canton MI USA planet Earth Compuserve 75266.353

3380. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 02:15:47 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Aug19.021547.9209@cs.tulane.edu>
Source record: 109879

In article <1992Aug18.151450.11047@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>The new version (CGS093.arc) has patches and docs etc. of how
>to run it on Mydos and Ataridos.

I just put in a call to CTH... the file CGS093.arc can now be found at the Atari archive under Atari/8bit/new.

If there's any interest, I'll upload the complete list of file Tom has for downloading on his board.

Mike...

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

3381. Re: Compuserve from Internet??

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 02:54:29 UTC
From: bp112@cleveland.Freenet.Edu
Message-ID: <1992Aug19.025429.6683@usenet.ins.cwru.edu>
Source record: 109877

In a previous article, bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) says:

>How can I access Compuserve?
>Any other way to access it? Yep, I checked and rechecked the spelling!
> Itay...C.

You must use #####.#####@compuserve.com In other words, do NOT use a comma between the numbers, but a period. Otherwise, the Internet thinks yer sending it to 2 addresses or something like that!!

Steve Lin
bp112@cleveland.freenet.edu

--

3382. Re: CrashMan!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 07:20:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NXsqPB9w165w@cyberden.uucp>
Source record: 109880

Just a note (somehow I came on here with "49 new messages" and the latest was that last post from me!!).. I've been working alot on the instruction manual for CrashMan! and have even made a few DDIII fonts just for it. I'm still not sure how I'm going to get this program around. I could do it one of several ways (this is a LOT like how David Richardson distributes DDIII's User Guide).. I could send people a copy of the game one disk, as well as another disk (or on the flippy side of the one, if the game does only end up taking one side) which would contain the text files to be printed, and all of the DDIII fonts used. Of course this'd require they have the registered version of DDIII. Alternately I could send out the disk with a photocopy of the printed manual (which would cost a tad more because of the copies).

Then there's the PD version (I'm pretty set on having a PD version and a fully playable registered version) which COULD contain the full documents, but (the few pages, they may be) that'd take up a bit of space I could always have one ARC be the game with a short README file and another be the full DDIII printable docs.

Damn this is confusing!! How should I do this?! Does all of the above sound good, because it'd be very little trouble.

BTW: still need some music! (I have the Tetris song music lying around and (hopefully) easily fittable into the program, and I've also (once again!) stolen the "P.10" file from the Expo '91 Demo and stuck it in the game (as title music)) Again, raw note (0-255) and note-length data'd be just fine with me!

Thanx... this game should be completed within the month. (I HOPE!)
bjk

_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____________________________________ PhBill @ Cyberden (415-472-5527)
August 18, 1992

3383. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 15:59:39 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2670639@aplvax.msfc.nasa.gov>
Source record: 109881

Nntp-Posting-Host-[nntpd-9119]: convex1.tcs.tulane.edu
Message-ID: <1992Aug19.021547.9209@cs.tulane.edu>
Sender: news@cs.tulane.edu
Organization: Tulane University, New Orleans, LA
References: <1992Aug18.151450.11047@news.ysu.edu>
Date: Wed, 19 Aug 1992 02:15:47 GMT
Lines: 17

In article <1992Aug18.151450.11047@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino)
writes:
>
>The new version (CGS093.arc) has patches and docs etc. of how
>to run it on Mydos and Ataridos.

I just put in a call to CTH... the file CGS093.arc can now be found at the
Atari archive under Atari/8bit/new.

If there's any interest, I'll upload the complete list of file Tom has
for downloading on his board.

Mike...

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

3384. IBM to 8bit null modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 16:33:00 UTC
From: bovine@engin.umich.edu
Message-ID: <QKf-1DB@engin.umich.edu>
Source record: 109878

I read here that sio2pc is good for ibm/atari communication..

has anyone just wired a null modem between the two?

through the 850..??

.

3385. secrets of $E477 (on my 130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 18:00:26 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Aug19.180026.21701@rz.uni-karlsruhe.de>
Source record: 109882

Just out of curiosity, I disassembled the first part of the
power up routine staring at $E477.
There's one thing I don't understand about it.
Somewhere at the beginning of the routine the OS determines if
the trigger of the 3rd (!) joystick has been pressed when the computer
is powering up. In this case another subroutine is called.

The interesting thing about it is that my 130XE doesn't have
any plugs for more than two joysticks. When I try to check the
hardware register for the 3rd joystick's trigger, it says that the
trigger has been pressed. Does this register have another function
on my 130XE than on the 400/800s?
I could guess that this register indicates the presence of extra
RAM or something. Am I right?
I recall something about the 3rd and 4th joystick ports of the
800s being redesigned for memory management purposes on XL/XE
computers and therefore no longer available to the outside world.
This is obvious for the PORTB register, but what has happend with
the triggers?

Marek Tomczyk

uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3386. Handling stuff during disk access

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 21:23:18 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208192122.AA23146@brachot.jct.ac.il>
Source record: 109883

```
Aw, that's EASY!!!
All ya do is
A) turn off disk I/O noise (poke 65 with a 0)
B) Create a VBI which will occur BEFORE the system VBI by:
LDA #6 ; immediate mode
LDX #hi-byte of VBI routine
LDY #lo-byte
JSR SETVBV ; $E45C
; rest of prog.

The VBI can scroll, do music, anything you want, and it takes no time at all
to do, since this is M/L and we're not doing any huge things AREN'T WE?? (just
don't.) And it runs while the disk is running!! haha!!
The VBI routine has to jump to SYSVBV ($E45F) at the end, and I don't think
it needs to save everything on the stack, as the OS does it for you... not
sure though...
And the routine WILL stop on disk access if you do an LDA #7 in the init
routine (above).. That type needs to JMP to XITVBV ($E462) at it's end, and
it does NOT have to save the registers on the stack.
Those are my 2 cents!! 1..2.. ok.. -Itay
_______________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | Bruck = the LEGAL owner of this account! |
|____________________________|_____________________________________________|

"Excellent!" -- Wayne, "Wayne's World"
_______________________________________________________________________
```

3387. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-19 22:38:08 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <0DZRPB6w165w@cyberden.uucp>
Source record: 109885

ab588@yfn.ysu.edu (joseph sabatino) writes:

> Bobterm buffer has a glitch it in were it looses characters between
> the buffer refills....or maybe I'm doing something wrong with this
> here think
> er...thing...I dunno.
> --
> Joe Sabatino-->ab588@yfn.ysu.edu

That glitch PROBABLY has to do with switching from concurrent modem i/o mode to disk i/o mode. What you can do is (as long as the site keeps up with BobTerm's 0 delay! hehe!) hit [^S] and [^Q] to pause and unpause the send (letting the site's returning data catch up) as the buffer gets close to 0. Then, write down what line your were on in the site's editor and when the entire thing is finished, go back and delete ANY non UUE characters (they stand out. UUE files DON'T have lowercase, or the "|" character (which BobTerm tends to send when it's telling the modem to "wait, I gotta do something!") You'll notice on some places that if you go to, say, the directory in BobTerm while on line... like this (I'm in BobTerm, of course!):

~~

I accessed the directory twice. >I< can't see anything, but when it went to do the directory I saw the Send and Recv. lights light up for a split second. Let me see what happened on that line (line 22)
Well... I guess I was wrong about the "|"s!! It sends carats.

Anyways... just a little note about BobTerm's "glitches" (I'll suppose that the "^"s may be the "pause" send? Maybe it's the "pause" but messed up? hmmm)

_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____________________________________ PhBill @ Cyberden (415-472-5527)
August 19, 1992

3388. Re: secrets of $E477 (on my 130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 00:09:11 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Aug20.000911.5239@ucsu.Colorado.EDU>
Source record: 109884

In article <1992Aug19.180026.21701@rz.uni-karlsruhe.de> UJ1G@DKAUNI2.BITNET (Marek Tomczyk) writes:
>Just out of curiosity, I disassembled the first part of the
>power up routine staring at $E477.
>There's one thing I don't understand about it.
>Somewhere at the beginning of the routine the OS determines if
>the trigger of the 3rd (!) joystick has been pressed when the computer
>is powering up. In this case another subroutine is called.
>
>The interesting thing about it is that my 130XE doesn't have
>any plugs for more than two joysticks. When I try to check the
>hardware register for the 3rd joystick's trigger, it says that the
>trigger has been pressed. Does this register have another function
>on my 130XE than on the 400/800s?
>I could guess that this register indicates the presence of extra
>RAM or something. Am I right?
>I recall something about the 3rd and 4th joystick ports of the
>800s being redesigned for memory management purposes on XL/XE
>computers and therefore no longer available to the outside world.
>This is obvious for the PORTB register, but what has happend with
>the triggers?

You are correct about the memory management. This location in no way corresponds to any kind of joystick or paddle input on the XL/XE's, so it is meaningless to associate the memory read with joystick trigger #3.

The OS code is checking for an XL/XE machine.

Regards,

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3389. Teknika monitor questions...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 05:48:10 UTC
From: rkim@CALSTATELA.EDU
Message-ID: <199208200548.AA02598@opus.calstatela.edu>
Source record: 109886

I used to own a Teknika monitor with my 800XL. Overall, it was very
good, with both regular composite and separate video plugs. Colors
were very brite (maybe too brite!). Problems were the speaker (too weak)
and the power switch (stopped working, got stuck).

My question is does anyone still sell those monitors, and is Teknika still
around? I'd like to get schematics for it, just for the heck of it.
It looked like a TV with some modified circuitry... Nonetheless, the colors
and picture quality beats outs most of the other consumer sets that I've
seen.

Thanks,
Rich K.

email> rkim@opus.calstatela.edu

3390. Re: CRASH!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 07:51:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Z1osPB5w165w@cyberden.uucp>
Source record: 109887

ab588@yfn.ysu.edu (joseph sabatino) writes:

> I wrote a few routines to change the colors and go back to the
> top of page to print another color but I have to exit DD3 to
> do it.
> --

Well having multiple fonts might be something to do it. 3 fonts all called "MAGENTA.NLQ", "CYAN.NLQ", etc. (course each "MAGENTA"'d have to be on a seperate disk, etc.) From there insert the "MAGENTA" disk, in which all fonts that need to print magenta have characters in them and print. Then insert the "CYAN" disk (which has again all the colors you're going to print, but only "CYAN", "PURPLE", and "GREEN", and maybe more have actual characters. Everything else has blank characters (no dots, but the proportional widths of each character remainds..)

If you want to print black (with only three colors printing, that is) you'd have data in the "BLACK.NLQ" files on all 3 disks.

Get it? That was pretty difficult to describe. To sum it up you have 3 disks, each with about 9 fonts on them. All 3 disks LOOK identical (same font files on them. All the "CYAN" files would have the same sector length, ditto w/ the other 8 fonts), but when the fonts are printed, sometimes they print out onto the page and sometimes they dont.

Hey.. how about 24-pin printer compatibility!? ;)

_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____________________________________ PhBill @ Cyberden (415-472-5527)
August 20, 1992 (happy b-day Josh!)

3391. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 07:57:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <10osPB6w165w@cyberden.uucp>
Source record: 109888

ab588@yfn.ysu.edu (joseph sabatino) writes:

>
> Bill...these CGS fonts don't look good at all unless you run them
> thru the Editor program Tom Hunt wrote for sysops or call a CGS
> board with CGS running on your side....the boards I mentioned are

Yeah... what I did was look at the little demo files that came with it ;)

I wont be using CGS at ALL until there's a board using it in 415, 510,
408 or 707 area codes!

_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____________________________________ PhBill @ Cyberden (415-472-5527)
August 20, 1992 (happy b-day Josh!)

3392. Re: Wanted: Atari Age #1

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 07:58:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ocPsPB7w165w@cyberden.uucp>
Source record: 109889
Cross-posted to: comp.sys.atari.8bit,rec.games.video

ncrawler@bsbbs.columbus.oh.us (Steve Goldfein) writes:

[Re: Atari Age #1 and whatever the last one was]

> also could someone tell me where top get it? And how I can get it
> emailed to me?
>

Steve, Steve, Steve! Unless I'm totally in the dark about this, Atari Age was produced ONLY as a magazine (as in physically touchable, glossy, with turnable pages!!), and never do I recall hearing about it being made into textfiles! Maybe you're thinking of Z-Mag or something!?!? hmm..

I wonder if >I< have EVERY issue they made. If they dropped like a fly I might have. If they warned an issue or two early that they were about to go belly up, I guess we just never got our subscriptions renewed.

I still think it was a REALLY good magazine. FAR better than Ninblender Power(less) will ever be. I recall reading something in the mail section of A.Age where somebody asked "how do you get the game to do this trick?" and they replied "if we said, it wouldn't be a secret!"...

Nintendo, on the other hand does things like: "press up, down, up, down, stand on your head, and pray this works... and then you should hear a 'bleep'. That's how to become invincible and start at the very last screen of the last level!"

ugh.. N.Power just makes those games utterly worthless and challengless.

If I had a map to Draconus (as in one I DIDN'T MAKE MYSELF, like you're SUPPOSED to in these types of games!) I'd never play it. I like the challenge.

No wonder I don't care that my friend
STILL hasn't returned my NES!! ;)

_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____________________________________ PhBill @ Cyberden (415-472-5527)
August 20, 1992 (happy b-day Josh!)

3393. Re: CrashMan!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 13:02:33 UTC
From: bbs@neb
Message-ID: <1992Aug20.130233.16247@neb>
Source record: 109893

Best way to get your program circulated is to put it on a couple of 8 bit BBS systems and GEnie - and it will spread like wildfire. Put it onnline GEnie (I believe you have an account there) and I will download it and distribute it for you - as I call hundreds of BBS systems world-wide.
.
James King aka Kamaro Kid

Posted by BBS User: James King

3394. Re: IBM to 8bit null modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 14:11:38 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <64340@cup.portal.com>
Source record: 109890

I've done it a couple of times, through both an 850 & a joystick with the MPP R: handler. Even wrote a dumb 1200 baud joystick routine for someone who didn't want to buy a modem to get the MPP handler to his Atari. It just sat there collecting stuff from the IBM at 1200 baud, then wrote the info out to a disk file. I've had minor problems with the software I've used. With the Atari, the last Xmodem block is padded to 128 bytes by adding extra characters. Something like(?) if you are sending 193 bytes, the 1st 128 go fine, but the next 65 bytes are padded with the CHR$(65) to make it to 128 bytes. Some IBM software stores the original file with this "garbage" appened to it. The reason why SIO2PC has so many advocates is it really is that good. I haven't finished my yet (like everything else!), but I just spent about the last month reworking a couple of hard drives & an old clone I wasn't using. If you plan on expanding the Atari, it's really a cheaper way of doing it. Parts for the SIO2PC run about < $10 & I found a 17 meg HD/controller for $22.50. You can basically end up with a lot of storage cheap.

3395. Distribution of binaries (was CrashMan!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 15:01:56 UTC
From: jim@neb
Message-ID: <1992Aug20.150156.18317@neb>
Source record: 109894

Bill Kendrick writes:

>>I'm still not sure how I'm going to get this program around.
>>I could do it one of several ways (this is a LOT like how David

(much deleted).

Then James King writes:

>Best way to get your program circulated is to put it on a couple of 8
>bit BBS systems and GEnie - and it will spread like wildfire. Put it
>onnline GEnie (I believe you have an account there) and I will download
>it and distribute it for you - as I call hundreds of BBS systems
>world-wide.

Ok, well this is fine and everything, but I'd suggest.....
arc it (the disk, files, whatever), then uuencode it and POST IT HERE!!
Then it will go all over the nation (world) in a matter of days. I'd
pick it up here, and post it in my bbs, others could pick it up and
upload it to their local atari bbs', and so on.

If you don't know how, or don't have access to uuencoding the file,
let me know and I can post it to this news group for you.

I really wish there was a comp.sys.atari.8bit.binaries group for the
posting of public domain atari stuff. That would be excellant!

-jim
--
****
* Jim Hood | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* (alternate) | mail/uucp: ..!uunet!news.mentorg.com!caeco!neb!jim *
* For you @ people | caeco!neb!jim@hellgate.utah.edu
--
* Nebula - A Public Access Unix system/bbs. *
--
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
****

3396. More; looking for a good home

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 16:23:25 UTC
From: cptvideo@cbnewsc.cb.att.com
Message-ID: <1992Aug20.162325.13094@cbnewsc.cb.att.com>
Source record: 109892

I have a few remaining 8-bit items that people still active
with 8 bits could use:

1) 1050 Happy drive with latest software
2) 1050 US Doubled drive
3) A hacked 400 that has a real keyboard, 256K RAM, and
a three position switch that allows it to look like a
48K 800 including 400-800 OS, a 256K 800 with Mosaic
style 4K block bankswitching, or a 256K XE with Newell
style addressing with XE OS and BASIC rev C. This machine
will run anything. Includes an extra PAL which has the
logic for doing most of the above wonders.
4) SDX cartridge

Everything works fine. Power supplies and DOCs included. Extra
drive belt included with the 1050's.

regards,

Dave Vlack cptvideo@ixstar.att.com
AT&T Bell Labs (708) 713-5003
1200 E. Warrenville Rd.
Naperville, Il. 60566-0545

3397. Re: Compuserve from Internet??

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 20:35:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <wDoTPB7w165w@cyberden.uucp>
Source record: 109895

bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:

> How can I access Compuserve?
> I try #####,####@compuserve.com and it just sez it doesn't know that name.

Ya gotta change the "," to a period. (somebody else told me this a few
messages back Itay. Pay attention! ;)). If you use the comma, it'd try
to mail "#####" (the first set) and "####@compuserve.com" (the bit after
the comma) at the same time. Just like if you wanted to mail me and the
sysop here you'd type:
"moon!cyberden!phbill@well.sf.ca.us,moon!cyberden!system@well.sf.ca.us"
and we'd both get the same message. (right??) Welp, have fun.

_____________________________ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us
_____________________________________ PhBill @ Cyberden (415-472-5527)
August 20, 1992 (happy b-day Josh!)

3398. G: source code.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-20 20:43:36 UTC
From: a644690c@edinboro.edu
Message-ID: <0095F63024FCD420.20208746@edinboro.edu>
Source record: 109891

Hi,

Could somebody be kind enough to e-mail me the Source Code to the G: handler.
I need to relocate it to a much lower start address (around $1400) so I can
use it with Turbo Basic.

Thanks,
-Adam Conover.
a644690c@edinboro.edu.

3399. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-21 03:04:00 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <11040.2339210332@kcbbs.gen.nz>
Source record: 109898

bbs@neb (BBS System 801-967-8072) writes:
>You can find the entire CGS packae on the Korner BBS locally at
>801-965-8450. The only BBS that currently supports it (to my knowlede
>annyway) is TOM HUNT's Closer To Home BBS..

I believe there are a few more Oasis BBS's that support it but couldn't
be sure of which ones they are. I KNOW definately that there is one here
in New Zealand that does who also netmails with other Oasis boards in
America including Closer to Home.

<-->
< Kia Ora from Aotearoa. Pandora@kcbbs.gen.nz >
< Please DO NOT QUOTE more than 2 lines to me >
<-->

3400. Monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-21 03:11:28 UTC
From: JJMCWILL@MTUS5.CTS.MTU.EDU
Message-ID: <9208210217.AA29010@nettlerash.berkeley.edu>
Source record: 109896

For Sale:

Teknika 13 inch color display monitor.
Has inputs for NTSC Composite, or separated luminance and chroma, and
audio.

300 pixels horizontal resolution using composite input
400 pixels horizontal resolution using separated input

Controls for H pos, V Hold, Contrast, bright, color, tint.

still have original owners manual.
Great monitor for Atari 8 bit, or as a VCR monitor.
Well taken care of, I have added a non-glare screen to the front.
No burn marks in the screen.
High voltage transformer was replaced a couple years ago and it has
worked fine since. I would normally NOT part with this monitor.
Simply put, it's one of the best I've used. But money is tight,
and I've got to let it go.

Asking $100.00

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET

3401. Re: More; looking for a good home

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-21 13:35:49 UTC
From: bbs@neb
Message-ID: <1992Aug21.133549.7433@neb>
Source record: 109902

What do you want ($) for the 1050 drives and the Sdx cart??
.
James King aka Kamaro Kid

Posted by BBS User: James King

3402. Re: Teknika monitor questions...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-21 13:46:25 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Aug21.134625.15179@a.cs.okstate.edu>
Source record: 109899

To: rkim@CALSTATELA.EDU
Subject: Re: Teknika monitor questions...
Newsgroups: comp.sys.atari.8bit
In-Reply-To: <199208200548.AA02598@opus.calstatela.edu>
Organization: Oklahoma State University, Computer Science, Stillwater
Cc:
Bcc:

I had good luck w a Thompson 4120!
It also works with my ST. I had to make a special cable for the ST, but the same cable I used with my Tecnika (MJ-10? ,- guess at model number) worked well with the thompson. The thompson had better sound and cost me $219 about 6 years ago (when my Tecnika went bye-bye...).

jc

3403. Compuserve address

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-21 14:44:41 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208211443.AA02007@brachot.jct.ac.il>
Source record: 109900

I know I need to use a dot - that was just a typo..
What I need is the DOT address of compuserve.com .
(4 numbers seperated by dots)
For example, the numbers address of the Atari Archive is 141.211.164.8.
So, if anyone is able to look it up for those of us who have problems...
(I'm also looking for the address of kcbbs.gen.nz.)

-Itay

```
_____________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | Bruck is the LEGAL owner of this account! |
|____________________________|_____________________________________________|
```

"We're not worthy! We're not worthy!" -Wayne and Garth, Wanye's World.

3404. Re: secrets of $E477 (on my 130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-21 19:03:35 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Aug21.190335.29289@rz.uni-karlsruhe.de>
Source record: 109901

Michael Hill writes:

> The OS code is checking for an XL/XE machine.

For what reason?
I thought REV C of the OS has been exclusively installed on the XL/XE
machines. So why determine the type of the computer?
It wastes valuable processing time.

BTW: What does the subroutine do that is being accessed after
it comes out that the OS is actually running on a XL/XE machine?

Another question: Where is the hardware register STRIG2 (if it's the
correct name) wired to on the hardware level?

Marek

\ ATARI 8-BIT
---------------------------------------| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
---------------------------------------| / for the 21st century
/

3405. I GOT A DUMB TERMINAL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-22 01:39:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <y5wVPB2w165w@cyberden.uucp>
Source record: 109904

Hey everyone! My friend's dad owns a company that produces networking hardware and had bought a ton of old equipment for $cheap$ from a wherehouse and is now dumping it all. So I got to look through the stuff and just figured out that one of the things I picked out (look like a monitor) is a VT-101 dumb terminal! (I hope I'm right!!) We plugged it in and all that was on the screen was a blinking 80 column cursor, but I bet if I hook my SX212 up to it via the RS232 I'll be online with the thing! (I also need a keyboard, but that's been promised to me as well.)

The thing is (if any of you can help me out on hooking it up.. dont wanna blow myself to peices ;)) a Qume model QVT-101. It has a base with a brightness knob on the front, and on the back a power switch, fuse, and two 25-pin RS232 ports- one labeled "AUX" and the other "EIA." I suppose it would only take a little guessing as to what goes where, but I THINK that the "EIA" is for keyboards.

Now for the problem (other than where to PUT it!!?!?!?!). Since it has no drives and seems to simply be a monitor that you stick a modem and a keyboard into, I'll still need my Atari and good ol' BobTerm to do file xfers. I'm wondering if I can have BOTH the RS232 port AND the SIO port in at the same time. Would this short any of the 3 components out!?!?

Well, any info. on this here junked (but working) Qume "QVT-101" would be MUCH appreciated, esp. info. on hooking it and the SX212 up together. (there's no way for BOTH the Qume and the Atari to talk to the modem at the SAME time, is there!!?!?!?)

Thanx in advance. Happy happy joy joy! I gotta dumb term!!

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

____
August 21, 1992

3406. Re: Wanted: Atari Age #1

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-22 03:48:53 UTC
From: vgriscep@wam.umd.edu
Message-ID: <1992Aug22.034853.20111@wam.umd.edu>
Source record: 109903
Cross-posted to: comp.sys.atari.8bit,rec.games.video

In article <ocPsPB7w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>
>[Re: Atari Age #1 and whatever the last one was]
>
>I wonder if >I< have EVERY issue they made. If they dropped like a fly I
>might have. If they warned an issue or two early that they were about to
>go belly up, I guess we just never got our subscriptions renewed.

So what *is* the last issue you have?

>I still think it was a REALLY good magazine. FAR better than Ninblender
>Power(less) will ever be. I recall reading something in the mail section
>of A.Age where somebody asked "how do you get the game to do this trick?"
>and they replied "if we said, it wouldn't be a secret!"...
>
>ugh.. N.Power just makes those games utterly worthless and
>challengless.

Many, many people are scared off by a challenge. Y'see, if they can't
figure out in five seconds, they figure it's impossible. I, OTOH, play
at a game and if I die, I keep trying, because I *know* that it *is*
possible to get through that spot. If I turn out to be wrong, then I
lose all respect for the designer, who was too scatterbrained to know
how to create a properly balanced videogame, and I cease to play it.
Period. Properly balanced video games (includes almost all those
made by Atari) don't need solutions, just practice.

VGR

Champion: "Huh? Perez ... you're a woman!"
Perez : "So was my mother. Strap in, Commander..."

- Atari Force mini-comic #1

3407. Re: I GOT A DUMB TERMINAL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-22 12:09:47 UTC
From: bmarcum@world.std.com
Message-ID: <BtDwGC.Fu3@world.std.com>
Source record: 109805

Probably the easiest way to hook this up would be to make up a special RS-232 cable with "receive data" connected but "transmit data" not connected, so the modem will send to both the Atari and the terminal but only the Atari sends to the modem. Then you could use the Atari keyboard and see messages on both the Atari and dumb terminal screens. On most terminals an AUX connector is used for a serial printer. The keyboard might have a DIN connector or a modular phone-type connector (I don't know that brand of terminal.) If you call different speed BBS systems (1200 or 2400), dumb terminals don't usually adjust themselves automatically; you might have to set the speed with a dip switch!

Bill Marcum bmarcum@world.std.com

3408. Percom w/3-1/2" drives?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-22 20:15:14 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208222014.AA02984@brachot.jct.ac.il>
Source record: 109806

Can a Percom controller use 3-1/2" drives? If so, how fast? How much
space can it use? 1.44 MB?
Please Email responses to me. Itay

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | Bruck is the LEGAL owner of this account! |
|____________________________|_____________________________________________|
```

"We're not worthy! We're not worthy!" -Wayne and Garth, Wanye's World.

```
_____________________________________________________________________________
```

3409. FORSALE: Atari 5200 Console.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-22 21:53:11 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Aug22.215311.946@cheshire.oxy.edu>
Source record: 109807

```
Best offer...
comes with two games.

Thom
```

3410. Looking for New 7800

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-23 06:10:58 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <1992Aug23.061058.10690@usenet.ins.cwru.edu>
Source record: 109808

Thats right.

If anyone knows where I can get one for around $30 or less,let me
know.
There was a local closeout store here in Cleveland that had them
for $29.99 and it came with 5 game carts!
Also,the local dollar store has most of the titles released for the
7800 for a buck a piece-new in shrnk rap and all!

Well,Just had to tell you all this so you wouldt go paying high p
rices for USED carts.

I guess i should snap up all they have and sell them here for $20
each;-)

Too bad I didnt pick up a 7800 when they had them-they sold out.

Thanks.
--
Aaron Barnes
aj008@cleveland.freenet.edu
Part 15 will take over broadcasting one frequency at a time!
Howard Phillips for President!

3411. Re: I GOT A DUMB TERMINAL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-23 07:40:32 UTC
From: andrewh@panix.com
Message-ID: <1992Aug23.074032.10921@panix.com>
Source record: 109809

In article <y5wVPB2w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
[text deleted]
>The thing is (if any of you can help me out on hooking it up.. dont wanna
>blow myself to peices ;)) a Qume model QVT-101. It has a base with a
>brightness knob on the front, and on the back a power switch, fuse, and
>two 25-pin RS232 ports- one labeled "AUX" and the other "EIA." I suppose
>it would only take a little guessing as to what goes where, but I THINK
>that the "EIA" is for keyboards.

The EIA is probably the modem port. The AUX port would then be the serial
printer port (but it could mean considerably more -- see below!).

>
>Now for the problem (other than where to PUT it!!?!?!?!). Since it has
>no drives and seems to simply be a monitor that you stick a modem and a
>keyboard into, I'll still need my Atari and good ol' BobTerm to do file
>xfers. I'm wondering if I can have BOTH the RS232 port AND the SIO port
>in at the same time. Would this short any of the 3 components out!?!?

Does your Atari have an RS232 interface as well? This is where it can get
interesting (strange, but interesting 8-)).
>
>Well, any info. on this here junked (but working) Qume "QVT-101" would be
>MUCH appreciated, esp. info. on hooking it and the SX212 up together.
>(there's no way for BOTH the Qume and the Atari to talk to the modem at
>the SAME time, is there!!?!?!?)
>

There is! Without docs it's going to mean some guesswork (I'm basing this
on my experience with a VT-220, which had _3_ serial ports of various types)
and it's pretty much theoretical, but it SHOULD work.

You'll need and RS232 interface on the ATARI, access to whatever configuration
capabilities the terminal has (if the keyboard has a "setup" key, and it brings
up the internal menus, you're in luck; otherwise, your chances are very slim),
and possibly a null modem cable which will go from the ATARI's RS232 port to
the AUX port (it may not be necessary, a regular modem cable might do).
Without these, you might as well stop here.

OK, now on to the procedure. Pull up the terminal's setup menu and see if
is a section/submenu for the auxiliary, secondary serial, or serial printer
port (the AUX port, in other words). Then see if you can make the port go
bi-directional (as opposed to output only, if it was connected to a printer).
Now here is where you will need to find out if you need the null modem/regular
serial cable. If the section/submenu allows you to configure it as a data
terminal(DTE) or data communication(DCE) type port, you're in luck; you can

choose between a null modem or a regular serial cable, respectively. Otherwise, you will probably need a null modem cable. After hooking the computer up to the AUX port, configure the AUX port to match the Atari's parameters (you might even be able to up the baud rate to 9600, but it won't do much good, obviously). By then the Atari should be able to talk to the terminal AND to the modem.

Note that this is highly dependent on finding what you need. If, for instance, the printer port allows data to flow in only one direction, you are out of luck.

Once this is set up, there may still be problems -- namely, what to do if the terminal decides to intercept data from file transfers (i.e., the terminal reacts badly to the usually weird characters going back and forth between the "printer" and the modem)? Again, check the section/submenu for an "operating mode" (or something similar) for the printer. See if there is a selection which will cause the terminal to "monitor" the flow without actually interpreting it.

I guess that's just about it. If you have any more questions, feel free to ask.

3412. Memory Expansion Modules for the 800.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-23 08:54:37 UTC
From: bufort@remus.rutgers.edu
Message-ID: <Aug.23.04.54.37.1992.7664@remus.rutgers.edu>
Source record: 109810

Remember those old plug-in memory expansion
modules for the 800? Where might I be able
to get some, preferably 16 or 32 K ones?
I want to upgrade my 800's memory to at
least that of an XL.

-Tony

3413. WANTED - Atari 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-23 15:57:52 UTC
From: alj@bilver.uucp
Message-ID: <1992Aug23.155752.111@bilver.uucp>
Source record: 109811

I would like to buy the following programs for the Atari 8-bit, but am having a lot o' trouble finding them. Any help would be appreciated!
M.U.L.E., Fantasyland 2041 A.D., The Nightmare (i.e., many of the CrystalWare games) and Dandy Dungeon (an old APX selection).
Of course, original copies with full docs in good condition are preferred. I will pay shipping/handling. If you have any of the above to sell, mail me and we'll work something out.
I also would like some of the old Compute! and ANALOG magazine programs. The disks I originally typed them in on have disintegrated over time. Any suggestions as to where I can pick them up without keying them in all over again are welcome.
Thanks for any help!

--
****
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
* GEnie: A.JOHNSONJR ...no other electronic addresses - wah!... :) *
****

3414. MIO and Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-24 03:06:00 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Aug23.223937.3485@wvnvms.wvnet.edu>
Source record: 109812

OK. Now I'm back after 4 days of hanging 160 feet in the air from a bungee cord I have a couple of questions for the MIO users on the net. Esp. those who use hard drives. I just came across one myself recently and was wondering about what exactly I can hook up. I vaguely remember reading a review that stated that it could use a RLL/MFM w/ aplicable controler. I also remember that you could hook up a SCSI drive. This needs no controller, right? Just a case, power supply, and cables. If this is true then I'll be able to hook up a sweet little 42 Meg SCSI drive i found in Computer Shopper for $198.
Thanx in advance
A.Centofanti
[D

3415. Help for ATARI XE video game system.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-25 16:23:50 UTC
From: gang@ms.uky.edu
Message-ID: <1992Aug25.122350.15888@ms.uky.edu>
Source record: 109814

Hi! I've got a XE video game system, but there is virtually no game cartridge for it in the shops. Can I use carttridges for 2600, 7800, or whatever else for ATARI XE? I once saw a cartridge for ATARI video game system, but there is no XE on it.
Thanks a lot!

3416. Quick (was Re: CGS and all that good stuff...)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-25 19:02:09 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Aug25.190209.26323@rz.uni-karlsruhe.de>
Source record: 109813

Well, we seem to have some new readers of csa8, welcome.
I've posted how to get Quick a while ago, I guess I should repost
that message.
You must know Quick is a piece of German software, so it's more
difficult to purchase for American users than for Germans.

Therefore I've asked the distributor of Quick and S.A.M.
(Power per Post) about ordering and paying from abroad.

Here's what they anwsered:

1. you have to send your order to

Power per Post
Melanchthonstr. 75/1
Postfach 1640
W-7518 Bretten
GERMANY

you do not need to know the ordering numbers nor the price. Simply
write what you want. eg. Quick, S.A.M.
Mention the type of your computer.

2. then 'Power per Post' will send a reply telling how
much you have to pay.

3. go to your local bank and get an international money-order

4. send your money-order back to 'Power per Post'

5. wait for the stuff to come

Ok, I admit it's quite a lot of work, but that's the way they want
to handle it.

BTW: Bill, you said that you got in touch with PPP by yourself.
Did they gave you additional information about Quick and ordering?

Marek Tomczyk

\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
--| / for the 21st century
/

3417. Internet Protocol ('DOT' address)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-25 20:04:50 UTC
From: A644690C@edinboro.edu
Message-ID: <01GO064IQ6EA934S70@edinboro.edu>
Source record: 109828

```
>What I need is the DOT address of compuserve.com .
>(4 numbers separated by dots)
>For example, the numbers address of the Atari Archive is 141.211.164.8.
>So, if anyone is able to look it up for those of us who have problems...
>(I'm also looking for the address of kcbbs.gen.nz.)
>
> -Itay

This 'DOT' address is the Internet Protocol address (IP). Internet uses
TCP/IP to move information around in a fashion not unlike Ethernet LANs.
(Actually, many Ethernet LAN sites use TCP/IP as well).
Just my $.02.

-Adam Conover.
a644690c@edinboro.edu
```

3418. Re: I GOT A DUMB TERMINAL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-25 20:16:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ouw3PB7w165w@cyberden.uucp>
Source record: 109818

winston@merk.com (Winston Smith) writes:

>
> About the discussion of how to turn a dataterminal such as a VT101 into
> a "slaved" monitor screen that displays your ATARI 6502 8-BIT's output....
>
> I am not sure I follow this exactly. I take an RS-232 line from my 8-bit
> and run it to the bi-directional communications port on the VT101 or similar
> dataterminal... but my modem is usually attached to my RS-232 line. How
> would I now talk to my modem? Do I attach the modem to the dataterminal's

Well.. the way I've done it is hook up the 8-bit via SIO to my SX212 (it
has both an SIO port and an RS232 port.) From there, I connect the VT101
MONSTER to the RS232 port. If you could disconnect some pins here and
there (to keep echoing from happening), you could xfer data between an
RS232'd system and an Atari 8-bit with only one modem (but it HAS to be
the SX212, unfortunately.. It has only 1200 baud... UNfortunately...)

it was fun screwing with the working VT-101 that I got set up, but it
takes up SOO much room, and even tho it's convinient to have the 8-bit
running something other than a terminal while I'm online, it gets
confusing.

I'm glad I didn't spend any money ;)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

____
August 25, 1992

3419. Atari corp.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-25 20:18:20 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208252017.AA02762@brachot.jct.ac.il>
Source record: 109815

A local newspaper sez Atari is in deeep trouble..
It says that Atari is going to produce a new video game system (Jaguar??)
but that Atari just wouldn't have the required $40 million to launch it..
It also says that Jack Tramiel is a scrooge and that he never spent a buck
on advertising - a primary reason for the fact that the Lynx takes aprox.
3% of the pocket-game market (with the rest taken by Nintendo and Sega)..
Just want opinions on this... start a discussion etc.
-Itay

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | Bruck is the LEGAL owner of this account! |
|____________________________|_____________________________________________|
```

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

3420. Re: Atari corp.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-25 20:48:05 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Aug25.204805.4559@zip.eecs.umich.edu>
Source record: 109817

In article <9208252017.AA02762@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>It also says that Jack Tramiel is a scrooge and that he never spent a buck
>on advertising - a primary reason for the fact that the Lynx takes aprox.
>3% of the pocket-game market (with the rest taken by Nintendo and Sega)..

Yes, I can believe that! I have been looking around a bit for a Lynx
and seeing what games are available... with almost none to be found!
Even the local Toy's R Us store does not carry the Lynx (though they
do stock a few of the cartridges). I also tried several mall toy
stores and even Sears! None! Gee, it makes it difficult to buy
Atari's wares when you can't get ahold of them.
--

__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__)

3421. Re: MIO and Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-25 21:09:35 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug25.210935.10995@news.ysu.edu>
Source record: 109816

To answer your question, yes you need a controller with a SCSI
drive but you NEED the drive WITHOUT the imbedded controller.
Just about all the new drives have imbedded controllers.
Last year I put a hard drive on my 1 meg MIO. Heres what I did.
I bought a used RLL 30meg HD Seagate ST238 (They still sell these
refurbished). (the drive cost me $75). Then I sent to CCS (Bob
Puff) and bought an Adaptec ACB-4070 RLL controller ($125). Bob sent
me the cables for $5. Then I bought an IBM minitower to house
this thing in...all the hardware, nuts, bolts everything came
with the minitower, 200w power supply and everything for $67.
(Now I'm putting 3 1/2" drives in thar too.) Everything just
plugs right in! On the disk I got with the MIO was the program
to format the drive and the only drive that has a PARK program
is on the disk too and it is for that RLL drive.
If you bought a MIO the docs on it and the controller are
invaluable! Follow these closely.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3422. Re: CGS and all that good stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 00:02:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <FB83PB4w165w@cyberden.uucp>
Source record: 109820

Roger.Mier@f47.n282.z1.tdkt.kksys.com (Roger Mier) writes:

> Hello, I was wondering where exectly I gan get my hamd on a copy of
> Quick! I've been hearing about it all over and am infinately curious as to
> where I can get it. Any info is welcomed.

Quick is sold by Power Per Post of Germany. (Note: Quick doesn't run on
un-upgraded 1200xl's.. ie, you need the XL/XE Operating System to run
it).

The address on the disk says:

Power per Post
PF 1640
7518 Bretten

Tel. 07252/3058

Marek Tomyzck(sp?) was good enough to send me a copy of it.

BTW: The docs. are in German!

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)
____
August 25, 1992

3423. Re: Posting atari 8-bit binary files here.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 00:25:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RD93PB2w165w@cyberden.uucp>
Source record: 109822

jim@neb (Jim Hood) writes:

> Is there a reason that we here in the atari 8-bit newsgroup are
> NOT doing this on a regular basis and in a defined area??
>

Here're the reasons >I< can think of:

1) would take up too much space
2) we have the atari archives
3) would everybody ALWAYS get EVERY file posted?
I ALWAYS read EVERY message posted... but I haven't sent for EVERY
archive file.. and simply posting them ALL OVER the world wouldn't
be very sane when anyone with UseNet/uucp access can just mail for
them...

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

August 25, 1992

3424. Re: CrashMan!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 00:29:13 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <eJ93PB3w165w@cyberden.uucp>
Source record: 109821

bbs@neb (BBS System 801-967-8072) writes:

> I run a BBS system in Utah, perhaps if you get the urge/time, you can
> call and upload the file (its running on BBS Express Pro!). The number

Sheesh! Enough requests already! ;) For all those with uucp mail access (wouldn't that be pretty much everybody?)- it will be uploaded to the archives!!!

But remember- the registered version will cost ya a small amount of $$. (mainly for copying my nice DDIII'd (professional looking! ;^)) instructions, the disk(s?), and postage!)

_____ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)
_____
August 25, 1992

3425. Re: Posting atari 8-bit binary files here.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 01:23:46 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Aug26.012346.26444@usenet.ins.cwru.edu>
Source record: 109819

In a previous article, jim@neb (Jim Hood) says:

>I don't know if anyone has talked about it in the past, but...
>There is no real place for us to post (or exchange) binary files
>here (in news). Others have a place:
>MS-DOS = comp.binaries.ibm.pc
>AMIGA = comp.binaries.amiga, alt.sources.amiga
>ATARI ST = comp.binaries.atari.st
>and so on. Mac, and most other machines have a binaries/sources
>area where people are exchanging stuff around.
>
>Is there a reason that we here in the atari 8-bit newsgroup are
>NOT doing this on a regular basis and in a defined area??
>
>-jim

I think the reason is simply that there wouldn't be enough traffic.
Look at the Atari Archive FTP site. How many 8-bit uploads are there a
month? An average of maybe 3 or 4?

Granted not all, but MOST everybody reading this group can get at the
atari.archive either by FTP or by e-mail with BART. Those people that
can do nothing but read News are welcome to post binaries here, but
unfortunately cannot retrieve files from the Archive.

Combine this information with the fact that comp.sys.atari.8bit doubles
as the Info-Atari8 Digest mailing-list, where subscribers grumble when
their mailboxes overflow with oversized Digests containing huge binaries,
and hopefully you see why we use the atari.archive instead of a
comp.binaries group.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3426. Re: Atari corp.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 01:43:23 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Aug26.014323.29905@infonode.ingr.com>
Source record: 109823

In article <9208252017.AA02762@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>A local newspaper sez Atari is in deeep trouble..
>It says that Atari is going to produce a new video game system (Jaguar??)
>but that Atari just wouldn't have the required $40 million to launch it..
>It also says that Jack Tramiel is a scrooge and that he never spent a buck
>on advertising - a primary reason for the fact that the Lynx takes aprox.
>3% of the pocket-game market (with the rest taken by Nintendo and Sega)..
>Just want opinions on this... start a discussion etc.

Well this really isn't any big news. Atari has been in deeep financial trouble for years and I don't think Jack Tramiel ever spent $40 million on advertising in his entire lifetime. As for the Jaguar, judging by the time it took them to launch the Falcon, we probably won't see any in the US until late '93. When they show up in Europe/elsewhere is anyone's guess. Only diehard Atari fans will care anyway, and it seems that's enough as far as Tramiel's are concerned. When a story like this runs in the US (as one did recently in Forbes Magazine) the rest of the computing world is usually surprized to find out that Atari still exists at all!

- Ted

3427. Re: Percom interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 03:26:58 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug26.032658.27543@news.ysu.edu>
Source record: 109824

I got this email from Peter Haller who constructed 2 floppy interfaces
for the 8bit, one using the paralell buss
All you guys who are interested in using 720k 3 1/2" drives on your
8bits read this.

>Subject: Re: Percom Delima
>To: ab588@yfn.ysu.edu (Joseph Sabatino)
>>Reply-To: aa596@cleveland.freenet.edu (Peter Haller)

>
>
(Joe says:)
>Peter---> I am requesting info from you as to how to get an
> 8bit w/Percom interface to read 720k IBM drives.
>This is the msg you left on the clevenet atari board:
>
>
>>-->From: aa596@cleveland.Freenet.Edu (Peter Haller)
>>Subject: Re: ST drive to 8-bit??
>>Date: Tue Aug 14 17:59:44 1990
>>
>>
>>Well it can be done...I,ve done it ... twice and in two different ways
>>
>>1) if you have access to a Percom disk drive or rather the controler
>>to the percom
>
(Joe says:)
>I've already done this->can't get it to format 720k ds/dd.
>(I'm using SpartaX) It says it formats at 360K ds/dd but
>it will only read/write 170 - 180k. I think its only formating 1
>side of the disk but telling me I got 1440 sectors. It always
>comes up with "Device not present" error when I try to copy more than 170k to the disk.
>
(Peter says)
>>you can make a small modification to the controller board - alter the
>>timing to put it simply - and cunstruct a ribbon cable that will
>
(Joe says)
>got the ribbon going from the drive to the add-on drive plug and have the cardedge plug
hanging loose.
>
(Peter says)
>>convert the cardedge connector to the female 34 pin connector on the
>> 3 1/2 " mechanism. I didnot use an ST drive, but with rare eceptions,

>>these drives are industry standard.
>
(Joe says)
>I used ibm 1.44 meg floppy
>
(Peter says)
>>2) Design and build an interface for the Parallel Expansion Bus on the
>>800xl/130xe. Have done this, but I wont go into it here.
>
(Joe says)
>I would much like info on how to do this or I'll pay you to do this number for me.
>
(Peter says)
>>And the way that was described by the sysop _ MARK?_ I saw that artical
>>in an Atati Explorer Mag (I think). From what I understand, the
>>guy who figured it out is now selling the altered ROMS (Legally??).
>>But again, you need a $150-$200 drive and then have to canabalize it.
>>Not my idea of cost effective.
>
(Joe says)
>PLEASE LET ME KNOW ALL YOU CAN ABOUT THIS ROM AND THE GUY WHO SELLS
>THESE. I have no way of getting this article in atari explorer mag
>although I'd like to read it.
>Any assistance you can give me will be appreciated....thankyou
>>>>>>>joe sabatino ab588@yfn.ysu.edu
>
>
>--
>Joe Sabatino-->ab588@yfn.ysu.edu
>
>
(Peter says)
Joe:

My god! That was posted ages ago! I am trying to remember everything I
did - I don't use my 8-bit anymore, well I do use it as a dumb terminal
for debugging Windows apps, but that's another story.
From your description, it sound like you are using a single sided Percom
controller. There were two flavors of Percom drives available. Single sided
and double sided. The single sided version requires a change in the EPROM
on the control board that talks to the 1771(?) FDC chip. The EPROM contains
6809 code, the Microprocessor that is used on the card. The Double
sided controler knows about the second side of the disk but requires a new
crystal and a updated controller chip (WD1772 i think). Regarless of the
approach, neither of these solutions is trivial. (A 6809 cross assembler and
a machine to run such a beast on. I know of none for the 8-bit, and I hacked
a PD version for the PC to run on the ST.)

As far as the Parallel bus version: This is even more of an undertaking. To
do this you will need to program a PROM to talk to the BUS and to at the
very least tell the 130xe/65xe that there is a device on the BUS. Then you

must design a disk controller circuit that can talk to the drive and provide an interface to the BUS. Then you must write a device driver for the controller which must reside on the ROM also. This is how I interfaced to a 1.44 mb drive on my 8-bit. While disk controllers are straight forward to design - timeing is the biggest problem - today's technology actually makes it easier with one or two ICs need for the whole thing (my board had 20!) - unless you are familar with digital circuit design, this could be quite an undertaking. Also, you will need the specs on the Paralled bus and the 8-bit internals - ie Mapping the Atari. A EPROM programmer is a must and the MAC65 assembler cartridge for developing the code.

As far as me doing it for you... Well, and no offense intended, I get paid in the range of $100 to $150 per hour for my consulting business and if you could afford this you would be better off buy a new machine.

(STUFF DELETED)

The article I read - which I vageuly remember - documented the exact bytes in the EPROM memory that need to be changed. The bad news is that I sold all of my Atari stuff with the 130xe. Magazines and everything. You might post a message in the Atari Sig regarding this article, somebody must still have a copy and could possibly help.

One last note: e-mail me at aa596 and not ae302, as I rarelu log into this address.

PCH

--
PCHaller | Hallsound Systems & Software
Co Atari Sig Sysop | MIDI,Music,Recording, and Service
"If you do what you've always done, you'll get what you've always gotten."

--
Joe Sabatino-->ab588@yfn.ysu.edu

3428. Re: RFD:comp.sys.atari.znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 08:23:52 UTC
From: harold@alice.hobby.nl
Message-ID: <H.O3xKOmuGTE_@alice.hobby.nl>
Source record: 109825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In <68okPB1w164w@status.gen.nz>, Jon Clarke writes:
> Thanks for your input John, maybe you would like to post this in
>news.groups with the rest of the discussion.

Haven't seen any such discussion in news.groups, did you?

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
"I saw a huge green flame and I realized we had a technical problem"
Staalstra, president of Cindu Uithoorn.

3429. Re: secrets of $E477 (on my 130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 09:38:40 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug26.093840.15391@sactoh0.sac.ca.us>
Source record: 109826

When you run $E477 on an XL/XE computer, it will do a reboot.
I believe on the 400/800, it goes to the chalkboard.

(Rats! Where is my memory map?? Whoa! A funny! I forgot where I put
my memory map!!!!)

--

##
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(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

3430. Re: Memory Expansion Modules for the 800.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 09:42:24 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Aug26.094224.15515@sactoh0.sac.ca.us>
Source record: 109827

In <Aug.23.04.54.37.1992.7664@remus.rutgers.edu> bufort@remus.rutgers.edu (Anthony Bufort) writes:

>Remember those old plug-in memory expansion
>modules for the 800? Where might I be able
>to get some, preferably 16 or 32 K ones?
>I want to upgrade my 800's memory to at
>least that of an XL.

You might try calling B&C Computervisions in Santa Clara (408) 986-9960 or San Jose Computer.

--
##
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(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

3431. Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 14:39:35 UTC
From: jim@neb
Message-ID: <1992Aug26.143935.7952@neb>
Source record: 109830

phbill@well.sf.ca.us writes:
>jim@neb (Jim Hood) writes:
>
>> Is there a reason that we here in the atari 8-bit newsgroup are
>> NOT doing this on a regular basis and in a defined area??
>>
>
>Here're the reasons >I< can think of:
>
>1) would take up too much space

3 files a month??? I don't think so.
Then comp.binaries.ibm.pc, comp.binaires.pictures (etc) would not exist.

>2) we have the atari archives

To which not everyone has access. EVEN VIA MAIL. I mailed 3 days
ago, and still have not recieved a reply....

>3) would everybody ALWAYS get EVERY file posted?
> I ALWAYS read EVERY message posted... but I haven't sent for EVERY
> archive file.. and simply posting them ALL OVER the world wouldn't
> be very sane when anyone with UseNet/uucp access can just mail for
> them...

I am not talking about posting all of atari.archive here. I mean an
area LIKE comp.binaries.ibm.pc where an ocasional file comes by.

Oh well. As I can see, no one here seems interested in exchanging
binaries via usenet news. I think that is too bad. If there was a
group for the exchange of binaries, then those intersted could
participate (and it might even increase the stuff availaible at the
archives [because people would copy it to the archive], and those not
interested woulden't even have to look at the news group.

-jim
--
****
* Jim Hood | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* (alternate) | mail/uucp: ..!uunet!news.mentorg.com!caeco!neb!jim *
* For you @ people | caeco!neb!jim@hellgate.utah.edu
--
* Nebula - A Public Access Unix system/bbs. *
--
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *

****

3432. Re: Help for ATARI XE video game system.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 15:14:24 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07eq@abcd.Houghton.MI.US>
Source record: 109829

In a message dated Tue 25 Aug 92 21:15, Gang@ms.uky.edu (gang Li) wrote:

GL> Hi! I've got a XE video game system, but there is virtually no game
GL> cartridge for it in the shops. Can I use carttridges for 2600, 7800,
or
GL> whatever else for ATARI XE? I once saw a cartridge for ATARI video
game GL> system, but there is no XE on it.
GL> Thanks a lot!

You can use any game cartridge labled for use on XL/XE systems, and you can use most of the cartridges labled for the Atari 400/800 systems (some of the 400/800 carts were programmed using direct access to routines in the OS ROM which was a no-no with Atari; when the OS was revised for the XL systems, these carts wouldn't work on them).
You cannot use carts from the 2600, 5200, or 7800 video game consoles on the XE game system.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3433. Expanding a 400 to over 48K

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 17:23:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug26.122315.12322@miavx1.acs.muohio.edu>
Source record: 109832

Is there anyway to expand a 400 to over 48K? I've seen plenty of
information about the 800, but not the 400.

Thanks.....

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))){{{{{{{{=======--------

3434. Re: Help for ATARI XE video game system.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 18:04:02 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Aug26.180402.3717@rz.uni-karlsruhe.de>
Source record: 109831

Nope, you can't use cartridges for 2600, 7800 on your XE game system.
These two do come from Atari but they are entirely
different systems.

As far as I know, the XE game system is internally identical to
the XE home computers. You could take cartridges that run on
that system (800XE, 130XE).
Software for the XLs will run without problems (800XL, 600XL).

There are a lot of cartridges for it available second hand.
You could go for any cartridge designed for the Atari 8-bit
home computers, except for a few really old ones for the
Atari 400/800. Some of them need a translator to run (i.e. software
that replaces the XE operating system by the OS for 400/800s)

I know that Daemon Attack from Imagic requires the old operating system.

hope that helps

Marek

3435. MIO and Hard Drives.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 20:01:10 UTC
From: A644690C@edinboro.edu
Message-ID: <01GO1K2SGCGI934UR3@edinboro.edu>
Source record: 109833

Someone mentioned that you need to have a SCSI Drive WITHOUT the embedded controller for use with the MIO.... ICD's newest HD formatter (HDFMTPH9.COM) has an option for 'Seagate Embedded Drives'. I have never tried using a SCSI drive (I have an Adaptec 4000a) so I don't know if it works. HDFMTPH9 and HDFMTPH8 are both greatly improved HD formatters over those that were included with the MIO.

-Adam Conover.
a644690c@edinboro.edu

3436. Re: Crashman, I looked for it.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 20:13:31 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9cR5PB4w165w@cyberden.uucp>
Source record: 109837

jim@neb (Jim Hood) writes:

> I thought someone said that crashman was availaible at
> atari.archive.umich.edu.
>
> I coulden't find it there. If it is availaible there (or
> at another ftp site) could you tell me the file name
> AND the directory.
>
> Thanks.... Looking forward to seeing what it is like.

Hello! HELLO!?!? It's not even DONE yet!!!!! Sheesh!!! The PD version
will be uploaded to these sites by yours truly, but ONLY after it's DONE!

ABACUS BBS (San Fransisco)
BAAUG BBS (SF Area..)
Key System/SLCC BBS (San Leandro)
AtariBase BBS (Sunnyvale)
(all above sites in San Francisco area, Calif., USA)
Atari Archives (U.of Mich.)

These are the only Atari 8-bit supporting places I reach (and at major
cost as it is!)

Thanx for the total interest... these things do take a bit of time, tho!
(it won't be out til next month, at the EARLIEST)

thanx again!

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

____
August 26, 1992

3437. Re: >> CrashMan! <<

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 20:17:46 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BkR5PB5w165w@cyberden.uucp>
Source record: 109838

Rick_Michael_Cortese@cup.portal.com writes:

> Say Bill, just thought I'd let you know I finally UL'd that GR.(12/13) screen
> editor to BAAUG today "SCRNEDIT.ARC". It takes a little while to get used to,
> but eventually you start doing things like drawing with the cursor by holding
> the fire button down & using the keyboard. The copy cursors take some

Thanx.. I'll check it out. For now I've been using my specialized mapper
for crashman!... it lets me plot character-pairs on the screen in one
fell-swoop (or swell-foop), as well as moving the cursor around in two
character steps horizontally. Of course, this can be overridden, for mor
exact placement of objects and whatnot (say you had some crystals (like
coins)... they'd look like this: "<>".. in a 20 column screen, you could
only position them like this:
<>
<><><>
<><><><><>
but in the 40 column, paired-character setup that crashman! uses (like
Bros. used), you can do this:
<>
<><>
<><><>
it's not very important, but it's a nicety.. it gives the game a
different look than Bros.)

Also, another thing I did was make two dirt characters.. in Bros. and
Super Mario Bros., that same pattern gets monotanous... and with 40 col.
positioning and single-character placing modes you can make the dirt
pattern even more varied...

I'll check SCRNEDIT out tonite...

btw: I'll probably end up adding the Mapper to the registered version of
Crashman!... thanx bill

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

____
August 26, 1992

3438. Clarification about Re: Posting atari 8-bit binary files here.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 20:31:43 UTC
From: avi@hawk.imagen.com
Message-ID: <1992Aug26.203143.6067@imagen.com>
Source record: 109851

> (Michael Current) writes:
>I think the reason is simply that there wouldn't be enough traffic.
>Look at the Atari Archive FTP site. How many 8-bit uploads are there a
>month? An average of maybe 3 or 4?
>
>Granted not all, but MOST everybody reading this group can get at the
>atari.archive either by FTP or by e-mail with BART.
> ^^^^^^^^^^^^^^^^

Would some kind soul please expand on it ?
I have no ftp access but possibly can access via email from
my SPARC station PC

How would I get to the atari.archive using email with BART ? (what is it
anyway)? and even if I did - how would I transfer the binaries from the Sun
to the Atari 8 Bit ???

Sorry about this beginner question, but I have a feeling there are
also others who would like to know.

Thanks,

avi@imagen.com

3439. SpartaDos trashing directories!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 20:48:56 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug26.154856.12332@miavx1.acs.muohio.edu>
Source record: 109834

I'm having all sorts of problems with SpartDos 3.2 scrambling disk
directories!! Has anyone else had similar problems? The symptons are
that all of the sudden, the directory has some entries changed, and it
just messes up the whole disk!! Any help would be appreciated!

Thanks......

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 26-AUG-1992
```

3440. Fixing a 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 21:22:30 UTC
From: Pat_Barron@transarc.com
Message-ID: <keazMKL0Bwx2M22_oZ@transarc.com>
Source record: 109836

[I just posted a similar note in comp.sys.atari, but this is probably a more suitable place....]

I have just aquired an Atari 800XL, with mods that make it look internally like a 130XE. Everything seems to work pretty well, except for the 1050 disk drive that came with the system. It appears to read and write things without much problem, but it can not format unformatted diskettes.

A drive RPM diagnostic I have run tells me that the drive is spinning too fast, yet I don't see any obvious way to adjust the speed. Can anyone tell me what I need to do?

Thanks,
--Pat.

3441. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 21:29:04 UTC
From: usenet@samba.oit.unc.edu
Message-ID: <1992Aug26.212904.15265@samba.oit.unc.edu>
Source record: 109835

tmkk@uiuc.edu (Khan) writes:
>>Well, you don't have to subscribe to the Internet mail. I do think that $9.95
>>is a little high, and it's silly that you can't even receive mail from
>>Internet without paying that fee. Still, it beats using PC-Pursuit to call
>>an out-of town Internet host. If only Genie had Usenet and ftp...
>
>I suggested that very thing to them. I told them they could be the FIRST
>commercial online service to offer REAL Internet access, and beat their
>arch rival CI$ to the punch. Apparently they just don't understand the
>value of that particular service.

Last night on GEnie, there was a RTC (round table conference) with the
designer/implementor of the GEnie/Inet gateway. I (and others) asked
about these issues and he said that they are delaying this access
until they check out some security problems [just to be sure that it
will work to _their_ standards, I believe.] They _do_ understand the
value, but you need to understand that Unix is not the safest OS in
the world, and just one security glitch could lose GE gobs of $$.

There should be a transcript of the entire night's conversation on
alt.bbs (maybe alt.bbs.internet?), but I'm not sure in which newsgroup
it will end up...

--gregg "cheap to free net access only, pls" tracton

Gregg Tracton (919)-966-7710 FAX:966-7681
Radiation Oncology GEnie:G.TRACTON
School of Medicine tracton@godot.radonc.unc.edu
Univ of North Carolina {...}mcnc!godot!tracton

3442. Re: Memory Expansion Modules for the 800.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 21:34:52 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug26.213452.28424@dartvax.dartmouth.edu>
Source record: 109839

In <1992Aug26.094224.15515@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

>In <Aug.23.04.54.37.1992.7664@remus.rutgers.edu> bufort@remus.rutgers.edu (Anthony Bufort) writes:

>>Remember those old plug-in memory expansion
>>modules for the 800? Where might I be able
>>to get some, preferably 16 or 32 K ones?
>>I want to upgrade my 800's memory to at
>>least that of an XL.

>You might try calling B&C Computervisions in Santa Clara (408)
>986-9960 or San Jose Computer.

I needed some of these a month ago and posted a message looking for people who may have some spares laying around. I received several responses, so there are still people out there that might be able to help you. I'm assuming that you really only need one or two.

If you're interested in selling, you might want to contact bufort@remus.rutgers.edu. (I believe that is the person who started this thread.)

Of course, you can only use the standard cards to get up to 48K. If you need more than that, you need a card that is specially designed for that. (Actually, you can modify a standard 16K card to make a 256K card--I know of several people who have done it, but I don't have the information on how they did it. It takes a lot of soldering, the 256K chips, and I think a few cheap controller chips.)

Is anyone familiar with this upgrade technique? I suppose someone could start a business where people mail in a 16K card with $$$ and you send them back a 256K card.

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

3443. Re: Expanding a 400 to over 48K

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 22:41:23 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug26.224123.1187@dartvax.dartmouth.edu>
Source record: 109841

In <1992Aug26.122315.12322@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> Is there anyway to expand a 400 to over 48K? I've seen plenty of
>information about the 800, but not the 400.

I believe that anything for the 800 would also apply to the 400.
(Though did the 400 have 3 memory card slots? I guess it doesn't
matter since most of the modifications only use one card.)

--PC

--
"And he [Christopher Robin] respects Owl, because you can't help respecting anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

3444. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-26 23:33:45 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Aug26.233345.10170@mnemosyne.cs.du.edu>
Source record: 109840

Jim Hood says there might not be enough interest in posting binaries.
Well, I'm interested.
There are probably a lot of things that don't need to be uploaded to the archive, like ASP files for instance, but would be nice to have.
Games and applications, etcetera, belong in the archive for sure, but I like to see what other people produce with certain programs.
These auxilliary type files are, in my opinion, perfect for posting here.
Music files for AMP, AMS. Picture files for all the various art programs available for the 8-bit.
Anyone else feel this way?

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3445. Atari stuff for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 00:48:42 UTC
From: dam1@ra.msstate.edu
Message-ID: <1992Aug27.004842.24619@ra.msstate.edu>
Source record: 109842

I have finally decided to sell my Atari 8-bit system,
it includes the following:

Hardware - 800XL with RAMBO XL (256K)
1050 Disk Drive with US Doubler & SpartaDOS 3.2d
1020 color pen plotter/printer
256K Multi I/O Board
ICD hard drive kit -- can include 1 or 2 20 meg hard drives

Accessories - 5 joysticks
2 track balls (1 good, 1 bad)
1 set of paddles
1 ICD printer cable
1 ICD modem cable

Software on cartridge - SpartaDOS X version 4.19
MAC/65
BASIC XE
The Writer's Tool

Software on disk - SpartaDOS Tool Kit
Bank Street Music Writer
Chipmunk
The Converter version 1.51
Paper Clip
Print Power
The Print Shop
RAMbrandt version 2.0

Games on cartridge - Asteroids
Dig Dug
Galaxian
Lode Runner
Qix
Robotron: 2084
Space Invaders
Star Raiders
Super Breakout

Games on disk - Access Triple Pack (Beach-Head, Beach-Head II,
Raid Over Moscow)
Alternate Reality - The City
Alternate Reality - The Dungeon
Artic Antics
ballblazer
Super Boulderdash

Boulderdash Construction Set
Chessmaster 2000
David's Midnight Magic
F-15 Strike Eagle
Hacker
Jawbreaker
Jewels of Darkness
Leaderboard Dual Pack
Lords of Conquest
Master of the Lamps
MRCA Mach 2
Pinball Construction Set
Quest of the Space Beagle (no docs)
Silicon Dreams
Tail of Beta Lyrae
Temple of Apshai Trilogy
Gateway to Apshai
Trail Blazer

Books - Basic Atari BASIC
De Re Atari
Mapping the Atari, revised version (includes XL stuff)
Programming the 6502

Magazines - ANALOG Computing issues #33, 34, 44-79 (8/85, 9/85, 7/86 - 12/89)
Antic: Jan, Feb, Mar, May, July, Aug/1985
May, June, Dec/1987
Feb, Apr, Nov, Dec/1988

Except as noted, all hardware is in great condition and all software
includes documentation.

I also have over 50 dd/ds SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439
Miss. State, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Danny Martin : dam1@Ra.MsState.Edu

3446. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 01:55:08 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92239.205508JJMCWILL@MTUS5.BITNET>
Source record: 109844

This note on Internet access.

This is taken from online help for the Michnet dial-in system.

Please note that in accordance with the wishes of Federal agencies
who control the backbone networks through which traffic to
the greater Internet must pass, we can allow access to those parts of
the Internet outside our own network from Hermes ports for which we
can identify the user. In practice, this means that users who have
dialed in or who are using workstations in public terminal clusters
cannot access Internet hosts outside of Michnet, without further
authorization.

I believe this could also be, in part, why the Cleveland Freenet requires
a signed statement from each user before granting them full access, including
e-mailing capability.

Maybe GEnie is approaching the Internet connection cautiosly for the same
reason. But it shouldn't cause any problems, GEnie users already have
unique user identifications. Hopefully we'll see all online services
eventually granting fuller access to the Internet, without all these
surcharges they insist on imposing.

Jeff

3447. Re: Memory Expansion Modules for the 800.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 02:02:18 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92239.210218JJMCWILL@MTUS5.BITNET>
Source record: 109843

In regards to the 256K memory card expansion. I have an article in
a little booklet I got in '87 called Mods, Fixes, and Upgrades which
details this. I finally got a copy of the documentation out to Dan Nowicki
who had requested the information back when I was doing the Atari Classics
campaign. Well, better late than never anyhow.

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3448. Re: Quick (was Re: CGS and all that good stuff...)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 03:45:17 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <70B6PB3w165w@cyberden.uucp>
Source record: 109846

"Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

> BTW: Bill, you said that you got in touch with PPP by yourself.
> Did they gave you additional information about Quick and ordering?
>

Yes. I beLIEVE they said they would accept US cash.. I'd need to double
check. (all I'm worried about is that YOU will ;)). I have Harold
Schonfeld's e-mail address (he's one of the programmers of Quick).

It's: aohybrid@cnve.rrze.uni-erlangen.dbp.de

Please put the subject: "Letter to HS".

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)
____
August 26, 1992

3449. Re: Help for ATARI XE video game system.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 03:48:00 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Pec6PB4w165w@cyberden.uucp>
Source record: 109848

gang@ms.uky.edu (Gang Li) writes:

> for it in the shops. Can I use carttridges for 2600, 7800, or whatever else f
> ATARI XE? I once saw a cartridge for ATARI video game system, but there is no

Nope. Unless there is a device that will allow you to play 2600, 5200 or
7800 games on the XL/XE series that I'm unaware of! Every once in a
while somebody posts a list of Atari Classic software retailers (I've
gotta get mine worked on, don't I!? <gulp!>). A few of the best places
to contact for software are:

Best Electronics
2021 The Alameda, Ste.290
San Jose, CA 95126
Tel: 408/243-6950

B&C Computervisions
2730 Scott Blvd.
Santa Clara, CA 95050
Tel: 408/986-9960

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579
Tel: 1-800-551-9995 (outside CA)
510-352-3787 (in CA)

There are plenty more.

One note: Disks are often supported more than cartridges these days!
I suggest getting a disk drive (1050 or XF551) if you don't
already have one!

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)
____
August 26, 1992

3450. Re: Atari corp.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 03:55:04 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Hqc6PB5w165w@cyberden.uucp>
Source record: 109847

It's sort of a given these days that Atari Corp. pretty much sucks.
IMHO, Atari Inc. was excellent, minus the fact that they were more or
less 90% video games and 10% computers. If they evened it out a bit,
things would be excellent these days! (Our REAL big brother would be the
Amiga, and it would probably be 8-bit compatible!... ah to dream)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

____
August 26, 1992

3451. Atari 800XL for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 05:48:14 UTC
From: rbattle@hydra.unm.edu
Message-ID: <wacnp#m@lynx.unm.edu>
Source record: 109845
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

```
Please recycle my Atari! 800XL + cute 4 color pen printer/plotter,
both for $50 or trade for ?
:) (also includes technical manuals)
```

3452. To Sam Pattons

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 09:01:23 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208270900.AA21131@brachot.jct.ac.il>
Source record: 109709

To Samuel Pattons...
Sam, you asked me to tell you about messages I get. Unfourtunately my system
doesn't reckognize "cs.colostate.edu", so I stuck this message here..

Forwarded message (slightly cut) :

:) From: ab588@yfn.ysu.edu (joseph sabatino)
:) To: bruck@brachot.jct.ac.il
:) Subject: Re: Percom w/3-1/2" drives?
:) Reply-To: ab588@yfn.ysu.edu
:)
:) Yes, you can run 3 1/2" drives from a percom controller ONLY if
:) you have a percom double sided drive card. They can it both
:) flavors...single sided and double.
:) RFD-44s1 and AT88-SPD are the ones that you want. I know they
:) will format 360k but don't know about 720k.
:)
:) Joe Sabatino-->ab588@yfn.ysu.edu

____
Itay "Bruck" (??) Chamiel	bruck@brachot.jct.ac.il --> Jerusalem!!
The Parasite!!	Bruck is the LEGAL owner of this account!
____________________________	____

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

3453. Re: Memory Expansion Modules for the 800.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 09:19:50 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Aug27.091950.13902@zip.eecs.umich.edu>
Source record: 109849

In article <92239.210218JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>In regards to the 256K memory card expansion. I have an article in
>a little booklet I got in '87 called Mods, Fixes, and Upgrades which
>details this. I finally got a copy of the documentation out to Dan Nowicki
>who had requested the information back when I was doing the Atari Classics
>campaign. Well, better late than never anyhow.

I am certainly interested in this information. I've never heard of this
before, and I always thought the 800 was limited to about 52K max. I'm
pretty good with my soldering iron, but I lack the raw technical knowledge
to just hack away at my machine willy nilly.

If someone has this info in a text file, could they post it here?
Can programs actually "see" the 256K? (for example, Flight Simulator
II disk has a 48K version and a 64K version which loads depending on
your setup. I would really like to play the 64K version.)
--

__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__

3454. Atari binaries postings.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 10:26:00 UTC
From: charles.berlinguette@outlan.ersys.edmonton.ab.ca
Message-ID: <1359.78.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 109751

JH>Organization: Nebula BBS - Salt Lake City Utah, USA

JH>phbill@well.sf.ca.us writes:
>jim@neb (Jim Hood) writes:
>
>> Is there a reason that we here in the atari 8-bit newsgroup are
>> NOT doing this on a regular basis and in a defined area??
>>
>
>Here're the reasons >I< can think of:
>
>1) would take up too much space

JH>3 files a month??? I don't think so.
JH>Then comp.binaries.ibm.pc, comp.binaires.pictures (etc) would not exist.

>2) we have the atari archives

JH>To which not everyone has access. EVEN VIA MAIL. I mailed 3 days
JH>ago, and still have not recieved a reply....

>3) would everybody ALWAYS get EVERY file posted?
> I ALWAYS read EVERY message posted... but I haven't sent for EVERY
> archive file.. and simply posting them ALL OVER the world wouldn't
> be very sane when anyone with UseNet/uucp access can just mail for
> them...

JH>I am not talking about posting all of atari.archive here. I mean an
JH>area LIKE comp.binaries.ibm.pc where an ocasional file comes by.

JH>Oh well. As I can see, no one here seems interested in exchanging
JH>binaries via usenet news. I think that is too bad. If there was a
JH>group for the exchange of binaries, then those intersted could
JH>participate (and it might even increase the stuff availaible at the
JH>archives [because people would copy it to the archive], and those not
JH>interested woulden't even have to look at the news group.

Lets have a vote on this, I for one would be interested in a group
for ATARI 8 bit binaries. With the advent of OS/2 and other OS's the
amount of traffic generated in those BINARY groups are very large
compared to any significant traffic this new group would generate.

The trouble with this idea, and if its required, who would moderate it?

. DeLuxe./386 1.25 #1464s . This is your brain. This is your brain on DOS!

3455. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 12:49:17 UTC
From: chase@electron.rutgers.edu
Message-ID: <Aug.27.08.49.16.1992.4325@electron.rutgers.edu>
Source record: 109850

Again, only minor changes and corrections mostly since the last post.
I guess this list has reached critical mass. Enjoy!

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 2.3

I am trying to compile a list of all cartridges released for the Atari
8-bit computers. I am organizing the list by catalog number as listed on
the outside of the cartridge, when available, and by manufacturer. A year
column holds the copyright date and/or release date of the cartridge.

Some of the list has been distilled from old magazine ads and reviews, and
may be subject to errors. Entries with question marks after them may not
exist in cartridge form, or worse, may not have been released at all.

I'd would like help completing this list. Comments, additions, and words
of encouragement are all appreciated, and will be noted in the contribrutors
list at the end of this post.

Kevin Chase <chase@physics.rutgers.edu>

Size so far:
Cataloged Listed Questioned
Atari 85 4 5
Activision 3 11 0
CBS Software 3 22 0
Epyx 0 11 0
O.S.S. 0 5 0
Parker Bros 2 11 0
Roklan 0 8 0
Romox 0 9 0
Sega 1 9 0
Sierra On-Line 0 8 0
Sirius 0 6 0
Spinnaker 1 13 0
Synapse 0 17 0
Thorn EMI 6 3 2

Miscellaneous 1 54 2
Unclassified 0 4 0
---- ----- ----
102 + 195 + 9 = 306 Cartridges

Catalog# Company Year Name

CXL4001 Atari 1979 Educational System Master Cartridge
CXL4002 Atari 1979 BASIC Computing Language (version A and C)
CXL4003 Atari 1979 Assembler Editor Computing Language

CXL4004 Atari 1979 Basketball
CXL4005 Atari 1979? Video Easel
CXL4006 Atari 1979? Super Breakout
CXL4007 Atari 1979 Music Composer
CXL4008 Atari 1979? Space Invaders
CXL4009 Atari 1979 Computer Chess
CXL4010 Atari 1979? 3-D Tic-Tac-Toe
CXL4011 Atari 1980 Star Raiders
CXL4012 Atari 1981 Missile Command
CXL4013 Atari 1981 Asteroids
CXL4014 Atari Mailing List
CXL4015 Atari 1980 Telelink I
CXL4016 Atari Telelink II
CXL4018 Atari Pilot Computing Language
CXL4019 Atari Store Demo
CXL4020 Atari 1982 Centipede
CXL4022 Atari 1982 Pac Man
CXL4024 Atari 1982 Galaxian
CXL4025 Atari 1982 Defender
CXL4027 Atari 1982 Qix
RX8021 Atari 1982 Caverns of Mars (by APX)
RX8026 Atari 1983 Dig Dug
RX8028 Atari Soccer
RX8029 Atari Real Sports Football
RX8030 Atari 1983? E.T. Phone Home
RX8031 Atari 1983 Donkey Kong
RX8032 Atari 1983 LOGO Computing Language
RX8033 Atari 1983 Robotron:2084
RX8034 Atari 1983 Pole Position
RX8035 Atari 1983? Microsoft BASIC II Computing Language (w/ Disk)
RX8036 Atari 1982 AtariWriter
RX8039 Atari 1983 Eastern Front (from APX)
RX8040 Atari 1983 Donkey Kong Jr.
RX8042 Atari 1983 Tennis
RX8043 Atari 1983 Ms. Pac Man
RX8044 Atari 1983 Joust
RX8045 Atari Pengo
RX8048 Atari Millipede
RX8049 Atari Jungle Hunt ((c)1982 Taito)
RX8052 Atari 1985 Moon Patrol
RX8053 Atari 1983 Atari Artist (packaged with CX77 Touch Tablet)
RX8054 Atari Atari Graphics (packaged with CX75 Light Pen)
RX8057 Atari Typo Attack (from APX)
RX8059 Atari Skywriter (Educational cartridge)
RX8063 Atari Rescue on Fractalus (by Lucasfilm, from Epyx)
RX8064 Atari Ball Blazer (by Lucasfilm, from Epyx)
RX8067 Atari Final Legacy
RX8069 Atari Track and Field
RX8077 Atari Battlezone
RX8078 Atari Star Raiders II

RX8079 Atari 1987 Food Fight
RX8080 Atari 1985 PLATO Learning Phone
RX8081 Atari Blue Max (by Synapse)
RX8082 Atari Lode Runner (by Broderbund)
RX8083 Atari David's Midnight Magic (by Broderbund)
RX8084 Atari Hardball (by Accolade)
RX8085 Atari Fight Night (by Accolade)
RX8086 Atari Barnyard Blaster (Lightgun game)
RX8087 Atari 1987 Bug Hunt (Lightgun game)
RX8088 Atari Crossbow (Lightgun game?)
RX8089 Atari Desert Falcon
RX8090 Atari Gato
RX8091 Atari Flight Simulator II (by subLogic)
RX8092 Atari Archon (by ElectArts, (c) 1983)
RX8093 Atari One-on-One Basketball (by ElectArts)
RX8094 Atari Commando
RX8095 Atari Karateka (by Broderbund)
RX8096 Atari Choplifter (by Broderbund)
RX8098 Atari Summer Games (by Epyx)
RX8099 Atari 1988 Ace of Aces (by Accolade)
RX8101 Atari Dark Chambers (2600 Adventure style game)
RX8102 Atari Crystal Castle
RX8103 Atari Mario Brothers ((c) 1983 Nintendo)
RX8104 Atari Crime Busters (Lightgun game)
RX8108 Atari Necromancer (by Synapse)
RX8109 Atari Airball (Marble Madness style game)
RX8111 Atari Tower Toppler
RX8113 Atari Thunder Fox
RX8114 Atari Into the Eagles Nest (by Pandora Software)
RX8118 Atari 1989? Xenophobe
RX8120 Atari Super Football
RX8124 Atari MidiMaze
Atari Deflektor
Atari AtariLab: Light Module
Atari AtariLab: Temperature Module
Atari Blast 'Em (was included with XEGS ???)
Atari Star Trux (???)
Atari Superman III (???)
Atari Kangaroo (???)
Atari Macro Assembler (???)

CB101931 Atari Super Pac-Man (prototype cartridge)
CA400201 Atari XE Demo Cartridge (four games, prototype)

Major publishers

CZ-002-04 Activision 1983 Kaboom!
CZ-003-04 Activision Mega Mania
CA-012-04 Activision Space Shuttle
Activision Beamrider
Activision Decathalon

Activision H.E.R.O.
Activision Pitfall
Activision River Raid
Activision Zone Ranger
Activision 1984 Keystone Kapers
Activision 1984 Pitfall II
Activision 1984 Zenji (a maze type game)
Activision The Designer's Pencil
Activision Dreadnought Factor
22100 CBS 1982 K-razy Shoot-Out
22103 CBS 1982 K-razy Antiks
CBS K-razy Kritters
CBS K-star Patrol
CBS Mountain King
CBS Boulders & Bombs
CBS Astro Grover
75010 CBS 1984 Math Mileage
CBS Big Bird's Funhouse
CBS Big Bird's Special Delivery
CBS Ernie's Magic Shapes
CBS Webster Word Game
CBS Sesame
CBS Duck's Ahoy!
CBS Movie Musical Madness
CBS Timebound
CBS Time Trials
CBS Co-Co notes
CBS S.H. Hide-n-Seek
CBS Solar Fox
CBS Blue Print
CBS Wings
CBS Omega Race
CBS Domino Man
CBS Satan's Hollow
CBS Madden's Football
CBS Letter-Go-Round (uses keyboard overlay)
Epyx Jumpman Jr.
Epyx 1983 Gateway to Apshai
Epyx 1983 Pitstop
Epyx Lunar Outpost
Epyx Swat Rescue
Epyx Silicon Warrior
Epyx Fun with Music
Epyx Fun with Art
Epyx Monster Maze
Epyx Alien Garden
Epyx Platter Mania
O.S.S. 1984 Mac/65
O.S.S. Basic XL
O.S.S. 1984 Action!

O.S.S. 1985 Basic XE
O.S.S. The Writer's Tool
PB101689 ParkerBros 1983 Frogger
PB101303 ParkerBros Star Wars: Return of the Jedi
ParkerBros 1984 Gyruss
ParkerBros Q*Bert
ParkerBros 1983 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 1984 Star Wars: The Arcade Game
ParkerBros 1984 James Bond
ParkerBros Death Star
Roklan Deluxe Invaders
Roklan 1983 Gorf
Roklan 1981 Wizard of Wor
Roklan 1983 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Flapper
Romox Princess and Frog (Frogger clone)
Romox Fortune Hunter ("Berzerk" style adventure)
Romox AntEater
Romox Typo
Romox Sea Chase
Romox Spark Bugs
Romox Starion
Romox Attack at EP-CYG-4 (by BRAM)
Romox Whiz Kid
Sega Buck Rogers: Planet of Zoom
004-03 Sega 1983 Star Trek
Sega 1983 Congo Bongo
Sega Tac Scan
Sega 1983 Spy Hunter
Sega 1984 Zaxxon
Sega Tapper
Sega Up N Down
Sega Frogger II
Sega Super Zaxxon
SierraOnLin BC Quest for Tires
SierraOnLin Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Maurauder
SierraOnLin Sammy Lightfoot

SierraOnLin Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil (by 20th Century Fox)
Sirius 1982 Fantastic Voyage (by 20th Century Fox)
Sirius 1983 Final Orbit
Sirius Squish'Em
Sirius Capture the Flag
Spinnaker 1984 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
DLD-AT Spinnaker Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color caves
Synapse File Manager
Synapse 1982 Chicken
Synapse 1982 Claim Jumper
Synapse Drelbs
Synapse Encounter
Synapse Nautilus
Synapse Necromancer
Synapse The Pharaoh's Curse
Synapse 1982 Picnic Paranoia
Synapse 1982 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse Synassembler
Synapse Zeppelin
THA12001 Thorn EMI 1982 Submarine Commander
THA12002 Thorn EMI 1982 Jumbo Jet Pilot
THB12003 Thorn EMI 1982 Soccer
THB12004 Thorn EMI 1982 Kick Back
THB12005 Thorn EMI 1983 River Rescue
THA12010 Thorn EMI 1983 Computer War
Thorn EMI 1983 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander

Thorn EMI Home Financial Management (??)
Thorn EMI 1981 Darts (???)

Miscellaneous carts (Publishers with less than five listed carts)
AdventIntnl Rally Speedway
Beaumont PUP (Primary Utility Pack)
Big Five 1983 Miner 2049er
Big Five Scraper Caper
Big Five Bounty Bob Strikes Back
Broderbund Choplifter
Broderbund Sea Fox
Broderbund Serpentine
Datasoft Letter Wizard
EasternHous KISS (right slot only cart)
EasternHous Monkey Wrench (right slot only cart)
EasternHous 1983 Monkey Wrench II (right slot only cart)
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
First Star Boulder Dash
First Star Flip and Flop (???)
First Star Bristles (???)
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
HES Gridrunner
ICD SpartaDOS X
ICD R-Time 8
Imagic Atlantis
Imagic Demon Attack
InHome Baseball
IDSI 1981 Pool 400
IDSI Speedway Blast
IDSI Survival of the Fittest
GeminiSoft Magic Dump (Screen dump, 800 right cartridge slot)
AT00315-1 Koala 1983 KoalaPainter
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
MPP 1985 Supercharger (BBS software)
OrionMicro Express!
Rantom Trust
Reevesoft Diamond GOS

Reston Movie Maker
Scarborough MasterType
Softmark 1986 ESP Mindlock BBS
Tech-Sketch Paint-N-Sketch Level I (lightpen software)
Tech-Sketch Paint-N-Sketch Level II (lightpen software)
TigerVision Springer
TG Software 1983 Droids
TG Software 1983 Nightstrike
Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. Aprom XL

Cartridges looking for a publisher
Mr. Do's Castle (disk only??)
Alien Ambush
Bumper Bash
Math Encounter

Contributors: (Many thanks to each and every)
---
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3456. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 13:33:17 UTC
From: tmkk@uiuc.edu
Message-ID: <Btn9nI.My6@news.cso.uiuc.edu>
Source record: 109852

In article <1992Aug26.212904.15265@samba.oit.unc.edu> usenet@samba.oit.unc.edu writes:
>
>tmkk@uiuc.edu (Khan) writes:
>>>Well, you don't have to subscribe to the Internet mail. I do think that
>>>$9.95 is a little high, and it's silly that you can't even receive mail from
>>>Internet without paying that fee.
>>
>>I suggested that very thing to them. I told them they could be the FIRST
>>commercial online service to offer REAL Internet access, and beat their
>>arch rival CI$ to the punch. Apparently they just don't understand the
>>value of that particular service.
>
>Last night on GEnie, there was a RTC (round table conference) with the
>designer/implementor of the GEnie/Inet gateway. I (and others) asked
>about these issues and he said that they are delaying this access
>until they check out some security problems [just to be sure that it
>will work to _their_ standards, I believe.] They _do_ understand the
>value, but you need to understand that Unix is not the safest OS in
>the world, and just one security glitch could lose GE gobs of $$.

Are you telling me that GEnie's computers run under UNIX? If they do
not, then what possible effect could any insecurities in a UNIX system
affect GEnie? Don't make the common mistake of assuming that the
Internet has anything at all to do with UNIX - the purists will bite
your head off! ;-)

I logged on GEnie and checked out the INTERNET beta-test section the other
night. It costs $9.95 EXTRA per month (effectively tripling the $4.95
monthly subscription fee) PLUS you get to pay $0.40 *per message*. I took
advantage of their feedback menu option and told them what I thought of
their pricing strategy. ;-)

I pointed out to them that Public Access UNIX systems everywhere offer
unlimited Internet mail for a couple of dollars per month. Many FIDOnet
BBSi offer internet mail for FREE. Even *Compu$teal* charges less for sending/
receiving Internet mail than GEnie does. Now, if CI$ charges less for a
service than you do, you KNOW you are overpriced. You'd think that GEnie
would have taken a hint from the massive outcry when Fraudigy started
charging per email message and avoided per-message charges like the
plague, but alas such was not the case.

I've been pulling for GEnie for a long time, ever since they started up
their Star*Services for a flat rate monthly fee. They have the potential
to be the BEST online service in terms of bang/buck. Based on what I've
seen of this Internet gateway setup, however, GEnie's going to blow this

BIGTIME if they don't wise up. :-(

3457. Re: Expanding a 400 to over 48K

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 13:43:31 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07gv@abcd.Houghton.MI.US>
Source record: 109853

Yes you can expand a 400 to over 48K the same as you can an 800, but keep in mind that the RAM over 48K is NOT the same as that on the 130XE. The best upgrade will be "Axlon" compatible which can be used as a RAM disk or is supported by a limited amount of software (SynCalc and SDX come to mind).

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3458. Re: SpartaDos trashing directories!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 13:46:09 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07gx@abcd.Houghton.MI.US>
Source record: 109854

I never had a problem with Sparta 3.2 trashing directories as you mention.
I started out with 3.2 and upgraded to SDX with no problems. What kind of
drive & density are you using.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3459. Pastfinder

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 14:23:56 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <27283@life.ai.mit.edu>
Source record: 109708

Has anyone ever completed this *infernal* game? I've been playing it for years now and I've never gotten past the last stage. Every time, I feel like chucking my 8 bit out the window becuause it's *so frustrating* to play for three hours and then lose 30 lives in the last four rows.

Does anyone know if David Lubar has an Internet mail address? I wonder what form of torture he's working on these days...

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

3460. Re: SpartaDos trashing directories!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 14:54:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <64753@cup.portal.com>
Source record: 109705

I've lost a disk or two to SD, but I'm not sure if it was me banging
hardware registers or SD. It happened when I had a disk nearly full &
a SAVE did me in. At the time I thought the problem was the save took up
all the free sectors & somehow a directory sector was either used out right
or SD tried to grab another sector to expand the directory & nothing was
left. I also had more then one disk's boot sectors go bad & get the famous;
"Unrecognized disk format" for that you just need to use a sector copier with
an intact SD disk & copy the 1 sector to the scrambled disk.

3461. Re: Fixing a 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 14:57:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <64754@cup.portal.com>
Source record: 109706

With the drive facing you look for a variable resistor in the back left hand corner labled "VR2" it's a small pot about 1/2 the size of a dime that needs a small screw driver to adjust.

3462. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 16:16:40 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug27.111640.12347@miavx1.acs.muohio.edu>
Source record: 109707

In article <1992Aug26.143935.7952@neb>, jim@neb (Jim Hood) writes:
>
> I am not talking about posting all of atari.archive here. I mean an
> area LIKE comp.binaries.ibm.pc where an ocasional file comes by.
>
> Oh well. As I can see, no one here seems interested in exchanging
> binaries via usenet news. I think that is too bad. If there was a
> group for the exchange of binaries, then those intersted could
> participate (and it might even increase the stuff availaible at the
> archives [because people would copy it to the archive], and those not
> interested woulden't even have to look at the news group.

Why not try an alt.atari.8bit.binaries group? It's easier to get
started, and it would let us all see how successful a 8bit.binaries
group could be.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}((((((((((())))))))))}}}}}}}}=======----- 27-AUG-1992

3463. Re: Pastfinder

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 16:49:03 UTC
From: greg@Quotron.COM
Message-ID: <greg.714934143@duke>
Source record: 109710

dmb@rice-chex.ai.mit.edu (David Baggett) writes:

>Has anyone ever completed this *infernal* game? I've been playing it
>for years now and I've never gotten past the last stage. Every time, I
>feel like chucking my 8 bit out the window becuause it's *so
>frustrating* to play for three hours and then lose 30 lives in the last
>four rows.

Speaking of unfinished 8-bit games, did anybody ever get past the last
graveyard in Necromancer? Some friends and I tried for years, but never
managed to do it. It's a great game, but I'd rather eat my own intestines
than have to play it again...
--

Greg "Maddog" Knauss "Aieee!" greg@duke.quotron.com

3464. 1050 spindle motor wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 16:49:48 UTC
From: powalisz@nrlvx1.nrl.navy.mil
Message-ID: <1992Aug27.124949.789@nrlvx1.nrl.navy.mil>
Source record: 109711

If you have a **FRIED** 1050 disk drive with a good spindle (pulley) motor, I'll pay the shipping to take it off your hands. Contact me via, E-mail if interested. If that motor is new, or barely used, I'll pay shipping plus any reasable amount desired.

If you know the address of anyplace that would carry just a new 1050 drive spindle (pulley), please also contact me via E-mail

Ron Powalisz (an ATARIAN? ATARI-ITE?)
powalisz@nrlvx1.nrl.navy.mil

3465. Fractals and SDX.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 17:00:41 UTC
From: A644690C@edinboro.edu
Message-ID: <01GO2S50PGJM934WNI@edinboro.edu>
Source record: 109715

I am looking for someone who uses SpartaDOS X and knows a little bit about Fractals to beta-test a fractal program I wrote. It is compatible with MyDOS as well but I have included some special features that take advantage of SDX if present.

Any Takers???

Thanks,
-Adam Conover.
a644690c@edinboro.edu

3466. Re: SpartaDos trashing directories!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 18:37:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug27.133708.12351@miavx1.acs.muohio.edu>
Source record: 109712

In article <Jim_Johnson.07gx@abcd.Houghton.MI.US>, Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
> I never had a problem with Sparta 3.2 trashing directories as you mention.
> I started out with 3.2 and upgraded to SDX with no problems. What kind of
> drive & density are you using.

Well, after some experimenting, it only does it (so far) with
double denisty disks. (I have a US Doubled 1050).

Could the us doubler go bad? (I haven't tried Single density
Ultraspeed yet though)

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 27-AUG-1992

3467. Chimera (Old Game Nostalgia)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 19:27:10 UTC
From: tmkk@uiuc.edu
Message-ID: <Btnq1C.6n8@news.cso.uiuc.edu>
Source record: 109713

Anybody remember the game called "Chimera" for the 8-bits? What was the deal with this game? I remember you guided a robot through a maze using the joystick. The maze contained various hazards as well as food and water. That's about all I remember - anybody remember more? Anybody ever SOLVE it?

3468. Re: MIO and Hard Drives.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 20:07:02 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1992Aug27.200702.13037@ultb.isc.rit.edu>
Source record: 109736

With all this talk about the MIO and SCSI-embedded drives, I'm surprised
that nobody has mentioned the solution to the problem...

The Black Box from CSS will handle all types of SCSI drives, including
almost all of the newer-type drives with embedded SCSI controllers.
PLUS, they haven't abandoned the 8-bit market like ICD has.

You can request a free catalog from CSS by calling their offices at
(716) 429-5639 between 10am and 5pm Eastern time.


```
-------------------------------------------------------------------------
|| Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle ||
|| BITNET: clf3678@ritvax in front of me..... ||
|| Usenet: clf3678@ultb.rit.edu .....than have a frontal ||
|| GEnie: C.FREEMESSER L O B O T O M Y ! ! ! ||
-------------------------------------------------------------------------
```

3469. XF551 disk drive wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 20:24:16 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug27.202416.6495@news.ysu.edu>
Source record: 109714

```
If anyone has a XF551 disk drive they would like to sell please
reply to this msg e-mail.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

3470. Necromancer (was Re: Pastfinder)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 20:40:53 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Aug27.204053.15686@exu.ericsson.se>
Source record: 109735

Greg "Maddog" Knauss writes:
>
>Speaking of unfinished 8-bit games, did anybody ever get past the last
>graveyard in Necromancer? Some friends and I tried for years, but never
>managed to do it. It's a great game, but I'd rather eat my own intestines
>than have to play it again...

Man, that game drove me batty. Awesome game, but thirty minutes of careful
play were shot to hell by that infernal graveyard. I reached the fifth level
a dozen or so times, but could never get past it.

And did anyone ever finish Shamus? Case II was easy, but the first one
was ridiculous. Found a few bugs though.

--
James Hague
exuhag@exu.ericsson.se

3471. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 22:05:36 UTC
From: andy@homebase.vistachrome.com
Message-ID: <1992Aug27.220536.18134@homebase.vistachrome.com>
Source record: 109716

usenet@samba.oit.unc.edu writes:
>Last night on GEnie, there was a RTC (round table conference) with the
[deleted]
>There should be a transcript of the entire night's conversation on
>alt.bbs (maybe alt.bbs.internet?), but I'm not sure in which newsgroup
>it will end up...

I will post it here as soon as I have the transcript finalized.
-Andy
moderator of that conference. :)

--
Andrew Finkenstadt | Vista-Chrome, Inc. | andy@GEnie
GEnie Unix Sysop/Manager | The Printing House | NIC Handle: AF136
+1 904 222 2639 home | 1600 Capital Cir SW | ...!uunet!rde!andy
+1 904 575 0189 work | Tallahassee FL 32310 | andy@vistachrome.com
---------> "Our OS which art in CPU... UNIX be thy name" <----------

3472. Re: SpartaDos trashing directories!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 22:55:17 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92240.175517JJMCWILL@MTUS5.BITNET>
Source record: 109717

Ryan,

Have you tried some of the patched versions of SpartaDOS?

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3473. Re: MIO and Hard Drives.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 23:06:49 UTC
From: bmarcum@world.std.com
Message-ID: <Bto07F.LtD@world.std.com>
Source record: 109719

In article <01GO1K2SGCGI934UR3@edinboro.edu> A644690C@edinboro.edu ("Adam J. Conover") writes:
>Someone mentioned that you need to have a SCSI Drive WITHOUT the embedded
>controller for use with the MIO.... ICD's newest HD formatter (HDFMTPH9.COM)
>has an option for 'Seagate Embedded Drives'. I have never tried using a
>SCSI drive (I have an Adaptec 4000a) so I don't know if it works.
>HDFMTPH9 and HDFMTPH8 are both greatly improved HD formatters over those
>that were included with the MIO.

Just to avoid confusion, if it's a SCSI drive, it has an embedded controller. MFM and RLL drives are the ones without embedded controllers, so for them you need a controller board in addition to the MIO or Black Box. And some SCSI drives will not work with the MIO because they can't handle 256 byte sectors, but the Black Box interface will work with those drives.

Bill Marcum bmarcum@world.std.com

3474. Re: Clarification about Re: Posting atari 8-bit binary files here.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-27 23:15:44 UTC
From: bmarcum@world.std.com
Message-ID: <Bto0M9.MBI@world.std.com>
Source record: 109718

In article <1992Aug26.203143.6067@imagen.com> avi@hawk.imagen.com writes:
>
>Would some kind soul please expand on it ?
>I have no ftp access but possibly can access via email from
>my SPARC station PC
>
>How would I get to the atari.archive using email with BART ? (what is it
>anyway)? and even if I did - how would I transfer the binaries from the Sun
>to the Atari 8 Bit ???

Send a message to atari@atari.archive.umich.edu with the word
help
on a line by itself. Getting the files from the Sun to the 8-bit is the
tricky part, unless you can arrange to connect the two of them by modem or
null-modem cable. If you have an MS-DOS compatible PC, and a true double-
density drive on the 8-bit, there are programs that allow the PC to read and
write Atari disks.

Bill Marcum bmarcum@world.std.com

3475. Re: More than 48K on an 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 04:18:06 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07i9@abcd.Houghton.MI.US>
Source record: 109720

In a message dated Thu 27 Aug 92 9:40, Grover@emunix.emich.edu (grover Tho
wrote:

GT> Can programs actually "see" the 256K? (for example, Flight Simulator
GT> II disk has a 48K version and a 64K version which loads depending on
GT> your setup. I would really like to play the 64K version.)
GT> grover@emunix.emich.edu (__)

Sorry, very few programs will actually be able to use more than the base 48K. The 16K difference between an 800 and an 800XL lies underneath the OS ROM. To get at it, you have to switch off the ROM during the VBI. The 800 does not have the capability of turning off the OS ROM. On the 800, everything beyond the base 48K must be banked switched just like the extra 64K in the 130XE, HOWEVER the banks do not switch at the same 16K range of addresses as the 130XE, so even if you have the extra memory you can't run software designed to take advantage of the 130XE. The best known memory expansion for the 800 is the Axlon expansion. Some older software such as SynCalc, and newer software such as SpartaDOS X can use Axlon compatible memory on the 800.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3476. Re: SpartaDos trashing directories!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 04:25:33 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07ib@abcd.Houghton.MI.US>
Source record: 109721

In a message dated Thu 27 Aug 92 16:31, Rlcollins@miavx1.acs.muohio.edu (ry
wrote:
R> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
> I never had a problem with Sparta 3.2 trashing directories as you
mention.
> I started out with 3.2 and upgraded to SDX with no problems. What kind
of
> drive & density are you using.

R> Well, after some experimenting, it only does it (so far) with
R> double denisty disks. (I have a US Doubled 1050).

R> Could the us doubler go bad? (I haven't tried Single density
R> Ultraspeed yet though)

Yes you could very well be having problems with the USD chip. It has two
documented problems:
1- it runs hotter than the original Atari drive controller chip, make sure
the drive has a continuous flow of air to it (i.e., don't put the drive
under a shelf or something where the air doesn't move.
2- the chip legs are shorter than most IC's. Atari uses two socket types,
one is flat and causes few problems (other than #1 above), and the other
socket type has slight ridges. Due to the heat, if your USD is in one of
the ridged sockets, it will work its way loose, and you will have to
continually re-seat it. The easy solution is to buy a chip socket with a
flat top, plug this into the soldered in socket, then plug in the USD. The
cost is less than a buck.

The above solved all my problems with my USD 1050.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3477. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 05:00:30 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <64807@cup.portal.com>
Source record: 109722

All in all, I'm glad I've been able to enjoy the Internet for a few years while it has been populated largely with intelligent people with something to say that's reasonably worth reading, because I expect that as CI$, Delphi, AOL, probably Prodigy eventually, etc., become capable of accessing the Internet, the Internet will fill and clog up with drivel and become a lot less useful. I hope I'm wrong, but this is really what I expect.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3478. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 05:08:10 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <64809@cup.portal.com>
Source record: 109723

>Ted somebody writes:
>
>In article <9208252017.AA02762@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Ita
y
> Chamie1) writes:
>>A local newspaper sez Atari is in deeep trouble..
>>It says that Atari is going to produce a new video game system (Jaguar??)
>>but that Atari just wouldn't have the required $40 million to launch it..
>
>As for the Jaguar, judging by
>the time it took them to launch the Falcon, we probably won't see any in
>the US until late '93.

Falcon? What's the Falcon? Never heard of it! (And I AM a "die-hard Atari
fan" -- just goes to prove how little Atari advertises.)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3479. Re: Clarification about Re: Posting atari 8-bit binary files he

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 05:18:28 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <64810@cup.portal.com>
Source record: 109724

Re: transferring files from SPARCstation to Atari 8-bit

This should work:

* Acquire a copy of "mtools" for the SPARCstation; this is a public-domain set of routines that will allow the SPARCstation to read/write MS-DOS 3.5" floppy disks in the SPARCstation's built-in 3.5" drive. Use this capability to place your Atari 8-bit files onto MS-DOS 3.5" disk.

* Acquire the program "UTIL" from the Atari Archive; copy it, too, onto MS-DOS 3.5" disk. UTIL is a program for the PC which allows it to read/write true double-density AtariDOS 2.0 (e.g. MyDOS w/o subdirectories) disks.

* Acquire a PC that has a 3.5" drive AND a 5.25" drive. These seem to be getting scarcer, but I have one so maybe you can find one. Put the 3.5" disk containing UTIL (for the PC) and the downloaded Atari files, into the 3.5" drive. Put a true double-density AtariDOS 2.0 formatted disk into the 5.25" drive (formatting a "true double-density" disk in AtariDOS 2.0 format is left as an exercise for the reader; I'd sweat over it, myself, but I've done it so I know it's possible). Use UTIL to write the Atari files from the 3.5" PC disk to the 5.25" Atari disk.

* Use the 5.25" true double-density AtariDOS disk with any AtariDOS 2.0 compatible, true double-density-supporting DOS, to read and use the files on your Atari.

Caveats: UTIL is prone to misbehavior. Mtools isn't the easiest thing to use. UTIL only works on 360K PC drives.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3480. WANTED - Atari 8-bit programs

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 07:44:00 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <715026703.F00001@tdkt.kksys.com>
Source record: 109746

Hello, I'm looking for a few 8-Bit programs that I am having trouble finding.

Bridge 5.0 by Artworx
Compubridge
Blue Team Bridge

Family Tree
Find your Roots (Not sure of the title)

please Mail me if you want to get rid of thiese programs. Will pay a small fee for them +shipping

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3481. Re: Chimera (Old Game Nostalgia)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 08:03:00 UTC
From: ccx062@cch.coventry.ac.uk
Message-ID: <Btop11.Hzy@cck.coventry.ac.uk>
Source record: 109725

In article <Btnq1C.6n8@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:
>Anybody remember the game called "Chimera" for the 8-bits? What was the
>deal with this game? I remember you guided a robot through a maze using
>the joystick. The maze contained various hazards as well as food and
>water. That's about all I remember - anybody remember more? Anybody ever
>SOLVE it?

I remember the heart beat, and that it go slower as you died.....
I think mine must have been a demo, cos I could never get anywhere in it...

Not a bad game tho !!

Ahh....takes me back to my youth (and games like Spelunker, Ball Blazer &
Tail of Beta Lyrae)

-Chris

--

Chris Taylor: ChrisT@cck.cov.ac.uk
Coventry University, Computing Services. Tel: (0203) 838644

3482. oh!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 08:07:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <a4i8PB3w165w@cyberden.uucp>
Source record: 109726

I finally perfected a tiny BASIC program that acts as a terminal!

I'm wondering, however... is there any ML routine out there that will search/replace throughout a bit of memory (like a string... this is simply an INSTRing replace routine I need... can't use TBXL because SX handlers (all R: handlers?) and TBXL don't mix well..)

For now I'm having to PRINT the string out byte by byte, changing [^H]'s to [DELETE]'s.. and to speed it up (not to as fast as I want it, either!), I have to turn the ANTIC DMA off and then back on when the xmission is done.

Damn hard on the eyes, I say! ;) any help?
thanx...
bill

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)
____
August 28, 1992

3483. Re: Clarification about Re: Posting atari 8-bit binary files he

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 10:38:51 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Aug28.103851.2444@mnemosyne.cs.du.edu>
Source record: 109727

This is my first REAL posting to c.s.a.8 through News...

About UTIL:
It can write Binary/Ascii files on a SS/DD Mydos disk.
It can read the directory, and format a new disk.
It can also read Atari disks, but that is not recommended for the weak of heart... You have to create two disks containing carbon-copies of the disk you want to read. Then, when reading, you have to canstantly flip between them , since the IBM drive is horribly prone to even the slightest error on the disk.

I recommend getting Omnicom or Kermit-65 on the Atari and use Kermit or Xmodem (Omnicom only) between the sparc and the Atari, via modem.
My 2cents...
-Itay Chamiel

3484. More tuf games

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 10:59:34 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9208281058.AA01063@brachot.jct.ac.il>
Source record: 109728

Ghostbusters... anyone get past the Marshmallow Man??
Quasimodo... I past the bells, and then it sez "Beyond the bells lies the greatest challenge of all... THE CASTLE WALL!!" And then I see a few sporadic frames, and my character becames those 4 pieces flying all around the screen, which means Game Over..
The pictures I see are pictures of the castle wall, and it lasts ~2 seconds, and I just see my character wiggling in the center of the screen, out of control... And then, he dies and I'm returned to the title screen. It has nothing to do w/ the # of men I have left.
The game is copied, so it might be a protection scheme... but I doubt it.
-ItayC

_____
Itay "Bruck" (??) Chamiel	bruck@brachot.jct.ac.il --> Jerusalem!!
The Parasite!!	Bruck is the LEGAL owner of this account!
_____	_____

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

3485. Those funny XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 11:53:10 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Aug28.115310.27884@zip.eecs.umich.edu>
Source record: 109729

A few years ago (quite a few, I suppose) I bought a nifty XF551 drive
for my 800 when my discontinued 1050 died on me.

I did notice, though, that the XF drive is a bit incompatible with
some of my disks. For instance Flight Simulator II no longer loads
and gives some sort of memory error.

Is this an inherent problem with the new (!) drive, or are my disks
just damaged from the old faltering 1050?
(What would make the XF551 different, except for the plastic case?)
--

__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__)

3486. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 12:41:19 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Aug28.124119.15736@news.uit.no>
Source record: 109730

In article <q6usoB7w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>I even HAVE anymore that I got about 5 or 6 years ago! Any OTHER pirated
>stuff (which I'm not aware is pirated... like Draconus. We still don't
>know if it's PD or not!) I probably got STRAIGHT FROM THE ATARIBASE BBS,

Draconus is very much commercial, if it is the same game as the one I know
from the C=64. Copyright Zeppelin Games, a budget software house in the UK.

>PhBill: Bill Kendrick / | \
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |
Tilbyr News/email til hele Nord-Norge: Ta kontakt

3487. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 16:04:52 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Aug28.160452.4199@rz.uni-karlsruhe.de>
Source record: 109731

Ryan 'Gozar' Collins writes:
> Why not try an alt.atari.8bit.binaries group? It's easier to get
> started, and it would let us all see how successful a 8bit.binaries
> group could be.

Personally I think it is a good idea. I have full Internet access
with FTP and all, but regardles to this it would be nice to have
a place where small programms could be placed.
Nearly all other comp.sys groups have its .binary section.
Why not here?
It wouldn't be a replacement for the archive at umich.edu but
just a nice supplement.

I have no idea how to set up a new Usenet group. I'm sure there
is someone who knows it :-)

Just my $0.02

Marek

\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
--| / for the 21st century
/

3488. WANTED: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 16:09:55 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.715018195@graphite20>
Source record: 109734

Can someone please send me the SIO2PC program?
It's the program to allow an Atari 8-Bit
to be hooked up to a PC. I don't have
ftp access. Thanks.

Mario


```
**************************************************************
* ********************************************************** *
* * _________________ __ * *
* * \_________________|)____.---'--`---.____ * *
* * || \----._________.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' dalessio@rtsg.mot.com * *
* * * *
* * Work: (708) 632-2323 9am to 6pm Central Time * *
* ********************************************************** *
**************************************************************
```

3489. Re: oh!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 17:34:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <64838@cup.portal.com>
Source record: 109732

I finally got around to sorting my old Antic(s) & I think it was June '85
that had an article on the 1030 modem & using Turbo Basic with an R: handler.
Apparently I was in error saying you needed to use a DOS with a lower memlo.
It works, but the Article said it's the TB Autorun.sys file that trashes the
handler so you can use TB's BRUN or BLOAD (whatever?) to load the hander
After TB is loaded.

3490. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 18:22:33 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Aug28.182233.15091@zip.eecs.umich.edu>
Source record: 109733

In article <1992Aug28.160452.4199@rz.uni-karlsruhe.de> "Marek Tomczyk"
<UJ1G@DKAUNI2.BITNET> writes:
>
>Ryan 'Gozar' Collins writes:
>> Why not try an alt.atari.8bit.binaries group? It's easier to get
>> started, and it would let us all see how successful a 8bit.binaries
>> group could be.
>
>Personally I think it is a good idea. I have full Internet access
>with FTP and all, but regardles to this it would be nice to have
>a place where small programms could be placed.
>Nearly all other comp.sys groups have its .binary section.
>Why not here?
>It wouldn't be a replacement for the archive at umich.edu but
>just a nice supplement.
>
>I have no idea how to set up a new Usenet group. I'm sure there
>is someone who knows it :-)

From what I can tell, you need to post the idea to news.groups along
with any pertinent information about what exactly the group is intended
for and how it will be handled (moderated, unmoderated, etc..)

After that, people can argue and discuss good and bad points about
such a new newsgroup and a CFV (call for votes) is posted (at a pre-
determined and advertised time). Everyone and anyone with a net
account is allowed to vote. You need to have something like at least
100 YES votes (make new newsgroup) more than NO votes, or something.
(or maybe that's 2/3 YES votes, and at least 100 more YeES votes
than NO vote.)

Then you can submit the voters addresses and votes, along with request
for a new newsgroup to a certain address (that I fforget at the moment)
which will then process and generate the new newsgroup so it can be
used by the entire net.

I'm not sure if there are even 100 participating users on *this*
group, so it might be hard to come up with the 100 necessary YES
votes (or more if there is a big movement against).

--

-- --
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__)

3491. Pastfinder

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 19:28:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <715061626.F00001@tdkt.kksys.com>
Source record: 109747

I've also been playing Necromancer for years and haven't been able to get past the last graveyard. I always get 'bum-rushed' and get trashed!!

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3492. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 21:12:32 UTC
From: andy@homebase.vistachrome.com
Message-ID: <1992Aug28.211232.24798@homebase.vistachrome.com>
Source record: 109739

tmkk@uiuc.edu (Khan) writes:
>Are you telling me that GEnie's computers run under UNIX? If they do

No, they don't. But GEnie's Internet Gateway machine runs Unix (well,
at least it identifies itself with SMTP as an HPUX machine).

>not, then what possible effect could any insecurities in a UNIX system
>affect GEnie? Don't make the common mistake of assuming that the

Believe it or not, by offering the ftp-data port for connection, you
open your system up to some little-known security problems.

>Internet has anything at all to do with UNIX - the purists will bite
>your head off! ;-)

I'm not a purist. :)

>I took
>advantage of their feedback menu option and told them what I thought of
>their pricing strategy. ;-)

Thank you. That is the most effective place to educate GEnie and to
give your ideas back to them.

Of course, you don't quite know this - but part of the conference
Walt said he might have to rewrite the whole billing thing... you'll
see when I post the conference to some newsgroups.

-Andy
disclaimer: i don't speak for genie, they don't speak for me. :-)

--
Andrew Finkenstadt | Vista-Chrome, Inc. | andy@GEnie
GEnie Unix Sysop/Manager | The Printing House | NIC Handle: AF136
+1 904 222 2639 home | 1600 Capital Cir SW | ...!uunet!rde!andy
+1 904 575 0189 work | Tallahassee FL 32310 | andy@vistachrome.com
---------> "Our OS which art in CPU... UNIX be thy name" <----------

3493. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 21:13:34 UTC
From: andy@homebase.vistachrome.com
Message-ID: <1992Aug28.211334.24886@homebase.vistachrome.com>
Source record: 109741

jdz1@Ra.MsState.Edu (John D. Zitterkopf) writes:
>In article <92237.160413JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> Maybe not Delphi, But America OnLine {AOL} "gave" it to their users.
>There was no aditional monthly fee AND no per-charge basis.

Well, if you want to pay $6/hour (or thereabouts) to send and read internet mail, feel (not) free. :)

>Too bad AOL isn't acessable without an IBM or MAC.
>John

That is one of GEnie's best traits - no forced audience. :)

--
Andrew Finkenstadt | Vista-Chrome, Inc. | andy@GEnie
GEnie Unix Sysop/Manager | The Printing House | NIC Handle: AF136
+1 904 222 2639 home | 1600 Capital Cir SW | ...!uunet!rde!andy
+1 904 575 0189 work | Tallahassee FL 32310 | andy@vistachrome.com
---------> "Our OS which art in CPU... UNIX be thy name" <----------

3494. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 21:18:03 UTC
From: andy@homebase.vistachrome.com
Message-ID: <1992Aug28.211803.25007@homebase.vistachrome.com>
Source record: 109740

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>Maybe GEnie is approaching the Internet connection cautiosly for the same
>reason. But it shouldn't cause any problems, GEnie users already have
>unique user identifications. Hopefully we'll see all online services
>eventually granting fuller access to the Internet, without all these
>surcharges they insist on imposing.
>Jeff

Well, one idea that pops into my mind, speaking for myself, is that
with a direct Internet connection (telnet, for example) you now have
some little hacker sitting at a university somewhere who can repeatedly
attempt to get onto your account and run up your bill... not a good
situation. With a dial-up connection that costs $.25 each call (such
as with hermes.merit.edu) Mr. Hacker will soon go broke since he has
to pre-pay it.

-Andy

--
Andrew Finkenstadt | Vista-Chrome, Inc. | andy@GEnie
GEnie Unix Sysop/Manager | The Printing House | NIC Handle: AF136
+1 904 222 2639 home | 1600 Capital Cir SW | ...!uunet!rde!andy
+1 904 575 0189 work | Tallahassee FL 32310 | andy@vistachrome.com
---------> "Our OS which art in CPU... UNIX be thy name" <----------

3495. Re-Updated For Sale List (Prices Lowered)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 22:30:04 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <Btpt65.56s@mentor.cc.purdue.edu>
Source record: 109737

I have the following things for sale.

Books:
Computes Atari Graphics $5
Creative Atari $5

I have the following program disks for sale:

Data Perfect by LJK - $13

Synfile+ - $15

Deep Blue C w/math library - $13

Page Designer - $8

Dimension X $7.00

Kampffgruppe: $11.00

Jupiter Mission 1999 (4 disks!) - $11.00

Napolean in Russia - $9.00

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Blue Team Bridge - $5.00

Transylvania - $4.00 (no docs)

Temple of Apshai - $4.00

Suspended - $3.00 (Original, lost docs)

Mail Order Monsters - $7.00

Super Huey - $7.00

All items have docs unless otherwise mentioned.

Buyer pays shipping on all items.

JODY LENN
lenn@mentor.cc.purdue.edu

3496. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-28 22:48:08 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Aug28.224808.19274@mnemosyne.cs.du.edu>
Source record: 109738

Grover Thomas says there may not be even 100 users on *this* group.
Probably true. So, before we try to get a vote in news.group, let's take
a vote here. This will save us the embarrassment of losing out there in
front of the teeming masses.

Send your vote by email to: thester@nyx.cs.du.edu

Should we have an Atari 8-bit binaries group, yay or nay?

If you can't email me, then post here in such a way that it attracts
attention. P
Since no one else has volunteered for this task, I thought I would go
ahead with it.
Of course, I will post the results here too.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3497. Re: Clarification about Re: Posting atari 8-bit binary files he

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 01:36:40 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07I1@abcd.Houghton.MI.US>
Source record: 109742

In a message dated Fri 28 Aug 92 4:23, Chris_f_chiesa@cup.portal.com
wrote:

C> Re: transferring files from SPARCstation to Atari 8-bit

C> This should work:

C> * Acquire a copy of "mtools" for the SPARCstation; this is a public-
C> domain
C> set of routines that will allow the SPARCstation to read/write MS-
C> DOS
C> 3.5" floppy disks in the SPARCstation's built-in 3.5" drive. Use
C> this
C> capability to place your Atari 8-bit files onto MS-DOS 3.5" disk.

C> * Acquire the program "UTIL" from the Atari Archive; copy it, too,
C> onto
C> MS-DOS 3.5" disk. UTIL is a program for the PC which allows it to
C> read/
C> write true double-density AtariDOS 2.0 (e.g. MyDOS w/o
C> subdirectories)
C> disks.

C> * Acquire a PC that has a 3.5" drive AND a 5.25" drive. These seem to
C> be
C> getting scarcer, but I have one so maybe you can find one. Put the
C> 3.5"
C> disk containing UTIL (for the PC) and the downloaded Atari files,
C> into the
C> 3.5" drive. Put a true double-density AtariDOS 2.0 formatted disk
C> into the
C> 5.25" drive (formatting a "true double-density" disk in AtariDOS 2.0
C> format
C> is left as an exercise for the reader; I'd sweat over it, myself,
C> but I've
C> done it so I know it's possible). Use UTIL to write the Atari files
C> from
C> the 3.5" PC disk to the 5.25" Atari disk.

C> * Use the 5.25" true double-density AtariDOS disk with any AtariDOS
C> 2.0
C> compatible, true double-density-supporting DOS, to read and use the
C> files
C> on your Atari.

C> Caveats: UTIL is prone to misbehavior. Mtools isn't the easiest
C> thing to
C> use. UTIL only works on 360K PC drives.

C> Chris Chiesa
C> Chris_F_Chiesa@cup.portal.com

Addendum: UTIL works fine for all READs on a 1.2meg PC drive, WRITES will also work fine if you FORMAT the disk on an Atari double density drive (e.g. USD 1050 or XF551) each time before you write data from the 1.2meg drive. I did this for a good couple years to move data between my Atari at home and PC at work.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3498. Re: Those funny XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 01:44:24 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07l3@abcd.Houghton.MI.US>
Source record: 109743

In a message dated Fri 28 Aug 92 9:54, Grover@emunix.emich.edu (grover Tho
wrote:

GT> I did notice, though, that the XF drive is a bit incompatible with
GT> some of my disks. For instance Flight Simulator II no longer loads
GT> and gives some sort of memory error.

GT> Is this an inherent problem with the new (!) drive, or are my disks
GT> just damaged from the old faltering 1050?
GT> (What would make the XF551 different, except for the plastic case?)

You are correct about the XF551 being incompatible with some Atari
software. The old 810 & 1050 drives spun at a non-standard speed (288RPM?)
and the XF551 ran at a standard 300RPM (i.e., any off the shelf half height
360K drive will run with the XF551). Some software used the rotational
speed as part of their copy protection - including SubLogic's FS2.
I talked with the folks at SubLogic, and because Atari changed the drive
speed, they discontinued the disk version of FS2 for the Atari. I then
bitched at Atari and they sent me gratis a cartridge copy of FS2 which was
normally only available bundled with the XE Game System.
The faster rotational speed is also why the XF551 is slightly faster with
DOS 2.x and MYDOS.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3499. Re: Those funny XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 04:26:34 UTC
From: bmarcum@world.std.com
Message-ID: <Btq9oA.7LK@world.std.com>
Source record: 109744

There are a very few programs, like Flight Simulator II and, I think, Atari Planetarium, which use a copy protection system that checks the disk drive's RPM. This doesn't work on the XF551 because it runs at 300 RPM instead of 288 like earlier Atari drives. So, to run Flight Simulator, you either have to boot from a 1050 drive or find someone with a pirated copy. Of course, there's the Flight Simulator cartridge, but I hear it doesn't work with scenery disks.

Bill Marcum bmarcum@world.std.com

3500. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 06:40:12 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92242.014012JJMCWILL@MTUS5.BITNET>
Source record: 109745

Andy,

Speaking of the Hermes connection, I used Umich's dial out modems to
connect to a GEnie number local to Umich. It was the same, or similar
setup, .25 per call. But there were big problems trying to configure
the dialout modem for 8 bits rather than 7 bits. This made downloading
files impossible. Compuserve offers Kermit, which to my knowledge would solve
the problem, albeit for the price of HORRIBLY slow data throughput.
CIS also has a node directly accessable by any MERIT/Michnet user.
I believe it is "CIS" or "Compuserve" at the "HOST?" prompt. Have they
had any problems with Hacker's attempting to break into users' accounts?

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3501. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 15:52:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <64903@cup.portal.com>
Source record: 109748

Chris, the Falcon is a 16 mHz 68030 with a lot of enhancements, much improved pallet, digital signal processor, etc. It's target price is/was less then $1000. Unfortunately, I've talked with a local Atari dealer & he says the 1st ones will be PAL versions sent to Europe so..... ARRGHH!
Well, I guess there aren't enough outlets left in the US to introduce the thing here. From the specs I've heard, it allmost has me willing to break out the Master Charge.

3502. MIO and Hard Drives.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 19:52:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <715185436.F00001@tdkt.kksys.com>
Source record: 109753

I think I should bring up a point here. Yes, ICD has abandoned us as has many other companies (mostly software), but I din't hear users crying about not buying software that still exists from these companies because they have abandoned us.

I feel that the "Don't get an MIO because ICD has abandoned us" is one of the lamest excuses for not getting a good piece of equipment I've ever heard!! All who seem to fall back on this more than likely have another thought which is, "If something happens to my MIO, how can I get it fixed?" I seriously doubt that ICD is the only company that can pick up a soddering iron or a volt/ohm meter and find out what is wrong with an MIO. The area I live in has got to have the SMALLEST Atari 8-bit user base that I'm aware of, but we can get an MIO fixed - WITHOUT ICD!

I just thought I'd mention that because farnkly, it's a lousy arguement not to consider an MIO, which is a great piece of equipment that was manufactured by a not-so-good company, but then again, the MIO sounds like it comes from the SAME group of people who gave us the good 'ol ATARI 8-BIT!!! Atari Co. Are we going to not continue with the 8-bit also because we've been abandoned by Atari Corp.? If not, the the same attitude should be taken about any of these other companies that have done the same thing.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3503. READ THIS NOW

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 21:14:59 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Aug29.211459.20143@mnemosyne.cs.du.edu>
Source record: 109749

The votes for a binaries group have been coming in.
If you did not read my previous post concerning the creation of a binaries group for the 8-bit and that you should send your vote to me by email, do so now.
Send your vote (yes or no) to:
thester@nyx.cu.du.edu
If you can't send email, then post your vote here.
No voting twice either. <g>

To those of you that have sent your votes, you should have received a note acknowledging that. If you do not receive a note back, let me know.
That means I am not getting your mail for some reason.
(or I got your mail, but you didn't get mine)
Post here if that is the case. I read this group daily.

To all of you that have voted, thanks.
To those of you that haven't, do it now!
Everyone that uses this group needs to vote on this.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3504. Fractals and SDX.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-29 22:00:01 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <715185436.F00002@tdkt.kksys.com>
Source record: 109754

I'll take the job. I use Sparta-X extensivly and know quite a bit about Fractals. Now, how do you get it to me?

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3505. Re: Atari binaries postings.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-30 00:37:58 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Aug30.003758.23949@mnemosyne.cs.du.edu>
Source record: 109750

CB>The trouble with this idea, and if it is required, who would
CB>moderate it?

I can't see any reason to moderate this proposed group any more than the
alt.binaries groups. They're not moderated.
The only reason that I can foresee moderation coming into the picture, is
the posting of pirated programs.
This _could_ be a problem, but I don't think we want to shoot ourselves in
the foot doing that. I think the first person that did it, would be so
ostracized by the rest of us that it just won't happen. (fingers crossed)
Is there any other reason for a 'moderated' Atari 8-bit binaries group
that I don't know of?

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3506. What... No Crashman??

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-30 04:32:30 UTC
From: jim@neb
Message-ID: <1992Aug30.043230.5904@neb>
Source record: 109752

```
>jim@neb (Jim Hood) writes:
>
>> I thought someone said that crashman was availaible at
>> atari.archive.umich.edu.
>
>Hello! HELLO!?!? It's not even DONE yet!!!!! Sheesh!!! The PD version
>will be uploaded to these sites by yours truly, but ONLY after it's DONE!

What?? Not done yet!!! Shesh... get those fingers moving!!!
(just kidding of corse... I guess I was just a little over anxious to
see something new on that old 8-bit!!)
Looking forward to seeing it when it is availaible.

-jim
--
*****************************************************************************
* Jim Hood | mail/uucp: ..!uunet!uplherc!neb!jim *
* (alternate) | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* For you @ people | jim@uplherc!neb
*---------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs. *
*---------------------------------------------------------------------------*
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
*****************************************************************************
```

3507. Re: Help for ATARI XE video game system.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-30 18:59:06 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8k3BqB2w165w@cyberden.uucp>
Source record: 109656

"Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

> As far as I know, the XE game system is internally identical to
> the XE home computers. You could take cartridges that run on
> that system (800XE, 130XE).
> Software for the XLs will run without problems (800XL, 600XL).
>
> I know that Daemon Attack from Imagic requires the old operating system.

1) 800XE!?
^ I hope that's a typo. If not, give details!!!!

2) Daemon Attack?
^ Is THAT a typo, or just the German spelling of Demon??
hmmm

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

August 30, 1992

3508. Phantom

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-30 19:14:58 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <NB4BqB3w165w@cyberden.uucp>
Source record: 109655

I just got a working copy of that game Phantom. (last night, actually. I was up at 3am unDiskComming the damned thing!).. It's a pretty good game. It looks like Gauntlet, has the object of Ghostbusters, and the most repetetive music I've ever heard! (next to Tetris on the GameBrat.) (the music is it's only bad point)

Very nice graphics. If Dandy or Gauntlet look anything at ALL like this, they'll become a must on my list!

BTW: Bob Woolley has been kind enough to send out a spare copy of Action! that he has!!! And is offering me a 1200xl OS upgrade (that means Quick will work!) and a RAM upgrade (he says 256k simms cost about $1!.. with that DDIII will work MARVELOUSLY!)... and all for minimal charges.

Damn you 8-bitters are kind souls! ;)

BTW: (mainly to Jeff McWilliams, but also anyone else interested) Bob said that the way HE does 1200xl OS upgrades is to use EPROMs. Rather than pull one of the 2 24-pin OS sockets and replace one with a 28-pin socket for the new OS (and the other spare could be used for built-in BASIC), he just EPROMs the OS onto two 24-pin chips and plugs 'em in. He said something about 800 OS being on them too, hence no more FIXXL'ing, just flipping the OS (how..!?!?) over to 800 mode when I need it.. (to play that game "Smush"..hehehe)

Anyways... it sounds really interesting. Most of what he says is beyond me, tho, but all I want is the comfort of having a nice operating system ;) (and being able to see the BIG Dem, the Das Omen demo, Fred and Mission Shark, and Quick...hehehehehe)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A.
moon!cyberden!PhBill@well.sf.ca.us (North of San Francisco)

____
August 30, 1992

3509. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-30 19:39:59 UTC
From: shanej@eskimo.celestial.com
Message-ID: <1992Aug30.193959.1331@eskimo.celestial.com>
Source record: 109657

Does the Falcon have Video/Audio signals? If so you can still hook it to
a Monitor/VCR inputs.

3510. TEST!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 02:06:14 UTC
From: lowe@fallout.lonestar.org
Message-ID: <1992Aug30.200614.11651@fallout.lonestar.org>
Source record: 109660

```
A test! Please respond if you can see this!

MCL
```

3511. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 02:23:38 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <46mcqB7w165w@cyberden.uucp>
Source record: 109662

borgen@stud.cs.uit.no (Boerge Noest) writes:

> Draconus is very much commercial, if it is the same game as the one I know
> from the C=64. Copyright Zeppelin Games, a budget software house in the UK.

mm..... the one for the 8-bits (at least the one I have with the green
monster running around breathing fire and squashing things) says (c) 1988
Cognito. If it's truly pirated,, it's among very few (that I know of...
if any) on the BBS I got it from (not known to be a pirate board.. a
user group board for a matter of fact)

Is Cognito still around? (or Zeppelin Games, if they made it) BTW: The
same fellas (in the credits) made Zybex. It has no (c), date OR name
except of the authors.

If so and it is the game, I'd llike to purchase a legal copy (so I'll
have the instructions!... besides,I'd definitely pay for an AWESOME game
like that....)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
August 30, 1992

3512. Re: oh!

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 02:28:20 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <XDNcqB8w165w@cyberden.uucp>
Source record: 109663

Rick_Michael_Cortese@cup.portal.com writes:

> I finally got around to sorting my old Antic(s) & I think it was June '85
> that had an article on the 1030 modem & using Turbo Basic with an R: handler.
> Apparently I was in error saying you needed to use a DOS with a lower memlo.
> It works, but the Article said it's the TB Autorun.sys file that trashes the
> handler so you can use TB's BRUN or BLOAD (whatever?) to load the hander
> After TB is loaded.

Is this true with, say, an SX212 handler? I'm pretty positive I've tried
this! Maybe I could try loading it with an XIO 39, like I do in normal
BASIC. I dunno why I'm even worrying tho! I've got Quick (for my
disfunctional 1200xl!) and have Action! on the way... and I have Pascal.

Hell, I even have Delta-Drawing... too bad you cant load an R: handler
into that! hahah

damn!!! that just made me think of something!! if I recall the docs, CGS
does plotting/drawing like you would on a graph (the word escapes me)..
wouldnt doing it Turtle-style save data xfer?... instead of needing x,y
x,y for the two ends, just deg,len for the turn and the length. This
wont be a replacement, but it may come in handy.

Oh, all those turtle-style designs while online.. wow

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
___________________________________ << Coming soon: C.E.BBS! >> \/
August 30, 1992

3513. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 02:32:47 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cLNcqB9w165w@cyberden.uucp>
Source record: 109664

grover@emunix.emich.edu (Grover Thomas) writes:

> I'm not sure if there are even 100 participating users on *this*
> group, so it might be hard to come up with the 100 necessary YES
> votes (or more if there is a big movement against).
>

Well.. not to butt in, but there are at LEAST 100 people here. Sure only
a few dozen post, but I always see a new name or three every week or so.

Usually "for-sale"ing, but lately plenty of beginners questions...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
that's a GOOD thing.

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
August 30, 1992

3514. ANSI!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 02:36:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <eRNcqB10w165w@cyberden.uucp>
Source record: 109665

yeah...ANSI. I'm gonna start work on a SIMPLE SIMPLE SIMPLE ANSI
graphics editor. No text, just ANSI colored spaces. It'll work in
Graphics 11 mode (80 x 192 x 16.. with 8 pixel-high pixels to make it
look just like an 80 x 24 x 16 ANSI screen on them thar IBMs.)

I've just gotten interested in ANSI lately, with my BBS program being
able to so easily support it and all.

fun fun fun.
It'll be in either BASIC (probably) TurboBASIC XL (if I'm tempted) Quick
(NOT!..1200xl's not fixed yet) or Action!, if I get it soon enough.

Damn.. I'm workin too hard lately...
ugh

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
August 30, 1992

3515. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 02:42:09 UTC
From: ekrimen@wet.UUCP
Message-ID: <4279@wet.UUCP>
Source record: 109658

In article <64809@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Falcon? What's the Falcon? Never heard of it! (And I AM a "die-hard Atari
>fan" -- just goes to prove how little Atari advertises.)

... or just how "die-hard" you are.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3516. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 02:45:11 UTC
From: ekrimen@wet.UUCP
Message-ID: <4280@wet.UUCP>
Source record: 109659

In article <64903@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>Chris, the Falcon is a 16 mHz 68030 with a lot of enhancements, much improved
>pallet, digital signal processor, etc. It's target price is/was less then
>$1000. Unfortunately, I've talked with a local Atari dealer & he says the
>1st ones will be PAL versions sent to Europe so..... ARRGHH!
>Well, I guess there aren't enough outlets left in the US to introduce the
>thing here. From the specs I've heard, it allmost has me willing to break out
>the Master Charge.

It WILL be released here. Be patient. Things can't happen overnight.

The first ones are sent to Europe because that's where the bulk of Atari's
business is.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3517. what is the falcon?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 03:26:32 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92243.232632AKH104@psuvm.psu.edu>
Source record: 109661

Ok....simple question...where is it and what is it and when did atari release it? I though they trashed all this stuff last year...

3518. Networking 8bits with the cartridge port.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 06:26:14 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Aug31.112615.12434@miavx1.acs.muohio.edu>
Source record: 109672

Well, with all this extra 8-bit equipment around, I was thinking of
trying to do some projects with them, ut the first thing I would like to
be able to do is to have a simple networking scheme, not requiring a
disk drive for each one.

What I was thinking of was using the catridge port, but I don't
know how feasible this is. With the 16k cartridges, there are two chips,
but 8kcatridges on have one ROM. What would happen if I would daisy
chain, with a ribbon cable that plug into the sockets on a cartridge
bewteen the 8bits? Would the RAM in the cart area show up as the same on
all machines? Would a change made by one machine show up in the address
space of the other machines? Sort of like shared memory, the 16kblock
where the carts go. Any suggestions?

(I'm asking here cause I remember a post by (Jeff Potter?) about
the new networking scheme they were devising on GEnie for a MidiMaze
like game.)

Thanks!!!

Later.......

```
------========{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
------========{{{{{{{{(((((()))))))))}}}}}}}}=======----- 31-AUG-1992
```

3519. Re: Phantom

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 10:59:51 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92244.055951JJMCWILL@MTUS5.BITNET>
Source record: 109671

Bill,

Bob Woolley's method makes good sense. It's not hard to put an 800 OS on
EPROM, you run the Atari 800 OS every time you load the Translator.
As for flipping a switch to get the different Operating Systems,
you can either put two OS'es on one set of EPROMS and toggle the Most
significant address bit high, or stack two sets of EPROMS and toggle
the Chip enable pins on both chips.

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3520. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 12:04:28 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Aug31.120428.2327@mnemosyne.cs.du.edu>
Source record: 109666

```
>In article <64809@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>Falcon? What's the Falcon? Never heard of it! (And I AM a "die-hard Atari
>>fan" -- just goes to prove how little Atari advertises.)
>
Never heard of it myself... but I'm in Israel..
I have never seen an Atari ad around here... not even ST..

-Itay Chamiel --> bruck@brachot.jct.ac.il
ichamiel@nyx.cs.du.edu
```

3521. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 12:09:19 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Aug31.120919.2447@mnemosyne.cs.du.edu>
Source record: 109667

In article <4280@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <64903@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>>Chris, the Falcon is a 16 mHz 68030 with a lot of enhancements, much improved
>>pallet, digital signal processor, etc. It's target price is/was less then
>>$1000. Unfortunately, I've talked with a local Atari dealer & he says the
>>1st ones will be PAL versions sent to Europe so..... ARRGHH!
>>Well, I guess there aren't enough outlets left in the US to introduce the
>>thing here. From the specs I've heard, it allmost has me willing to break out
>>the Master Charge.
>
>It WILL be released here. Be patient. Things can't happen overnight.
>
>The first ones are sent to Europe because that's where the bulk of Atari's
>business is.

And what IS it? A blown ST? A game machine?
Prob. won't apear around here anyway... what AM i blabbering about..:)
-Itay

3522. RGB on 800/XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 13:16:16 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.715266976@garbod20>
Source record: 109669

I came to think of this when I read about Jonathan Katz's problem
with colour on his Atari 800.

Has there ever been an 8-bit Atari computer with three independent
R/G/B outputs? (As opposed to composite video with the colours
mixed in one single signal with sync.)

I've always assumed that the CTIA/GTIA delivers the composite
video on a single pin.

The screen quality is highly improved on an Atari ST or Amiga
if the computer is connected to a TV set via R/G/B instead of
composite video or antenna/RF.

It would be nice to get a clearer picture, even if the improvement
would reveal how blocky some graphics modes on the 8-bit Atari are.

Anders Skelander, Sweden

3523. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 13:26:38 UTC
From: tmkk@uiuc.edu
Message-ID: <Btuo0G.A9C@news.cso.uiuc.edu>
Source record: 109668

In article <1992Aug28.211232.24798@homebase.vistachrome.com> andy@homebase.vistachrome.com (Andy Finkenstadt) writes:
>tmkk@uiuc.edu (Khan) writes:
>>Are you telling me that GEnie's computers run under UNIX? If they do
>
>No, they don't. But GEnie's Internet Gateway machine runs Unix (well,
>at least it identifies itself with SMTP as an HPUX machine).

OK, gotcha.

>>not, then what possible effect could any insecurities in a UNIX system
>>affect GEnie? Don't make the common mistake of assuming that the
>
>Believe it or not, by offering the ftp-data port for connection, you
>open your system up to some little-known security problems.

Even if I'm ftping from a VMS host? A VM host? A TOPS-20 host? An Atari 800 equipped with an ethernet crd? ;-)

>Of course, you don't quite know this - but part of the conference
>Walt said he might have to rewrite the whole billing thing... you'll
>see when I post the conference to some newsgroups.

I'm looking forward to seeing the transcript.

3524. Moderated (was alt.binaries group)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 15:16:13 UTC
From: jim@neb
Message-ID: <1992Aug31.151613.23778@neb>
Source record: 109687

```
>CB>The trouble with this idea, and if it is required, who would
>CB>moderate it?
>
>I can't see any reason to moderate this proposed group any more than the
>alt.binaries groups. They're not moderated.

I agree. There is really no need to moderate the group. I also
participate in the comp.binaries.ibm.pc group, and there are generally
fewer than 5 posts in there a week. Some weeks there are no posts.
Anyway... if that was an issue, i'd be willing to moderate it if no one
else wants to. (I'd rather not moderate), but it is really not a big
deal.

-jim
--
*******************************************************************************
* Jim Hood | mail/uucp: ..!uunet!uplherc.upl.com!neb!jim *
* (alternate) | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* For you @ people | neb!jim@uplherc.upl.com *
*-----------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs. *
*-----------------------------------------------------------------------------*
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
*******************************************************************************
```

3525. Re: RGB on 800/XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 15:26:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65002@cup.portal.com>
Source record: 109670

The color comes out on one pin of GTIA. I seem to recall an old article in Byte Magazine about using the GTIA's 4 lum outputs on a RGB monitor, but you had to do all your own screen output routines 'cause intensity was now color. Not sure, but I thinnk either National Semiconductor or Motorola has a composite to RGB chip. Never fooled around much with the video myself. It's Probably not a bad idea since composite monitors are getting harder to find & CGA monitors are everywhere. IMHO: Since the Byte thing didn't catch on, people probably want compatability with existing stuff over just being able to hook something up => Atari's stock output=> convertor (<$10) => IBM monitor.
Anyway, if you just want where the sync, color, & lum signals come out so you can fool around, let me know & I'll get you the pin-outs.

3526. XEP80 and Monitor.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 16:38:12 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.715279092@dtek.chalmers.se>
Source record: 109673

What kind of monitor is usable with the XEP 80?
Is a TV with A scart contact (PAL) sufficient?
Or do you have to use a special 80 column monitor?
anyone in Europe having experience of it?
Or shuld I wait for someone to convert the XEP 80 composite Video
Signal to a R. G. B. equavilent.
Is Sparta Dos X available from somewhere?
anyone wishing to sell?
I am also interested in a Mac/65 cart or some other good assembler..
A Copyright Debate starter:
In Sweden Atari Released all their copyrighted program material
to the Public Domain in Order to raise popularity.
I think that it was like this anyway, since an Atari sponsored,now defunkt,
User Group distributed all atari software for free....
Question:
Did Atari do this somewhere else or just in Sweden???

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

3527. the 5200

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 16:55:50 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.715280150@dtek.chalmers.se>
Source record: 109675

Why isn't 5200 cart's compatible with the 400/800/130XE range?
isn't the 5200 just a keyboardless 600XL, somewhat like the XE/GS?

I think I read something like this about it way back in 83 or something..
I do also have a few games that are 5200/conversions that runs on my 130XE..

Perhaps they just changed the cart. pin config?

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

3528. Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 17:15:24 UTC
From: phile@pwcs.stpaul.gov
Message-ID: <9208311715.AA12968@pwcs.StPaul.GOV>
Source record: 109676

I am trying to dial up to my account at work from home.

At home I am using an Atari 800 with an SX212 modem
running SX Express software.

At work I have a Unix account running on Sun hardware. At work I telnet to the
Sun from a Macintosh IIsi. The Unix account is set for a vt100 terminal. My
Sysop tells me that Unix supports lots of different terminals, but since he has
no Atari experience, he does not know what to specify.

When I dial up and try to work in ELM, the mail handler we use, I get lots of
extra characters, stuff like:
[K[?1l>
[?1l>[?1h=
[K

When I try to display the elm menu, the blank lines all have
[K at the left side of the screen.

Here is what my Sysop tells me about this:

>These characters are all sequences of ANSI command sequences that are
>supposed to perform various functions on the terminal. For example,
>ESC[2J will erase a screen, ESC[K will erase a line, etc. (The ESC
>stands for the escape character, decimal 27)

>So, since your program obviously doesn't understand these special sequences,
>since it is displaying instead of interpreting them as commands, it is even
>dumber than a vt100 type terminal.

So, does Unix support a terminal this dumb?
What do I tell Unix to do with TERM?
Or do I have to do something at the Atari end?

Please respond to me via Email at phile@pwcs.stpaul.gov, as I generally do not
read newsgroups.

Thanks for all your help!

Phil Ethier, THE RIGHT LINE, 672 Orleans Street, Saint Paul, MN 55107-2676
h (612) 224-3105 w (612) 298-5324 phile@pwcs.stpaul.gov
"The workingman's GT-40" - Anthony Colin Bruce Chapman

3529. Help! Uudecode/Yau.com

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 17:32:53 UTC
From: bbs@neb
Message-ID: <1992Aug31.173253.25161@neb>
Source record: 109688

I've just requested two files (and received them) from the Atari
archives at umich.edu. Problem is this: One file (raindemo.arc) came to
me in several parts (about 4, I believe). I had the system send them to
me, received them to hard drive on my Atari 800xl. Now, how do I turn
those 4 parts into one functional .arc file? Running Yau.com, it tells
me, cant read header (or something of that nature). Do I need to /a
append the 4 files to one another in sequence - thereby creating ONE
file (out of 4), then run Yau.com on them? Any help appreciated. I'd
like to know the exact procedure for receiving files via the archives to
my atari. Thanks!

Posted by BBS User: James King
--
--
* Nebula - A Public Access Unix system/bbs. *
--
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
--

3530. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 17:54:13 UTC
From: garold@cbnewsk.cb.att.com
Message-ID: <1992Aug31.175413.20955@cbnewsk.cb.att.com>
Source record: 109674

I am in favor of having binaries posted for the following reasons:

- more convenient than ftp'ing somewhere
- new binaries and updates come right across the screen
(don't have to ftp to there and figure out what is new
or decide if you are interested)
- more convenient for people to post binaries (hopefully
more binaries will be posted)

However, is it necessary to have a separate binaries news group. It used to be common for binaries to be posted right to this group. I am not against a binary news group if it will get binaries posted but is there a reason why binaries can not be posted here.

Thank you,
Garold Redenbaugh
AT&T Bell Labs
Indianapolis, IN

3531. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 19:14:12 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Aug31.191412.28951@dartvax.dartmouth.edu>
Source record: 109678

In <1992Aug31.175413.20955@cbnewsk.cb.att.com> garold@cbnewsk.cb.att.com (g.d.redenbaugh) writes:

>I am in favor of having binaries posted for the following reasons:

> - more convenient than ftp'ing somewhere
> - new binaries and updates come right across the screen
> (don't have to ftp to there and figure out what is new
> or decide if you are interested)
> - more convenient for people to post binaries (hopefully
> more binaries will be posted)

>However, is it necessary to have a separate binaries news group. It
>used to be common for binaries to be posted right to this group. I am
>not against a binary news group if it will get binaries posted but is
>there a reason why binaries can not be posted here.

I think you have a good point. Why don't we just post uuencoded files here for now. If it becomes a problem, then we will have a much better argument for a new group. As it is, I'm not convinced that a new group is needed.

BTW: Will people have trouble accessing uuencoded files? I won't have any problem, but then again, I'm using a Unix box to do my transfers.

--PC
--
The position and/or opinions in the above message are those of the Board of Trustees of Dartmouth College. Copyright (c) 1992. All right reserved. The above positions are also held by George Bush, many foriegn world leaders, and you who are reading them. Preston bears no responsibility for the content.

3532. Endings to PastFinder, Necromancer, Shamus, Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 20:01:50 UTC
From: norlin@ESSEX.ECN.UOKNOR.EDU
Message-ID: <199208312002.AA00548@midway.ecn.uoknor.edu>
Source record: 109677

Newsgroups: comp.sys.atari.8bit
Subject: Endings to Pastfinder, Shamus, Ghostbusters, Necromancer

This is the sixth try for sending out this article. This has become
an obsession for me. My newsreader and the email-news daemon at
ucbvax both are giving me immense trouble, but I **AM** going to see
this article posted, in my lifetime.

[Re: Pastfinder]

>dmb@rice-chex.ai.mit.edu (David Baggett) writes:
>
>>Has anyone ever completed this *infernal* game? I've been playing it
>>for years now and I've never gotten past the last stage. Every time, I
>>feel like chucking my 8 bit out the window becuause it's *so
>>frustrating* to play for three hours and then lose 30 lives in the last
>>four rows.

Yes.

>Speaking of unfinished 8-bit games, did anybody ever get past the last
>graveyard in Necromancer? Some friends and I tried for years, but never
>managed to do it. It's a great game, but I'd rather eat my own intestines
>than have to play it again...

Yes.

Of course, I had to hack the games a bit :-) so that you couldn't die, or
had infinite lives, or were immune to enemy shots, etc.

In Pastfinder, after you complete each stage, you get a new "ranking". The
last "ranking" says "YOU ARE GREAT" and it doesn't change after that.
(BTW, IMHO, Pastfinder has some of the best character graphics and animation
I've ever seen. Very creative 3-D effects!)

In Necromancer, after you complete the last graveyard, you get a not-
too spectacular screen with horizontal bars of color flowing up and down
from the center of the screen with a powerful fading musical chord in the
background. Then you are returned to the title screen.

In article <9208281058.AA01063@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1)
writes:
>Ghostbusters... anyone get past the Marshmallow Man??

Yes; you get a vertical scrolling view of the building, then see your men
stationed at the top of the building closing the gateway to the netherworld
with their beams. The game then continues as usual, with you getting some
large sum of money for 'winning'.

>Quasimodo...

Never heard of this game, unfortunately.

I think someone asked about Shamus. The last room has 2 vertical bars with a gap scrolling vertically (as with many other rooms in Shamus), and between the 2 bars lies the shadow. When you shoot through the gap and hit the shadow, a rainbow of horizontal lines, scrolling downward, fills the screen, and the message "Congratulations... but now it gets REAL HARD!" appears (or some similar message). You then continue on the next level of the game, back in room 1.

Any other games anyone is curious about? I've completed a few other games (in similar fashion) in case anyone's dying to know the ending to a particular game.

Norman Lin
norlin@mailhost.ecn.uoknor.edu
nlin@alliant.backbone.uoknor.edu

--

3533. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 20:13:59 UTC
From: ekrimen@wet.UUCP
Message-ID: <4287@wet.UUCP>
Source record: 109680

In article <1992Aug31.120919.2447@mnemosyne.cs.du.edu> ichamiel@nyx.cs.du.edu (Itay Chamiel) writes:
>And what IS it? A blown ST? A game machine?
>Prob. won't apear around here anyway... what AM i blabbering about..:)

Yeah, it's an STE on steriods. It could also be a =very= nice game machine. :^) It has those analog STE joystick ports that everyone knows and loves, not to mention the graphics and sound capabilities. You should read c.s.atari.st to find out more about it.

--
||| Ed Krimen
||| ekrimen@wet.com
/ | \ E.KRIMEN (GEnie)

3534. Re: XEP80 and Monitor.

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 21:24:19 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Aug31.212419.19114@news.ysu.edu>
Source record: 109679

atari did not release anything to the public domain here in the
US of A....they didn't do anything here
to raise the popularity of the computer except rely on the users
to advertise.
You can't use an XEP80 on a tv set...I have it on a Magnavox
RGB Display 80 monitor the other one is on a Magnavox green screen
80 col Monitor. (I have 2) There is a mod to hook it up to a TTY
monitor also. Not all monitors will display the XEP80s output...
I know cuz I had one (forgot the name and got rid of it in less than
24 hours) that would not.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3535. Re: ANSI!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 21:47:24 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07o7@abcd.Houghton.MI.US>
Source record: 109684

Good luck with your project to write an ANSI color screen driver for the 8bit. I am not doubting that it can be done, but I *AM* doubting that an 80 column color screen will be very readable.

There is a PD comm program called TERM80 that uses software only drivers to create an 80 column screen - it runs in either ATASCII or straight ASCII (TTY) modes. It looked *great* on my composite monochrome monitor - but was VERY difficult to read on my 14" composite color monitor - if I put the image on my 20" color TV (monitor quality), it was just bearable from across the room, but would still give me a headache trying to read much from it. Even a B&W TV didn't do the job.

BTW, there is a companion program to TERM80 called READ80 which allows you to read all those 80 character ASCII text files from the screen instead of dumping them to the printer. Same quality as above.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3536. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-08-31 23:19:28 UTC
From: dunham@mpd.tandem.com
Message-ID: <2354@devnull.mpd.tandem.com>
Source record: 109683

In article <1992Aug31.191412.28951@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:

>I think you have a good point. Why don't we just post uuencoded files
>here for now. If it becomes a problem, then we will have a much better
>argument for a new group. As it is, I'm not convinced that a new group is
>needed.
>
>BTW: Will people have trouble accessing uuencoded files? I won't
>have any problem, but then again, I'm using a Unix box to do my transfers.

I'll take it either way. If we can justify a separate newsgroup, fine. If not, post 'em here. They would be a bit easier to deal with in a separate group, but if they are few and far between they might just as well be here.

As for problems with uuencoded files, I receive them via an SMTP gateway to the Tandem network, which is not Unix, MS-DOS, or Atari. I'm sure few of you have heard of the Guardian 90 opeating system. Anyhoo, from there I IXF to my MS-DOS PC, copy to a 3.5-inch floppy, take the file home to my ST, uudecode with Steve Yelvington's UUCODER.PRG, and use Xformer to get it over to the $ machine. There are probably as many ways of capturing uuencoded files out there as there are 8-bitters interested in doing so.

How do YOU uudecode and xfer to your $ Atari?

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3537. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 00:02:43 UTC
From: bmarcum@world.std.com
Message-ID: <BtvHGJ.26u@world.std.com>
Source record: 109681

In article <1992Aug31.191412.28951@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:
>
>BTW: Will people have trouble accessing uuencoded files? I won't
>have any problem, but then again, I'm using a Unix box to do my transfers.
>
It shouldn't be a problem for most people. There are uuencode/uudecode programs for the 8-bit. I know there is a version of uudecode written in Atari Basic. I'm not sure if I have a copy, but someone here probably does if it's needed. If I may make a suggestion: When you post a binary file, start the subject with the word BINARY:, and that way people who don't want binary files can use a kill file.

Bill Marcum bmarcum@world.std.com

3538. Re: oh!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 00:08:57 UTC
From: bmarcum@world.std.com
Message-ID: <BtvHqx.2x8@world.std.com>
Source record: 109682

In article <XDNcqB8w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Rick_Michael_Cortese@cup.portal.com writes:
>
>> I finally got around to sorting my old Antic(s) & I think it was June '85
>> that had an article on the 1030 modem & using Turbo Basic with an R: handler.
>> Apparently I was in error saying you needed to use a DOS with a lower memlo.
>> It works, but the Article said it's the TB Autorun.sys file that trashes the
>> handler so you can use TB's BRUN or BLOAD (whatever?) to load the hander
>> After TB is loaded.
>
>Is this true with, say, an SX212 handler? I'm pretty positive I've tried
>this! Maybe I could try loading it with an XIO 39, like I do in normal
>BASIC.
It all depends where the handler loads before it relocates itself into low
memory. I don't remember exactly where LOMEM is with Turbobasic loaded,
but I think it's somewhere above $4000.

Bill Marcum bmarcum@world.std.com b.marcum@genie.geis.com

3539. ATARI BINARIES POSTING

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 02:57:00 UTC
From: charles.berlinguette@outlan.ersys.edmonton.ab.ca
Message-ID: <1461.78.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 109612

With regard to binaries posting, I'd like to see a separate group formed, the software I use to access this group has severe short comings and the UUENCODED files would come across as jibberish unless a seperate group is formed.

Nuff said.

3540. Re: ANSI!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 03:51:18 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Sep1.035118.18291@cs.tulane.edu>
Source record: 109685

In article <Jim_Johnson.07o7@abcd.Houghton.MI.US> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
>
>There is a PD comm program called TERM80 that uses software only drivers to
>create an 80 column screen - it runs in either ATASCII or straight ASCII

Speaking of Ansi... The author of AnsiTerm has jus released version 1.0
of AnsiTerm. This version now supports xmodem transfer, screen dump and
capture and key board macros. It's somewhat slow, works best at 1200 bd
and does not support color. If there is any interest, I'll send it to
the Archives. If you don't have ftp access and want a copy, drop me a
note and I'll send you a copy.

Mike...

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

3541. Re: Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 05:51:30 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Sep1.012017.3536@wvnvms.wvnet.edu>
Source record: 109691

In article <9208311715.AA12968@pwcs.StPaul.GOV>, phile@pwcs.stpaul.gov (Philip J Ethier) writes:
> I am trying to dial up to my account at work from home.
>
> At home I am using an Atari 800 with an SX212 modem
> running SX Express software.
>
> At work I have a Unix account running on Sun hardware. At work I telnet to the
> Sun from a Macintosh IIsi. The Unix account is set for a vt100 terminal. My
> Sysop tells me that Unix supports lots of different terminals, but since he has
> no Atari experience, he does not know what to specify.
>
> When I dial up and try to work in ELM, the mail handler we use, I get lots of
> extra characters, stuff like:
> [K[?1l>
> [?1l>[?1h=
> [K
>
> When I try to display the elm menu, the blank lines all have
> [K at the left side of the screen.
>
> Here is what my Sysop tells me about this:
>
>>These characters are all sequences of ANSI command sequences that are
>>supposed to perform various functions on the terminal. For example,
>>ESC[2J will erase a screen, ESC[K will erase a line, etc. (The ESC
>>stands for the escape character, decimal 27)
>
>>So, since your program obviously doesn't understand these special sequences,
>>since it is displaying instead of interpreting them as commands, it is even
>>dumber than a vt100 type terminal.
>
> So, does Unix support a terminal this dumb?
> What do I tell Unix to do with TERM?
> Or do I have to do something at the Atari end?
>
> Please respond to me via Email at phile@pwcs.stpaul.gov, as I generally do not
> read newsgroups.
>
> Thanks for all your help!
>
> Phil Ethier, THE RIGHT LINE, 672 Orleans Street, Saint Paul, MN 55107-2676
> h (612) 224-3105 w (612) 298-5324 phile@pwcs.stpaul.gov
> "The workingman's GT-40" - Anthony Colin Bruce Chapman

Get a hold of V10Squared and Kermit from the FTP site. V10Squared gives you (almost) 100% VT100 compatibility. I use it all the time to connect to the schools VMS system. The 80 column display works fine on my B/W TV, although if your using a colour monitor is might be a bit blurry. Kermit allows (slow) file transfers. Which leads me to another question entirly: Is there a Z-modem prog for the 8bits??????
a.centofanti

3542. T:Edit Docs. ver.2.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 05:53:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5JReqB1w165w@cyberden.uucp>
Source record: 109689

```
Page # 001

TEDIT - A Text Editor

Byran P. Shappel (c) 1986 ANALOG Computing
doc.ver.2.0 by Bill Kendrick, 1992

Here's most of what can be done with this pbPgram. It lacks
block cut/paste/copy/delete and the ability to change the left margin
to 0. At least nobody seems to know how (yet).

(NOTE: I have a 1200xl and can use the [Func] keys, so I added their
uses)
Unlike doc.ver.1.5, 2.0 is catagorized by key commands, rather
than command types (ie- all [CTRL] commands are in one place and all
[SHFT] in another, rather than all Editing commands in one place and
all Cursor commands in another.) BTW: I wrote this using TEDIT.

[START]-(hold) allows most [CTRL] characters to be used
[F2]-See [CTRL]+[K]
[F3]-See load file ([CTRL]+[L])
[F4]-print to device ([CTRL]+[M])
[INVERSE]-inverse video mode
[TAB]-5 spaces
[SHFT] (hold) commands:
[DEL]-delete a line
[INS]-insert many spaces
[CTRL] (hold) commands:
[A]-beginning of line
[B]-bottom of file
[C]-clear memory
[D]-down 1 screen
[E]-erase spaces til next word
[F]-find (and replace) (use [SELECT]+[TAB] for [RET])
[H]-top of screen
[I]-toggle insert/replace mode
[K]-character caps toggle
[L]-load file
[M]-print to device
[N]-word count
[O]-toggle alignment dots
[P]-print file
[Q]-quit to DOS
[R]-switch current char.w/ next char.
[S]-save file
[T]-top of file
```

[U]-up 1 screen
[W]-move to beginning of next word
[X]-disk directory
[Z]-end of line
[arrow]-move cursor
[DEL]-delete current char.
[INS]-insert a space
[CAP]-see [CTRL]+[K]
[F1]-lock/unlock keyboard
[F2]-blank screen
[F3]-toggle insert/replace mode ([CTRL]+[I])
[F4]-turn on Atari character set (not toggling)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
August 31, 1992

3543. T:Edit Docs. ver.2.0 <blurb>

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 05:55:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <imReqB2w165w@cyberden.uucp>
Source record: 109690

THat last post was of the new docs to T:Edit. I came across an error or two (not to mention the fact that the docs. that came with the ARC (Itay forwarded me a copy of T:Edit from the archive) used [^J]s rather than character$ 155's (ATASCII CR's) or [^M]s! (ASCII CR's)...what a screwed up printout i got!!!) I also tried the [F-] keys with T:Edit, and it may have happened by chance, or it may have been programmed in, but the [F-] keys have functions (nothing unavailable on a function-keyless 8-bit, but still mentionable, right?)

Anyways, has anyone come across a way to change the left-margin (which is set to 2 rather than 0! ugh!) or any way to block-cut bits of text... or use ALL the ATASCII characters? (like the arrows, [esc], etc.)

thanx..

ya know... i feel like a hypocrite, but... maybe we DO need a c.s.a.8.binaries....?.... (now that I've come across something to post, ya see....)

i stilll have the right to change my mind, right? ;) (left?)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
August 31, 1992

3544. Re: Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 06:20:17 UTC
From: tomrice@netcom.com
Message-ID: <9ajnn_m.tomrice@netcom.com>
Source record: 109686

Yes, I, too, would like to emulate a VT100 term with my Atari 800.

If anyone can suggest suitable programs, please e-mail me also,
or post here, as I do read this group frequently.

Thanks in advance, trr

--
"Start off every day with a smile and get it over with." --W.C.Fields
Tom R. Rice WB6BYH Holler Observatory -
tomrice@netcom.com Longitude: 121 d 30 m 20 s W
CIS: 71160,1122 Latitude: 37 d 25 m 10 s N

3545. Re: Networking 8bits with the cartridge port.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 13:17:32 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07qb@abcd.Houghton.MI.US>
Source record: 109697

A firm in Warren, Michigan, USA called Innovative Concepts produced a scheme using a 400/800 connected to a XL/XE via the cartridge port. The RAM in the 400/800 could be used for either a printer buffer or a RAM disk. Once upon a time (isn't that how all fairy tales begin), ICD was to release a special ROM for the MIO to permit true networking. (I suspect that the chip would allow the MIO to have different SCSI addresses)

On the other hand, it is easily possible to setup a simple device to allow two 8bit systems to share all the SIO peripherals. All SIO lines are in parallel except for the +5VDC and COMMAND. +5VDC can only be connected to ONE computer (the master) and the COMMAND line is hooked to both via a single throw, double pole toggle switch. The master computer must be on at all times - the slave computer can be on or off as desired. The switch is toggled to allow one or the other computer access to the SIO bus - but only one computer is allowed access at the same time. I built a small box with a couple SIO jacks and an SIO plug and the switch for about $25 - the most expensive parts were the SIO connectors. It worked great - I would let the kids load a game from the floppy drive on their 800 while I continued to work on my 320XE - when I needed the floppy (I typically only used my hard drive) or the printer, I flipped the switch and used them.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3546. Re: XEP80 and Monitor.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 13:23:35 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07qd@abcd.Houghton.MI.US>
Source record: 109696

In North America the XEP80 outputs a monochrome composite video signal with the NTSC standard - I assume that Atari marketed a PAL version in Europe. By the way, don't waste your time hooking a XEP80 to a composite color monitor. The signal will smear so badly that the characters will likely be illegible.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3547. Re: Endings to PastFinder, Necromancer, Shamus, Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 13:44:35 UTC
From: greg@Quotron.COM
Message-ID: <greg.715355075@duke>
Source record: 109692

norlin@ESSEX.ECN.UOKNOR.EDU (Norman Lin) writes:

>In Pastfinder, after you complete each stage, you get a new "ranking". The
>last "ranking" says "YOU ARE GREAT" and it doesn't change after that.
>(BTW, IMHO, Pastfinder has some of the best character graphics and animation
>I've ever seen. Very creative 3-D effects!)
>
>In Necromancer, after you complete the last graveyard, you get a not-
>too spectacular screen with horizontal bars of color flowing up and down
>from the center of the screen with a powerful fading musical chord in the
>background. Then you are returned to the title screen.

The most disappointing end-screen I've ever seen was for Caverns of Mars.
After WEEKS of playing the stupid thing over and over and over, I finally
finished the hardest mission and... got the score list, just like if I'd
died. NOTHING special. I don't need half-hour animated movies and I played
the game because I enjoyed it, not because I just wanted to see the end
sequence, but games that have endings should have ENDINGS -- something,
anything. Even text wrapping up the story line. After weeks of enjoying
Caverns, I felt let down after I'd finished it...
--

Greg "Maddog" Knauss "Aieee!" greg@duke.quotron.com

3548. Re: XEP80 and Monitor.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 14:04:47 UTC
From: etxansk@garbod20.ericsson.se
Message-ID: <etxansk.715356287@garbod20>
Source record: 109695

ab588@yfn.ysu.edu (joseph sabatino) writes:

> [stuff deleted]
> You can't use an XEP80 on a tv set...I have it on a Magnavox
>RGB Display 80 monitor the other one is on a Magnavox green screen
>80 col Monitor. (I have 2) ...

But if the TV set has a composite video input, Fredrik mentions
the SCART connector in his original article, wouldn't the TV
work with an XEP80?

I mean, the Atari ST and the Amiga both display 640x200
pixel modes on TV sets, this resolution approximately
corresponds to the 80x25 character mode in the XEP80. I
don't think older colour monitors (for Atari 800, C64 etc)
are different from TV sets with R/G/B and composite video
input.

Anders Skelander

3549. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 15:11:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <180168INN7id@usenet.INS.CWRU.Edu>
Source record: 109693

In a previous article, crow@coos.dartmouth.edu (Preston F. Crow) says:

>In <1992Aug31.175413.20955@cbnewsk.cb.att.com> garold@cbnewsk.cb.att.com (g.d.redenbaugh)
writes:
>
>>However, is it necessary to have a separate binaries news group. It
>>used to be common for binaries to be posted right to this group. I am
>>not against a binary news group if it will get binaries posted but is
>>there a reason why binaries can not be posted here.
>
>I think you have a good point. Why don't we just post uuencoded files
>here for now. If it becomes a problem, then we will have a much better
>argument for a new group. As it is, I'm not convinced that a new group is
>needed.

Imagine reading the Info-Atari8 Digest at, say, 300 bps, with say, a
1500-line .uue file in the middle of it. Do you think you'd watch the
binary go by so you could read the messages at the end of the Digest?
Info-Atari8 subscribers have no way to just skip over .uue postings they
don't want to read, they have to either watch the whole binary go by, or
they miss some of the other postings to the group. This was the reason
we've fairly successfully moved our file sharing from this group to the
archive. The proposed binaries newsgroup would indeed be accessable to all
Usenet readers, but the readers of this group without Usenet access would
not be able to make use of it. Perhaps a new idea: why not have the
proposed binaries group available as a separate mail-list as well?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3550. Re: Help! Uudecode/Yau.com

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 15:20:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1801nqINN8kr@usenet.INS.CWRU.Edu>
Source record: 109694

In a previous article, bbs@neb (BBS System 801-967-8072) says:

>I've just requested two files (and received them) from the Atari
>archives at umich.edu. Problem is this: One file (raindemo.arc) came to
>me in several parts (about 4, I believe). I had the system send them to
>me, received them to hard drive on my Atari 800xl. Now, how do I turn
>those 4 parts into one functional .arc file? Running Yau.com, it tells
>me, cant read header (or something of that nature). Do I need to /a
>append the 4 files to one another in sequence - thereby creating ONE
>file (out of 4), then run Yau.com on them? Any help appreciated. I'd
>like to know the exact procedure for receiving files via the archives to
>my atari. Thanks!

That's just about right. Note that Uudecoders do not like any junk text
in the middle of the file, so when you combine your four parts
you have to go in with a text editor to fit them together into a single
pure .uue file.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3551. Re: Help! Uudecode/Yau.com

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 16:05:42 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Sep1.160542.101@mnemosyne.cs.du.edu>
Source record: 109698

In article <1992Aug31.173253.25161@neb> bbs@neb (BBS System 801-967-8072) writes:
>I've just requested two files (and received them) from the Atari
>archives at umich.edu. Problem is this: One file (raindemo.arc) came to
>me in several parts (about 4, I believe). I had the system send them to

Wellllll, on my Unix box I have a command a friend wrote especially for
me... called uuindecode, in C..
I might be able to get the sources..
The program works great, and is meant to handle
such cases.
Atari Archive does this to minimize congestion on the poor Net..
Anyone interested? Shall I try and dig up the sources so other people can use
this?
I'll try, anyway...

(sorry the mesg was a bit of a mess...)

-Itay

3552. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 16:18:09 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Sep1.161809.634@mnemosyne.cs.du.edu>
Source record: 109699

re: info-atari-8 readers:
NO! The Digest has less messages if there is one big one, since
the digest completes itself after ~600 lines. Which means that a reader
can just stop reading it, since there is nothing after it. Of course,
there is an exception if it a shortish file... (~300)
-Itay

3553. drives for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 17:32:45 UTC
From: gstovall@crchh67.bnr.ca
Message-ID: <1992Sep01.173245.13791@bnr.ca>
Source record: 109701

Does anyone know of a commercial source for new or used drives
for an 800xl? I'm thinking of setting mine up for my son to
learn on...
--
Gregory T. Stovall gstovall@bnr.ca
Bell-Northern Research ESN 444-7009
Richardson, Texas, USA (214) 684-7009

3554. Re: What... No Crashman??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 17:33:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <5yNFqB3w165w@cyberden.uucp>
Source record: 109605

jim@neb (Jim Hood) writes:

> What?? Not done yet!!! Shesh... get those fingers moving!!!
> (just kidding of corse... I guess I was just a little over anxious to
> see something new on that old 8-bit!!)
> Looking forward to seeing it when it is availaible.

That reminds me! I'd better work on it, eh? hahah... I've been fascinated with what I'm doing in PURE BASIC with a BBS (ie- no "by me" ML routines. Just the typical "move bytes" and "load bytes" quickies that I always use (in BASIC... I'd just MOVE or BGET in TBXL)). Hell, I even have a GOSUB'd routine called "OS" which checks for system halt [BREAK] disabled, [HELP] is checked instead), updates the clock, etc. All on my nifty custom DL (non scrolling data lines at the top..first time i got something like that WORKING correctly!)...

but yeah... I'm still waiting to get the music (Marek!? jk.. no rush), and add enemy movement.. You also gotta remember the work invovled in designing and testing each level! (PD version will come out much sooner than registered version!)

Also, I got school to worry about starting next week! (yeah, 5 1-hour classes... one of which is typing... another is yearbook... <yawn>... call it Club Med, but... hehhehee)

Thanx for the interest! I guess I know I have at least ONE order coming! ;)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
September 1, 1992

3555. AMODEM 7.52!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 17:40:12 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <P0NFqB4w165w@cyberden.uucp>
Source record: 109606

Yikes... damn.. AMODEM really IS "BobTerm, but in BASIC"!!! (I got version 4.something from the archive, and version 7.52 from a BBS last night. It was described as "having all the features as BobTerm, but in BASIC"... which, amazingly enough, it DOES! I wish I would've gotten this long ago instead of version 4.x!! I used some of the routines in 4.x as a base for my modem-using programs. It's not a bad start, but like I posted earlier, I had to make a GOSUB'd routine to handle all the "all the time" things (clock, chat mode, etc) and then jump to it all the time! AMODEM has an ML routine doing it!

One drawback though... I (legally) can't use much from v.7.52 because it's NOT PD... So I guess I made that clock handler before i got it! haha...

Anyways.. for a good hack, i recommend AMODEM 7.52(or higher...!?)

I'll (evENTUALLY) see if I can upload it to the archive (to get that place up to date! ;))..

oh, one more drawback.... using MyDOS 4.53/4, BASIC (rev.C?), SX Handler (by Trent Dudley...same guy I beleive..?), (and with Hyper E: v.2 installed.. it takes a K or 2), it only has a 2K buffer!!!!!!!!!!!!!!!!

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
September 1, 1992

3556. Re: Endings to PastFinder, Necromancer, Shamus, Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 18:17:43 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep1.131744.12461@miavx1.acs.muohio.edu>
Source record: 109700

In article <greg.715355075@duke>, greg@Quotron.COM (Greg "Maddog" Knauss) writes:
> norlin@ESSEX.ECN.UOKNOR.EDU (Norman Lin) writes:
>
>>In Pastfinder, after you complete each stage, you get a new "ranking". The
>>last "ranking" says "YOU ARE GREAT" and it doesn't change after that.
>>(BTW, IMHO, Pastfinder has some of the best character graphics and animation
>>I've ever seen. Very creative 3-D effects!)
>>
>>In Necromancer, after you complete the last graveyard, you get a not-
>>too spectacular screen with horizontal bars of color flowing up and down
>>from the center of the screen with a powerful fading musical chord in the
>>background. Then you are returned to the title screen.
>
> The most disappointing end-screen I've ever seen was for Caverns of Mars.
> After WEEKS of playing the stupid thing over and over and over, I finally
> finished the hardest mission and... got the score list, just like if I'd
> died. NOTHING special. I don't need half-hour animated movies and I played
> the game because I enjoyed it, not because I just wanted to see the end
> sequence, but games that have endings should have ENDINGS -- something,
> anything. Even text wrapping up the story line. After weeks of enjoying
> Caverns, I felt let down after I'd finished it...

I really liked the ending to Goonies though!!!

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 1-SEP-1992

3557. WANTED: Atari/Colecovision/Intellivision carts - buy/trade/sell

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 19:41:17 UTC
From: bs066@cleveland.Freenet.Edu
Message-ID: <180h0tINNebe@usenet.INS.CWRU.Edu>
Source record: 109702
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

```
** Wanted: Used/new Atari 2600/5200/7800 games, Intellivision,Colecivision **
** and XEGS/Atari computer cartridge games. Will trade new/used/rare **
** games or buy games. **

Wanted: Atari 7800/5200/2600/8-bit computer, Intellivision, and Colecovision
video game cartridges. I would like to trade/buy/sell games. I have some
new and used games for those systems and would like to trade for games
that I do not have. I will also sell games (both new and used).

I will also pay a reasonable price for the games (depends on the game) and
pay shipping if you do not wish to trade. I will also buy games in sets
with the hardware if you are trying to get rid of an old system.

Please send me a list of the games that you would like to trade/sell and
what games you want in trade or the prices of the games you are selling.

Here is a list of the games that I have available for trade/sale for
2600/5200/7800,Intellivision, and Colecovision games. If you are interested in
trading, ask and I can send you an up-to-date (basically) list of what I have
extras of. I also have a few rare titles for trade only.

New Atari 7800 games for trade/sale: (All by Atari)

------------------------------------
Ballblazer ($10) Tower Toppler ($20) Donkey Kong ($10)
Donkey Kong Jr. ($10) Joust ($10) Dark Chambers ($18)
Pole Position II ($6) Asteroids ($12) One-on-One Basketball ($10)
Robotron: 2084 ($10) Crossbow ($16) Touchdown Football ($18)
Xevious ($10) Choplifter ($18) Karateka ($18)
Dig-Dug ($8) Hat Trick ($12) Realsports Baseball ($18)
Jinks ($16) Galaga ($10) Impossible Mission ($28)
Food Fight ($10) Barnyard Blaster ($16) (light gun required)
Centipede ($12) Fight Night ($16) Ace of Aces ($24)

New Atari 2600 games for trade/sale: (All by Atari, except Starpath SC)

------------------------------------
----------> Starpath Super Charger with Games 1-4 <---------- ($35) -----------
Desert Falcon ($12) Gravitar ($24) Pole Position ($8) Venture ($10)
Sprint Master ($16) Super Football ($12) Jungle Hunt ($14) Centipede ($16)
Crossbow ($18) Crystal Castles ($12) Super Breakout($12)Battlezone ($14)
Jr. Pac-Man ($12) Solaris ($8) Kangaroo ($10) R.S. V-ball($12)
Secret Quest ($24) Space Invaders ($12) Asteroids ($14) Ms.Pac-Man ($18)
Vanguard ($20) Dark Chambers ($20)

New XEGS games for trade/sale: (All by Atari)

-----------------------------
```

Rescue on Fractalus ($24) Archon ($32) Ball Blazer ($24)
Gato ($36) Barnyard Blaster ($36)

*** Note: Some of the new games may be out of stock and unavailable.
*** Some of the used games may have already been sold/traded.

Wondering why the prices are so high? -- Well, I spend quite a lot of time searching for these cartridges. My goal is to collect as many different cartridges for the above systems as possible. So, I greatly prefer to trade for games rather than sell them. When I sell them, I have to in some way justify all of the time I have put into finding that cartridge, that means I have to charge more $$$. If I trade for another cartridge(s) that I do not have, then I consider it even and I am happy.

Postage: Postage included when buying games and trading games (Except Intellivision games and all hardware).

Haggeling: Feel free. If you are buying multiple games, the chances are that I can give you a better deal than what is listed above. If you are just buying one. It's very unlikely.

Partial list if Atari 2600 USED games for trade (no manual/box):

Taz Swordquest: Water World Star Wars: TAG
Tunnel Runner Steeplechase Stellar Track Millipede
Krull Super Cobra Mario Bros. Basic Prog.
Dolphin Radar Lock (Many more....)

Partial list if Atari 5200 USED games for trade (no manual/box):

Miner 2049er Star Wars: The Arcade Game (Many more....)

Used Hardware for Trade/Sale (Shipping not included)

Systems:
Atari 2600, 2 Joysticks, 1 set of Paddles, Power Supply, Switch box, $25
Parts:
Atari 2600 (6 switch) Console only, $35
Atari 2600A (4 switch) Console only, $15
Atari 2600 power supply, $10
Atari 5200, 4 port model, Power Supply, Switchbox, $45 (No joysticks)
Atari 5200, 4 joystick port, console only, $10 (not sure if it works)
Atari 7800 Console only, $25

Used Super Nintendo games available for trade only

PilotWings R.P.M. Racing Super Ghouls and Ghosts

I am also interested in used video game hardware. Please also send a list of what you have and the prices.

Here is a PARTIAL list of the games that I am looking for. If you have any of these games for sale/trade, please write back and we can make a deal.

But since this is just a partial list, if you are interested in trading at all please write and I can send you the whole list.

Atari 2600 games wanted:

_____

Roadrunner Atari# CX2663 Frog Pond Atari# CX2665
Swordquest Airworld Atari# CX2672 Dukes of Hazzard Atari# CX2678
Quadrun Atari# CX2686 Tempest Atari# CX2687
Pengo Atari# CX2690 Food Fight Atari# CX2693
Xevious Atari# CX2695 Asterix Atari# CX2696
Rubik's Cube Atari# CX2698 3-D Asteroids Atari# CX26105
Galaga Atari# CX26116 Obelix Atari# CX26117
Saboteur Atari# CX26119 Zookeeper Atari# CX26121
Choplifter! Atari# CX26124 Track & Field Atari# CX26125
Elevator Action Atari# CX26126 Gremlins Atari# CX26127
Boing Atari# CX26128 Honker Bonker Atari# CX26130
The Last Starfighter Atari# CX26134 Super Soccer Atari# CX26138
Motorcycle Atari# CX26141 Crack'ed Atari# CX26142
Jinks Atari# CX26165 Street Fight Atari# CX26167
Motorodeo Atari# CX26171 Xenophobe Atari# CX26172
Ikari Warriors Atari# CX26177 White Water Madness Atari# CX26184
BMX Atari# CX26190 KLAX Atari# CX26??
Shooting Gallery Atari# CX26?? Saving Mary Atari# CX26??
Adventures of Max Atari# CX26??

Looping Coleco# 2654 Mr. Do! Coleco# 2656
Time Pilot Coleco# 2663

Ewok Adventure Parker Bros.# PB5065
Q*bert's Qubes Parker Bros.# PB5550
Frogger II: Threedeep!Parker Bros.# PB5590
Mr. Do's Castle Parker Bros.# PB5820

Atari 5200 games wanted:

_____

Beamrider Gyruss Meteorites
Return of the Jedi Roadrunner XARI Arena Black Belt
Ball Blazer Gremlins Basketball Track & Field
Millipede Xevious Looney Tunes Hotel Pac Man Jr.
Sport Goofy Miniature Golf Meebzork Tempest
Mr. Do!'s Castle Spitfire Rescue on Fractalus

Atari 7800 games wanted:

_____

Ikari Warriors Atari# CX7862 Mat Mania Challenge Atari# CX7863
Ninja Golf Atari# CX7870 Meltdown Atari# CX7875
Scrapyard Dog Atari# CX7879 Midnight Mutants Atari# CX7889
KLAX Atari# CX78?? Rescue on Fractalus Atari# CX7816
Tank Command Froggo# ????? Water Skiing Froggo# ?????

Colecovision Games Wanted:

_____

Motocross Racer Beamrider H.E.R.O. Rock 'N Bolt
Zenji BC Quest for Tires Bump 'n Jump
Burger Time Congo Bongo Dambusters Donkey Kong III
Frenzy Frontline Mr. Do's Castle
Tarzan Time Pilot Boulder Dash
Montezuma'sRevenge Star Wars: The Arcade Game Mountain King

Intellivision Games Wanted:

Swords and Serpents Minoutar Hover Force Sewer Sam
Dreadnaught Factor

Thanks,
Jeff Scott
--
Jeff Scott | Classic Video Game Collector ||| | ,-.
usr5271a@tso.uc.edu | Atari (2600/5200/7800/XEGS) ||| | / | \
bs066@cleveland.Freenet.edu | Intellivision, Colecovision / | \ | \/|\/
----------+---------- `-'

3558. Re: Networking 8bits with the cartridge port

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 21:31:24 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep1.163124.12469@miavx1.acs.muohio.edu>
Source record: 109703

[This is from Jeff Potter. He accidently sent it as a mail message
instead of posting it.]

In article <1992Aug31.112615.12434@miavx1.acs.muohio.edu> you write:
|>
|> Well, with all this extra 8-bit equipment around, I was thinking of
|> trying to do some projects with them, ut the first thing I would like to
|> be able to do is to have a simple networking scheme, not requiring a
|> disk drive for each one.
|>

The networking scheme you seem to describe sounds a lot like The Multiplexer
offered by Computer Software Services (CSS). It consists of a collection
of cartridge interface boards, allowing up to 8 Ataris to access the same
drives and printers, and to talk to each other. Drop a line to Bob Puff
or Chris Freemesser (sp?) for more info.

BTW: the "Maze of Agdagon" networking scheme is not based on this device.

Also: Jeff McWilliams: the "OS in EPROMs selected by switch" idea sounds a
lot like the US+ OS Upgrade also by CSS. The upgrade gives an XL/XE the
old 800 OS, the XL OS, or a third OS which allows Ultra Speed serial I/O
(with the proper disk drive) and bunches of keyboard-controlled modes.
Works real nice, too....

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com
--

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 1-SEP-1992

3559. Re: Networking 8bits with the cartridge port.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 21:37:43 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep1.163743.12471@miavx1.acs.muohio.edu>
Source record: 109704

In article <Jim_Johnson.07qb@abcd.Houghton.MI.US>, Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
> A firm in Warren, Michigan, USA called Innovative Concepts produced a
> scheme using a 400/800 connected to a XL/XE via the cartridge port. The
> RAM in the 400/800 could be used for either a printer buffer or a RAM disk.
> Once upon a time (isn't that how all fairy tales begin), ICD was to release
> a special ROM for the MIO to permit true networking. (I suspect that the
> chip would allow the MIO to have different SCSI addresses)

What I think would be grand is a cheap networking scheme,
unfortunately, I don't think there is a practical way of implementing it
though.

The reason I would like to see one is that I now have 3 800XLs and
a 400, but only two drives. (But I don't have the money to buy the
multiplexer from CSS, I am a poor college student! :-( )

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))){{{{{{{{{=======----- 1-SEP-1992

3560. Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 21:41:08 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GO9Z8M7HHE8Y5BXE@carleton.edu>
Source record: 109607

```
New for this release:

- I'm now recommending archive uploads be sent to
weiner@atari.archive.umich.edu as the BART help file says.
- Cleveland Free-Net Atari SIG info tweaked again
- Atari 8-bit hardware list added to, but still needs help

The 8-bit Atari
Frequently-Asked Questions List
for the Internet

Posted on or about the first of the month, simultaneously to:

the Usenet newsgroup
comp.sys.atari.8bit

and

the Internet mail-list
Info-Atari8 Digest

which are, in fact, one and the same group.

Revised 1-Sep-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free
exchange of information pertaining to the 8-bit Atari computers:
the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. All
postings to comp.sys.atari.8bit automatically appear in the Internet's
Info-Atari8 Digest.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the Internet mail-list dedicated to the free
exchange of information pertaining to the 8-bit Atari computers:
the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. All
contributions to the Info-Atari8 Digest automatically appear on Usenet's
comp.sys.atari.8bit.
To subscribe or unsubscribe to the Info-Atari8 Digest, send
e-mail to Info-Atari8-Request@naucse.cse.nau.edu.
To contribute to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu.
Please note: there is NEVER a good reason to send anything to the address
```

Info-Atari8@naucse.cse.nau.edu.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning, jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragraph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

BART automatically UUEncodes binary files before sending them to you. Other files of interest are 8-bit.cat, containing 1-line descriptions of the files available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/new". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file so Jeff Weiner knows what directory to place it in at the archive. It is especially important to specify that your upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published monthly. It covers the 8-bit Atari computers exclusively. To have Z*Mag delivered "right to your own mail box," send a message

to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/djg/issueX.arc' where X is the number of the issue desired.
To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.{107,110}). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network.
The Atari SIG carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers. Send correspondence and press releases to xx004@po.cwru.edu.

What magazines support the 8-bit Atari?
Atari Explorer Atari Interface
Subscriptions Unicorn Publications
P.O. Box 6488 3487 Braeburn Circle
Duluth, MN 55806 Ann Arbor, MI 48108
U.S.: $14.95/1 yr (6 issues) U.S.: $18/1 yr (12 issues)
Canadian: $19.95/1 yr Canadian: $42/1 yr
International: $24.95/1 yr Foreign: $48/1 yr
8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and
developers which is too long to include here. Contact him at
wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that
is common in the IBM-PC/MS-DOS world. This is done to make the file shorter,
so it takes less time to transfer between computers. The atari.archive
contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion
program is called superarc.arc (use supunarc.com to un-arc it). Each is
compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is
uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER
it into Atari BASIC). The file yau.arc contains yau.com, a machine-language
UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible
with the UNIX equivalent. UUEncoded files are given the extension .uue.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are no fewer than 5 programs at the atari.archive that claim to
achieve this, at least to some extent. They are:
pcxfer.arc - Predecessor of all but sr.arc. No recent usage reports.
util.arc - Perhaps the most widely used; archaic instructions, but works.
dskutil.arc - Reputed to be a cleaned-up util.arc.
atario21.arc - Also an improved util.arc, but only read, no write.
sr.arc - Stands for Sparta Read, for SpartaDOS format disks.
Each of these programs runs on an MS-DOS type of computer. For disks written
on your PC to be read on your 8-bit Atari, you must have an Atari disk drive
capable of accessing at least 180K, SS/DD disks. That is, an XF551, Indus GT
or equivalents, but not an unmodified 1050 or 810. There is no way to write

128K or 90K Atari-format disks with an IBM-PC. You will also need either SpartaDOS or MYDOS on the Atari.

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon. It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, unique OS
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
65XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (2 versions, see the Best catalog)
810 Disk Drive (SS/SD 90K with DOS 1 or DOS 2.0S)
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports)

1010 Program Recorder
1020 Printer/Plotter (40 col.)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (??? - never sold in U.S.)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with ???software)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware:
815 2 x SS/DD 180K with DOS 2.0D
1400XL 800XL plus modem, speech synth.
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 in XE style
???Those two thermal XE printers - "one prints in color!"

End of FAQ list.

3561. MYDOS 4.53/4 (was Re: AMODEM 7.52!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 22:55:01 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.715388101@vincent2.iastate.edu>
Source record: 109608

In <P0NFqB4w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:

>oh, one more drawback.... using MyDOS 4.53/4, BASIC (rev.C?), SX Handler
>(by Trent Dudley...same guy I beleive..?), (and with Hyper E: v.2
>installed.. it takes a K or 2), it only has a 2K buffer!!!!!!!!!!!!!!!!

Can someone upload the latest version of mydos to the archive?
is there also a version mydos 4.53/3 ? What improvements are
there over the version on the archive? I assume the /3 or /4
refers to the # of digits in the directory display, right?

if someone wants to email it to me, I can upload it.

3562. XEP-80 & Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-01 23:54:07 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9209012354.AA22556@smithkline.com>
Source record: 109609

Jim Johnson's observation of smeared output from an XEP-80 on a color monitor was interesting. I'll have to try it for myself, just to see...

I own several XEP-80's & use them routinely. For text displays you can't beat it.

However, when I FIRST got an XEP-80 I almost gave up on it. The horizontal synch frequency on the XEP-80 isn't quite right. NTSC requires 15.75 KHz on the horizontal synch, but the XEP-80 puts out something like 16.4KHz or so. So, you get tremendous horizontal shear when you hook up an XEP-80 to a monitor that was previously adjusted to work fine with the 40-col output. You have to tweek up the horizontal control on the monitor to get a stable display with the XEP-80. Some monitors might not permit that much range of adjustment. If so, you can't use that monitor with the XEP-80.

Of course, if you tweek up the monitor to work OK in 80-cols, if you switch back to 40-col (using The Alchemist's infamous 80-Column Switcher), then of course your 40-col display is all screwed up & has to be readjusted. If you're using a program like BobTerm that makes use of both outputs, it will drive you outta your friggin' mind to have to re-tweek the display every time you switch.

By rapidly switching back & forth between the 2 displays as you twiddle the horizontal control knob on the monitor, you can find an intermediate setting where the monitor is stable to both displays. That's what I do with mine, & so far it has worked on every mono monitor I've tried (Apple II, Heath/Zenith, converted DEC Rainbow/VT220, & Pi-3 units).

- BEN POEHLAND [The 8-Bit Alchemist]
Managing Editor, Atari Classics Magazine

****

3563. Falcon! Enough already!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 02:10:43 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <kwBgqB2w165w@cyberden.uucp>
Source record: 109613

Boy! For being comp.sys.atari.>8bit< we sure are getting enough Falcon traffic flowing through here! I'll see if I can SOMEHOW post the info. that's available on this system (yes! an IBM board!!) about the Falcon030 onto the 8-bit conference. Even though it's an ST!!...
As the Sysop here (who's a musician, midi-god, etc..hehe) said: "The Falcon is a Midi user's wet dream"... or something very close to that.

Anyways...even if it takes loading BobTerm and jamming the thing onto a disk and ascii uploading it as a post, I'll get this done...

just to stopall the "what is it?"'s!!!

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
September 1, 1992

3564. AnsiTerm at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 02:31:22 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Sep2.023122.25404@cs.tulane.edu>
Source record: 109610

The latest release of AnsiTerm by Robert Sinclair (c) 1992

AnsiTerm now supports xmodem file transfer, screen captures and keyboard
macros. While still a bit slow, AnsiTerm works Well at 1200bd and does a
fair job of translating ansi graphics for your Atari 8bit platform.

AnsiTerm is a full vt100 Term emulator that requires 48k and an Atari 800
or better to run, as well as one diskdrive and a Hayes compatible modem.

AnsiTerm works with all dos's, MIO and P.R. connection, and already has
80 col output...you won't need any additional hardware.

Works best on mono monitors, but is readable on color sets.

AnsiTerm is now at the archives (ftp atari.archive.umich.edu) in
Atari/8bit/new
Mike...

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu
New Orleans, Louisiana. Psychedelic Daydreams

3565. Col80.arc & Mouse.arc

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 02:37:56 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Sep2.023756.27708@cs.tulane.edu>
Source record: 109611

Col80.arc has been placed in the Atari archives at Umich in the atari/8bit/new section.

Mouse.arc, a short ML mouse driver for use in basic programs has also been sent to the archives.

If you do not have ftp access to the archives, drop me a note and I'll uuencode them and send you a copy. If you can not uudecode, for the cost of stamps I'll ship them USPS....

Mike Todd
WBUG Atari Archives
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

3566. Trade(s)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 03:07:20 UTC
From: bbs@neb
Message-ID: <1992Sep2.030720.1373@neb>
Source record: 109618

```
I have a TRAK double density drive w/slave drive (double density as
well) and printer port (with cable) that I'd like to trade straight
across for any of the following:
.
Atari US Doubled 1050
Atari 1050 Happy
Good NLQ Printer (preferably a Star NX-1000)
256k 800xl
320k 130xe
anything else of equivalent value..
-----
Posted by BBS User: James King
--
*------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs. *
*------------------------------------------------------------------------*
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
*------------------------------------------------------------------------*
```

3567. Misc. software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 03:50:52 UTC
From: dhong@wam.umd.edu
Message-ID: <1992Sep2.035052.24218@wam.umd.edu>
Source record: 109614

I have about 20-25 disk of software for sale, they are all original,
including some games like Dark Crystal, Arcade Machine, Flight Simulator,
+ some more, I have orignal box and manual for a lot of them, I also have
3-4 word processor, 3-4 graphics package, a spread sheet, dos 2.5 etc, etc.

Don't want to split the whole chunk, what about $30 + shipping for all.

Sze Hong

3568. E71 and the RVERTER

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 05:27:19 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92246.012719AKH104@psuvm.psu.edu>
Source record: 109615

um...simple question...how does one do e71 with the rverter?
none of my vt100 terminals work with it unless its 8bit..
however...bobterm does vt52Odd which does e71 just fine...when
using the rverter? so does bobterm emulate all this and everything
else uses the 850 tables?
Andrew

3569. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 07:08:03 UTC
From: jonc@status.gen.nz
Message-ID: <5JPFqB1w164w@status.gen.nz>
Source record: 109645

tmkk@uiuc.edu (Khan) writes:

>
> In article <BtIIo4.C1B@world.std.com> bmarcum@world.std.com (Bill Marcum) wri
> >In article <BtHwnC.3sI@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:
> >>
> >>Pretty bogus - TRIPLING the monthly fee just for access to internet
> >>mail? I suppose the greedy bastards charge you whether you send or
> >>receive the mail too, huh?
> >>
> >>Sheesh. Maybe it's time I dropped GEnie.
> >>
> >Well, you don't have to subscribe to the Internet mail. I do think that $9.
> >is a little high, and it's silly that you can't even receive mail from
> >Internet without paying that fee. Still, it beats using PC-Pursuit to call
> >an out-of town Internet host. If only Genie had Usenet and ftp...
>
> I suggested that very thing to them. I told them they could be the FIRST
> commercial online service to offer REAL Internet access, and beat their
> arch rival CI$ to the punch. Apparently they just don't understand the
> value of that particular service.
>

You mail address for GEnie ie username@genie.geis.com.

Email away chaps, all incomming mail is free on GEnie so you can
talk to all your friends via internet.

Regards

Jon Clarke
Cat 15 -Z*NET Magazines
J.CLARKE6

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3570. Re: XEP80 and Monitor.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 13:46:05 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07vn@abcd.Houghton.MI.US>
Source record: 109621

You CAN hook a XEP80 to a TV set if it has composite video inputs (most VCR's do), HOWEVER I doubt that you would want to. Televisions generally cannot handle more than a 40X25 screen. By pushing an 80X25 screen into a television, the text smears so badly as to be nearly illegible.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3571. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 15:14:05 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <182lntINNsnj@usenet.INS.CWRU.Edu>
Source record: 109617

In a previous article, ichamiel@nyx.cs.du.edu (Itay Chamiel) says:

>re: info-atari-8 readers:
>NO! The Digest has less messages if there is one big one, since
>the digest completes itself after ~600 lines. Which means that a reader
>can just stop reading it, since there is nothing after it. Of course,
>there is an exception if it a shortish file... (~300)

Say the digestifier has collected about 500
lines worth of postings for the next Digest. Now somebody posts a
2000-line .uue file. This produces a 2500-line Digest. And no, that big
file will probably NOT be at the end of the Digest. This is because within
a Digest postings are arranged not in chronological order but in
alphabetical order by subject. That's why Digest readers experience the
strange phenomenon of reading answers to questions before the questions.

While I'm at it: It's FEWER messages. (I'm one of those people that
appreciates grammar.)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3572. ST for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 16:30:29 UTC
From: dunham_jerry@tandem.com
Message-ID: <2364@devnull.mpd.tandem.com>
Source record: 109619
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

This looked like too good a deal to not pass along. Nick can be reached at
cabell_nick@tandem.com. Please don't reply to me since I don't have the
machine.

--Jerry

From DUNHAM_JERRY@austin Wed Sep 2 09:45 CDT 1992
Return-Path: <DUNHAM_JERRY@austin.mpd.tandem.com>
Subject: Atari computer for sale - cut rate

------------ ORIGINAL ATTACHMENT --------
SENT 09-01-92 FROM CABELL_NICK @MAILMN

Second call. I'm turning the parts into a local dealer for $100. If you want
to better that, call/reply before end of day Thursday 9/3.
Included:
-Atari 520 ST computer w/mouse
-Atari color monitor
-2 single-sided external drives
-Star SG-10 Dot matrix printer
-Software: Flight Simulator, children's games, Superbase, and more
System is works fine, but you must take the whole deal "as is".

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3573. Helping Digest readers

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 18:44:05 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209021843.AA26519@brachot.jct.ac.il>
Source record: 109620

Ok, everybody!! An announcement!!

Each binary posting shhould now have "zzzz [progname, comments]" as the subject, so it will be at the end of the Digest.

Is that good?

-Itay

3574. HELP! PLEASE! ATARI TO DOS TRANSFERS!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 21:02:00 UTC
From: kmatthes@mizar.usc.edu
Message-ID: <laaau8INNbdh@mizar.usc.edu>
Source record: 109622

Can anyone on this board tell me how (or if it is possible) to
transfer atari files to DOS 5.0 format?

Thanks.

3575. Re: T:Edit Docs. ver.2.0 <blurb>

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 21:31:09 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep2.213109.10861@news.ysu.edu>
Source record: 109623

```
Bill->here's another doc for TEDIT:
T:EDIT Commands

^ = CTRL
SH = SHIFT
DS = DELETE BACKSPACE

TEXT COMMANDS:
KEY FUNCTION
^L.............Load text file
^S.............Save file
^P.............Print file
^M.............Print to any device
^X.............Disk directory
^F.............Global find & replc
^C.............Clear ALL text
^I.............Toggle insert mode
^O.............Show false spaces
^E.............Erase spaces
^K or ^CAPS.....Change char case
^R.............Reverse 2 charactrs
^Q.............Quit to DOS
^N.............Word count
TAB............insert 5 spaces
DS.............Delete backspace
^DS............Delete 1 character
^>.............Insert 1 space
SH>............Insert 255 spaces
SHDS...........Delete 1 line

CURSOR CONTROLS

^+.............Move 1 to left
^*.............Move 1 to right
^-.............Move up 1 line
^=.............Move down 1 line
^T.............Jump to TOP
^B.............Jump to BOTTOM
^A.......Jump to beginning of line
^Z...........Jump to end of line
^W...........Jump 1 word to right
^U...........Jump UP 1 screen
^D...........Jump DOWN 1 screen
^H.............HOME cursor

Insert control characters with SELECT and the key you want
```

You may enter 24 characters for file names so SpartaDOS and MYDOS vers.4 subdirectorys are allowed.

Saving to P: will give a rough printout with no page breaks.

To run TEDIT.COM on Sparta Dos enter KEY OFF command before running.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3576. Re: col80.arc (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 23:30:33 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep2.233033.24036@a.cs.okstate.edu>
Source record: 109626

In article <9209011551.AA08232@brachot.jct.ac.il> Itay writes...
>Here is the final version of Col80...
>uudecode and binary-post this? thanx ItayChamiel
>

I just sent it to the archives....

4518 bytes
col80.arc
in the "new" directory at atari.archive

to get it:

cd /atari/new
get col80.arc
(be sure you're in binary mode!)

jc

3577. Re: E71 and the RVERTER

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-02 23:58:57 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep2.185857.12518@miavx1.acs.muohio.edu>
Source record: 109624

In article <92246.012719AKH104@psuvm.psu.edu>, <AKH104@psuvm.psu.edu> writes:
> um...simple question...how does one do e71 with the rverter?
> none of my vt100 terminals work with it unless its 8bit..
> however...bobterm does vt52Odd which does e71 just fine...when
> using the rverter? so does bobterm emulate all this and everything
> else uses the 850 tables?
> Andrew

Well, it took me a while to find the right driver to use my SX212
in direct connect and do E71. When I go home tonight I try to check. (I
think it was the one by Trent Dudley. I got it with that term80 program,
I think.)

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 2-SEP-1992
```

3578. Re: Help for ATARI XE video game system.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 00:04:00 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <"92-09-02-17:04:31.61*UJ1G"@DKAUNI2.BITNET>
Source record: 109616

Bill Kendrick writes:
> 1) 800XE!?
> ^ I hope that's a typo. If not, give details!!!!

No that ISN'T a typo. The 800XE is quite popular here in Germany.
I didn't know that these computers aren't common in the U.S.A.

I think the 800XE was released around 1989 in Germany.
It looks axactly the same way as a 130XE (you know: that gray
colored case that appeares like a tiny ST).
The 800XE doesn't have a PBI like the 800XE but it has the cartridge
port along with the ECI on the back (same as 130XE).
Unlike the 130XE it has only 64Kb RAM.
I wonder if it isn't just the 800XLF with an XE case?
I don't know for sure, but the 800XE should have the Freddie (sp?)
chip inside.

On the whole the 800XE is a 130XE with 64Kb. Nothing special.

Strange, I don't remember seeing a 65XE around here. I guess
the 800XE IS the 65XE.
Atari seems to give two names for one computer.
65XE in America, 800XE in Europe.

>
> 2) Daemon Attack?
> ^ Is THAT a typo, or just the German spelling of Demon??
> hmmm

You are right here :-)
In this case it is a typo. 'Daemon' is indeed the German spelling
of Demon.

Marek

3579. wanted: printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 01:56:06 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.715485366@vincent2.iastate.edu>
Source record: 109625

I'm looking to buy a printer interface for an 8bit system
that I'm giving to my nephew. I'd like to spend $15 - $25,
but would spend a little more for an 850 or PR connection.
Email me if you've got one to sell, or if you know somewhere
that might have one for a few $$.

Todd

3580. Re: E71 and the RVERTER

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 03:48:29 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.07zu@abcd.Houghton.MI.US>
Source record: 109635

It is very possible (likely in fact) that all parity issues are handled by
the software and not at the hardware level.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3581. FREE ADS IN ATARI CLASSICS !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 05:26:48 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9209030526.AA27910@smithkline.com>
Source record: 109627

September 2, 1992
For immediate network release.
Subject: Free Ads in Atari Classics!
From: Ben Poehland, Managing Editor

Greetings to all the Denizens of Telecom Networks!

Atari Classics magazine has made a bold decision to attempt to launch its Premier Issue and main subscription drive at the WAACE Atarifest in Reston, Virginia, USA October 10-11. Our Staff and Publisher are shifting into high gear in an attempt to meet this challenging goal. Frankly, we aren't 100% sure we'll make it, but we're sure gonna give it every ounce of effort! The Premier Issue itself will be used to launch our subscription drive and will be distributed FOR FREE to those sent in their Mail Campaign cards or who have sent a written request to be placed on the free distribution list. If all goes well we hope to have a few spare issues available for distribution at the WAACE fest.

One of the unique features of AC will be its "Swap 'n' Shop" column. This is space reserved in the magazine for free ads from paid subscribers who want to buy, sell, or trade their personal Atari 8-bit items. (We figure it will be a REAL popular part of the magazine!)

Ahhh... but yah see, we got a little problem here. Atari Classics is still in the startup phase. We are presently in production on the Premier Issue and would of course like to include the "Swap 'n' Shop" feature in our very first issue. The problem is, we don't have any paid subscribers yet, so we don't have anyone to send in their free ad!

So what we decided to do is to allow anyone who submits ad copy to us by the following date:

SEPTEMBER 20, 1992

to place an ad in the Premier Issue, absolutely free of charge,

REGARDLESS OF WHETHER THEY SUBSCRIBE OR NOT !!!

We aren't sure at this time just how much page space we'll devote to this column, so it's first come, first serve!

Now, you gotta figure with such a popular feature AC would soon be swamped with ads which would leave us no room for neat articles on programming and hardware hacks and stuff. Plus, we gotta leave space for paid commercial announcements and such. In order to minimize the chaos that could result from this activity we had to place some limits and make a few Rules (uh-oh!). There are 13 of them (yeesh!). OK, yeah, they sound pretty stern and rigid

and all that, but hey- that's why they're Rules, right? Don't feel bad,
The Rules apply equally to everybody (even me!) and will be printed in every
issue of the magazine.

So go ahead and read the Rules, then make up your ad and send it in! You can
mail your ad to AC's postal mailing address given below, or you can e-mail
it to me at:

Internet: poehland%phvax.dnet@smithkline.com
GEnie : B.POEHLAND

PLEASE NOTE: for the Premier Issue ONLY, paid ads in the "Swap 'n' Shop" column
will NOT be accepted, and all personal ads will be truncated to
the 50-word limit. DO NOT SEND MONEY!

A T A R I C L A S S I C S

Swap 'n' Shop
A Flea Market for the Individual Atari 8-Bit User!

-- T H E R U L E S --

1. Ads are FREE to paid subscribers of Atari Classics. Non-subscribers may
place ads at the rate of 2 cents per character (excluding spaces). Payment
should accompany the ad copy. Ad copy from non-subscribers unaccompanied
by payment will be instantly discarded.
2. Free ads are limited to a maximum of 50 words including the advertiser's
contact information. A word is defined as any recognizable combination of
alphanumeric/ASCII characters separated by a space. The language of the ad
must be English.
3. Free ads longer than 50 words will charged 2 cents per character for each
character over the 50-word limit. If payment does not accompany the ad
copy, the Editor will truncate the ad to bring it under the 50-word limit.
4. Atari Classics reserves the right to edit all ads and to reject any ad for
any reason without notification to the advertiser.
5. Ads should be submitted in writing, preferably typed or computer-printed,
to the following address:

Atari Classics
179 Sproul Road/Rt. 352
Frazer, PA 19355 USA
ATTN: Advertising Editor

Illegible ad copy will be discarded by the Editor.
6. All ads MUST contain the advertiser's full name AND postal mailing address
including zipcode for USA addresses. The postal address MUST indicate the
advertiser's country of origin (USA, UK, NZ, France, Germany, etc.). If a
telephone number is included in the ad, please indicate what time of day
you may be reached. It is helpful to include an e-mail address if you have
one. Ads lacking a full name and postal mailing address will be instantly
discarded.
7. This column is for use by private individuals only, who wish to buy, sell,
or trade Atari 8bit items in their personal possession. Users are strongly

advised NOT to advertise non-Atari items or items not related to 8bit computers or game systems (2600/5200/7800/XEGS items are OK). Ads seeking information about Atari 8bit products, or ads offering personal information for the purpose of making social contact with other Atari 8bit users, ARE acceptable.
8. Use of this column for commercial purposes is expressly forbidden. Users found to be violating this policy will have their personal advertising priveledge suspended by the Editors.
9. Advertisers warrant that software offered for sale in this column is on original media accompanied by original documentation. SOFTWARE PIRACY WILL NOT BE TOLERATED. Users found violating this policy will have their personal advertising priveledges premanently revoked, and their subscription to AC will be terminated without refund.
10.For hardware items, it is helpful to indicate the condition of the item. Use the following abbreviations/definitions to describe your hardware item: LN (Like New, the item is pristine, unused, with all manuals and original packaging materials); EC (Excellent Condition, the item has been little used, is in good working order, physically clean, may have a few very minor cosmetic blemishes, with original manuals); GC (Good Condition, the item is in good working order but may be slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, with original manual or copied manuals); FC (Fair Condition, the item is in working order but is missing manuals, heavily worn/soiled or cosmetically damaged); BC (Basket Case, the item does not work, is damaged/butchered, missing manuals etc., but contains salvageable parts).
11.Ads will run only once. If you wish your ad to run again, you must submit fresh ad copy for each issue of the magazine.
12.The Staff and Publisher of Atari Classics will not be responsible for ad copy that gets lost. We will make every effort to handle your ad responsibly, but we are human and muff it every now and then. If for some reason your ad fails to appear, just submit it again.
13.Atari Classics will not be held responsible for any loss incurred for any reason by any person for situations arising from or related to ads appearing in this column. Items offered for sale are assumed represented in good faith. Buyers should contact prospective sellers in advance to insure the availability of the item, arrange for payment terms and shipping, and negotiate the price. All users are expected to be open, fair, flexible, and honest in their dealings with others. Patience, courtesy, and consideration will pay large dividends in securing a successful transaction. Atari Classics does not possess the resources to police the behavior of individual members of the community and will not get involved in disputes between users over deals gone awry. All parties to a transaction are individually responsible for the outcome of the transaction. Buyers and Sellers, be reasonable!

****

3582. ATARI CLASSICS: IT'S ALIVE !!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 05:28:24 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9209030528.AA27916@smithkline.com>
Source record: 109628

-------============>>>> A T A R I C L A S S I C S <<<<============-------

----------=====>> A New Magazine for the 8-Bit Enthusiast !!! <<==========-----

Greetings Fellow Atari 8-Bit Users!

My name is Ben Poehland, and I'm pleased to announce that I shall be serving as Managing Editor of Atari Classics (AC), a new magazine exclusively devoted to the Atari 8bit user. If you are among the thousands who have bemoaned the recent loss of nationally distributed magazines that once supported your beloved 8-bit, I'm here to add a ray of hope to your 8bit future!

The philosophical orientation of AC- incorporated in its Manifest- is to be a magazine "of, by , and for the Atari 8bit user". Unlike previous 8bit periodicals, the content of AC will directly reflect the expressed desires of the user community, especially as recorded during the Mail-In Campaign conducted January 15- May 2, 1992. The magazine will be staffed by members of the user community, and its content will be drawn entirely from the user community.

Unicorn Publications, already well-known for its outstanding Atari Interface Magazine (which covers both the ST and 8bit markets), has agreed to provide publishing services for AC. AC and AIM will be essentially independent publications, and the addition of AC to Unicorn's stable of products will not affect AIM's present subscribers. One of the many unique arrangements concerning AC is that its actual day-to-day operation will be largely in the hands of the user community rather than the publisher. Whatever "flavor" we decide to give it will be entirely our own.

Atari Classics represents a unique experiment in the history of the Home Computer Revolution that began in the mid '70s. With Atari Corp.'s cessation of support for all 8bit products beginning January 1992, an entire class of machines with a global installed user base numbering in the hundreds of thousands was abandoned along with the community of users who still use them. But for the first time, a rejected user community has marshalled its resources and declared its right to exist independent of Corporate America. We respond to Atari's challenge in a way that would make our forefathers proud: by rolling up our shirtsleeves and doing the job ourselves!

This will be YOUR magazine. AC will succeed- or fail- on the number of subscription orders it receives. Although seed money to print the Premier Issue has been provided, the magazine will need 500 paid subscriptions to succeed. A limited production run of 800 issues is scheduled for October or November 1992. Most of these will be distributed- FREE OF CHARGE- to the roughly 600 people who sent in commitment cards during the Mail Campaign.

That's right: if you sent in your card,

YOU WILL GET TO READ THE FIRST ISSUE FOR FREE BEFORE YOU DECIDE TO BUY.

(When was the last time you saw a deal like THAT???)

Of course, there were some folks who got missed in the Mail Campaign. So we ordered up those few extra copies which will also be distributed for free. First come, first serve, please don't block the stampede! You can write to:
Atari Classics
179 Sproul Rd./Rt. 352
Frazer, PA 19355 USA
ATTN: B. Poehland, Managing Editor

to have your name added to the list for a free copy of the Premier Issue. (No guarantees, and be sure to include your postal mailing address!) If you sent in your Campaign card it will NOT be necessary to request your free trial issue, as your name is ALREADY among the LUCKY 600!

The basic subscription fee is $25/year in the USA, with higher fees for Canadian and other non-US subscriptions. Full details on subscriptions will appear in the Premier Issue and in future announcements. Beginning in 1993 the magazine will be distributed bimonthly (6 issues/year).

A software disk bearing programs published in AC plus selected offerings from the Public Domain, will be available separately for $9/year in the USA. The disk will be distributed independently but will be timed to appear with every other issue of the magazine (3 disks/year). Full details on disk subscriptions will also appear in the Premier Issue and in future announcements.

The content of Atari Classics will initially lean toward user applications, hardware tutorials and modifications, programming, and software reviews. We plan to agressively recruit paid commercial advertising from scarce 8bit vendors, and to publish periodic lists of current 8bit supply sources.

Best of all, PAID subscribers will be able to place FREE ads in AC to buy, sell or trade their personal 8bit treasures! (But of course, yah gotta SUBSCRIBE first!)

And, we'll have a whole bunch of other stuff, contributed by some of the most talented writers and hackers in the Atari 8-bit world, authors whose names you've seen gracing the pages of ANTIC, ANALOG, Current Notes, and Atari Interface Magazine. (You'll notice not very many details there- we wanna pique your imagination!)

As of this announcement (August 5, 1992) only a few of the Staff positions at AC have been filled. We are starting completely from scratch, but anticipate most of the administrative machinery for operating the magazine will be in place by the end of August and production begun on our Premier Issue. (We'll need a month to get used to working with each other in an environment of near-total chaos!)

And when you see that first issue appear in your mailbox this autumn,

IT WILL BE YOUR TURN TO DECIDE THE FUTURE OF YOUR MACHINE !!

Please post/copy/distribute this announcement freely, and stay tuned for future announcements !!!

3583. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 06:19:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <q4HiqB6w165w@cyberden.uucp>
Source record: 109629

crow@coos.dartmouth.edu (Preston F. Crow) writes:

> BTW: Will people have trouble accessing uuencoded files? I won't
> have any problem, but then again, I'm using a Unix box to do my transfers.
>

Just post UUDECODE.BAS and YAU.ARC every once in a while...
I actually might try my hand at a better YAU/YAUEE combo once I
get Quick or Action! working (whichever gets working first!)

_____________________________ ||| __ PhBill @ Cyberden (+1 415 472-5527)
PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
moon!cyberden!phbill@well.sf.ca.us (North of San Francisco) \\//
_____________________________________ << Coming soon: C.E.BBS! >> \/
September 2, 1992

3584. The Binary Vote So Far.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 13:12:39 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep3.131239.15967@mnemosyne.cs.du.edu>
Source record: 109630

These are the results of the vote to create a
separate binaries newsgroup for the Atari
8-bit so far. Rather disappointing.

YES votes --->34 (35 counting me)
NO votes ---> 2

So it appears we don't have the needed 100.

Due to a mail 'futz' here at Nyx, I lost my
file that kept track of who I had replied to.
Below is a list of all the people that sent
their votes to me by email. (There was one
vote that was posted here.)
If your name (email address) is not below,
and you _did_ send it to me, then something
happened. (Nyx probably happened). If you
are not on the list, send your vote again.
(some sites passed my email address with a
typo for some reason. The correct version
is: thester@nyx.cs.du.edu
If you have not voted on this, please go
ahead and send your vote to me also.
I don't consider this over until at least
next Friday, September 11.

{I have more to say after the list --
don't leave just yet.}

Jody Lenn (lenn@mentor.cc.purdue.edu)
Jeff McWilliams (jjmcwill@mtus5.cts.mtu.edu)
Samuel Patton (patton@CS.ColoState.EDU)
Bob Hardy (hardy%acid-rain@lucid.com)
Eric Lundquist (eric@ocean.washington.edu)
(DUNHAM_JERRY@tandem.com)
(tgreen@iastate.edu)
Ryan 'Goz' Collings (RCOLLINS@MIAVX1.ACS.MUOHIO.EDU)
Mike Todd (snyder10@convex1.TCS.Tulane.EDU)
Robert A. Pickering Jr. (RAPICKERING@MIAVX1.ACS.MUOHIO.EDU)
Anthony Bufort (bufort@remus.rutgers.edu)
Lance Tatman (terapin!tatmanl@netcom.com)
(JCSCHINKER@MIAVX1.ACS.MUOHIO.EDU)
Jim Johnson (Jim_Johnson@abcd.Houghton.MI.US)
neb!jim (uplherc.upl.com!neb!jim)
Joseph Sabatino (ab588@yfn.ysu.edu)
Jeff Stolte (jss@stanley.nde.swri.edu)

Fredrik Lundholm (d1dol@dtek.chalmers.se)
(AKH104@PSUVM.PSU.EDU)
Detlef Johannsen (dinadan@mcshh.hanse.de)
BarryB (n8846069@henson.cc.wwu.edu)
(d87-psk@nada.kth.se)
(chase@physics.rutgers.edu)
Itay Chamie1 (bruck@brachot.jct.ac.il)
Ben Poehland (poehland%phvax.dnet@smithkline.com)
Garold Redenbaugh (garold@cbnewsk.att.com)
Marek Tomczyk (@vm.gmd.de:UJ1G@DKAUNI2.BITNET)
Duane Tribe (tribe@ted.cs.uidaho.edu)
Nick DiMasi (balr!vpnet!nickd@clout.chi.il.us)
Mike Jewison (@aurora.physics.utoronto.ca:jewison@physics.utoronto.ca.)
Michael Current (aa700@slc8.INS.CWRU.Edu)
Null Cypher (swoodwar@nike.calpoly.edu)
Bill Kendrick (cyberden!phbill@moon.nbn.com)
(2PEREIRA_F@spcvxa.spc.edu)
Michael Hill (hill@spot.Colorado.EDU)
Charles Berlinguette (charles.berlinguette@outlan.ersys.edmonton.ab.ca)
End

If you noticed, I didn't include who voted what. (yes or no)
I felt that with only two "NO" votes, I shouldn't put them on
the 'spot'.
I can at least say, this has been interesting. According to
ONLINE ACCESS magazine, there are over 3 million users world-
wide on the InterNet. 37 of us are fans of the Atari 8-bit
computer. (At least one of those 37 doesn't have his Atari
equipment anymore-but remains (from what I have read here)
active and very helpful to the rest of us. That's loyalty of
a very special kind.
I am continually surprised at what both the Atari computer and
the *Atari user* can accomplish. We have kept this little
'magic box' kicking since its inception in 1979. It has a
worldwide group of diehards that won't give in to the notion
of obsolescense. Almost daily (so it seems) you can read here
of new ideas and techniques for stretching the Atari far beyond
the limits of what the original designers thought possible.
So what am I getting at, you ask? Just that even though this
little pocket of 37 (or more) Atari fans may seem miniscule,
we are really limitless if you look at it from the standpoint
of spirit. So what if we don't number one hundred on the net!
We are a unique group of people the way I see it. And the
friendliest, if the comments that came attached to the votes
are any indication.
Before I tread on the edge of nauseating all of you with my
maudlin ramblings, let me quit by saying thanks for
participating in this endeavor to improve our lot by voting
to create a binaries group. It appears that those of you
that, in effect said, "if it ain't broke, don't fix it" were

right. Perhaps those 'lost wares' will still show up if we
allow posting uuencoded files here in comp.sys.atari.8bit.
All we have to do now, is agree upon the etiquette and protocol
needed so that the binary posts can co-exist here with as little
friction possible.
But - I still want to hear from any stray votes out there by
next Friday as I said at the top. I don't think we'll hit
the magic 100, but we can hope can't we?

Uncle (keep it short next time) Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3585. Re: E71 and the RVERTER

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 13:34:02 UTC
From: tmkk@uiuc.edu
Message-ID: <Bu08Cr.15v@news.cso.uiuc.edu>
Source record: 109631

In article <92246.012719AKH104@psuvm.psu.edu>, <AKH104@psuvm.psu.edu> writes:
> um...simple question...how does one do e71 with the rverter?
> none of my vt100 terminals work with it unless its 8bit..
> however...bobterm does vt52Odd which does e71 just fine...when
> using the rverter? so does bobterm emulate all this and everything
> else uses the 850 tables?

The R-Verter can do E71 with no problem - the RTerm software which comes
with it can do E71 with a couple of keystrokes. No doubt there's some
XIO command which sets E71 mode - check your R-Verter manual.

3586. Re: The Binary Vote So Far.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 14:16:10 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1856naINNgbm@usenet.INS.CWRU.Edu>
Source record: 109632

I don't understand why you want a binary posting section.
When I first became a member of Free Net I was crest fallen
to learn that I couldn't D/L files directly. Then I found
BART which translated means
Brouge
Archive
Retrival
Thang
According to the explanation, given by Free Net folks, the
UNIX systems or other non ATARI systems
in the net, involved in
the Xfer of files, could corrupt to the ATARI files. This
means that we might have more trouble D/L files than what we
now.

Believe me it took me months to figure out how to get the
files UUDECODED which is an other post in itself. But it was
worth the effort and it was an opportunity for me to
learn more about my machine.

In case any one if confused by this talk of BART; just get
on FREE NET and go to the ATARI SIG, file section and read
all about it.
--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

3587. Can I use BOBTERM with 80 COLLUMS??????????????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 14:19:59 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1856uflNNgo5@usenet.INS.CWRU.Edu>
Source record: 109633

Is it possible??????????????????????????????????????
GO ATARI
GO ATARI
GO ATARI
go comp.sys.atari.8bit
go comp.sys.atari.8bit
--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

3588. Re: HELP! PLEASE! ATARI TO DOS TRANSFERS!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 15:32:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65202@cup.portal.com>
Source record: 109634

You didn't mention what equipment you have. For instance, if you just have a direct connect modem for the Atari, like a 1030, you can log onto a local service (like Inter Net) & just mail the files to yourself. Then logon with the IBM & download them. If you have an 850 or PR:Connection for the Atari then you can just buy a "NULL modem connector" for about $10. If you have a modified 1050 disk drive or a double density like Indus, there are a couple of utilities for the IBM that will read them. If all you have is a stock disk drive & the Atari, there's a way to hook them up via the joystick to the IBM serial port, but you need about $3 in parts & a soldering iron.

3589. Re: The Binary Vote So Far.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 17:40:35 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep3.174035.1887@mnemosyne.cs.du.edu>
Source record: 109636

BART and the archive is fine. I use it quite often.
However, the archive is not the place to put files that are created by applications by any individual user. What I mean is that ASP files (digitized sounds) may be interesting to some users, but shouldn't be archived. Pictures created by (insert favorite art program here) shouldn't be archived either. Music files. Special purpose templates for spreadsheets. And a lot of other things that I can't seem to think of right at the moment. Anything that is trivial (but neat) should be posted. There should be no problem with uuencoding/decoding since that is the way you get things from BART anyway. What is the difference? I get files from BART on my 386, uudecode them and transfer them to my Atari with the "util" program for MYDOS double density format. Works every time.
Where does the corruption come from?

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3590. 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 20:02:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <77JJqB4w165w@cyberden.uucp>
Source record: 109641
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

I noticed in Jeff's last post on these newsgroups that he wants Galaga for the 2600. I was unaware that it was ever made! If anyone has a copy and would care to part with it, please e-mail me! I am VERY interested in getting ahold of Galaga (hell, one day I'm going to buy the arcade version!)!! E-mail me and name a price. If your mail bounces or I don't respond within a few days, post on "comp.sys.atari.8bit", Subject: "Bill Kendrick" because out of all these newsfeeds I only read c.s.a.8. Thanx alot!

PhBill: Bill Kendrick ||| ||| Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \/ | \ North of San Francisco California

3591. WANTED: FROB cartridge game development system

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 20:48:54 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Sep3.204854.27952@infonode.ingr.com>
Source record: 109637
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2,misc.forsale.computer,misc.forsale,rec.games.video

Hello net_world,

I'm looking for the obscure little item described below, called
a 'frob'. It was a 6502 game development system. If you have one,
whether it be for an Apple, Atari, or whatever, please let me know!
Also looking for the official Atari 2600 game development system and any
other relevant information. Thanks!!

[From an ad in Byte Magazine, August 1983, page 100]:

The Frob 26(tm)

The Serious Game Design Tool

For The Serious Designer

At The Price Of A Toy For The Hobbyist

The Game Cartridge Development System
for the Atari 2600 Video Computer System.

[Picture in ad shows an Apple II-bus board, a 5.25" diskette, a
three-ring bound "The Frob" manual with the cover open, a ribbon cable
with connectors on both ends, and what appears to be two 2600 EPROM/ROM
cartridge boards.]

Features Include:
Real-time development
No hardware modifications required
Apple][48K, one disk drive required

Optional
Atari 5200 Supersystem Adapter Package

[In a box in the center of the ad:] Now Available for the Colecvision

For high profit reward, purchase the tool that can do the job at an unbeatable
price.

frobco
A Division of Tri-comp Polytechnics Inc.
P.O. Box 8378
Santa Cruz, CA 95061
408-429-1551

The Miracle of Creation Can Be Yours

[End of Ad copy.]

I WANT A FROB !!! Thanks !!

```
================================================================================
| Ted Drude (drudetb@infonode.ingr.com) | Official |
|------------------------- (205) 730-6773 (8-5 CST) | MST3K |
| "Trust me, I know what| Classic Atari Game | Closet Fan |
| I'm doing." - S.Hammer| Collector and Trader | Club Member |
================================================================================
```

3592. UTIL, ATARIO, SR

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 21:34:27 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GOCRPZ0IVA8Y5HUQ@carleton.edu>
Source record: 109638

For those of us that have been long confused by the various versions of Atari disk readers for PCs, here's what I discovered. It turns out there are several copies of the same thing at the archive.

The various 8-bit Atari disk readers for PCs on the atari.archive:

util.arc
atario.asm
READ.ME
util.c
util.exe
util.txt

pcxfer.arc
atario.asm
pcxfer2.txt
pcxfer.txt
READ.ME
util.c
util.exe

ataridsk.arc
atario.asm
blurb.txt
READ.ME
util.c
util.exe
All of the above are the same UTIL by Charles Marslett.
They are identical copies of util.exe, util.c, atario.asm and READ.ME
Reads/Writes DD Atari disks.

dskutil.arc
ATARIO.ASM
READ.ME
UTIL.C
UTIL.EXE
This appears to be an updated version of UTIL by Charles Marslett.
Util.exe, util.c and atario.asm are larger than before; READ.ME is unchanged.
Reads/Writes DD Atari disks.

atario21.arc
ATARIO.DOC
ATARIO.EXE
ATARIO.PAS
This is ATARIO by Dave Brandman, modified by Kevin White.
Reads DD Atari disks, does not write them.

```
sr.arc
SR.DOC
SR.EXE
This is SpartaRead by Oscar Fowler. Reads DD SpartaDOS disks.

Here are the details:

phobos> arc v ataridsk.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
READ.ME 986 Crunched 32% 672 27 Nov 89 5:13p 08be
atario.asm 7101 Crunched 47% 3768 27 Nov 89 5:13p 9714
blurb.txt 934 Crunched 36% 598 27 Nov 89 5:13p 6769
util.c 16321 Crunched 58% 7007 27 Nov 89 5:13p 89fa
util.exe 15263 Crunched 20% 12211 27 Nov 89 5:15p af1e
==== ======== ==== ========
Total 5 40605 41% 24256
phobos> arc v pcxfer.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
READ.ME 986 Crunched 32% 672 2 Jun 88 10:34p 08be
atario.asm 7101 Crunched 47% 3768 2 Jun 88 10:34p 9714
pcxfer.txt 1077 Crunched 27% 792 26 Dec 90 9:01a b554
pcxfer2.txt 3975 Crunched 42% 2335 26 Dec 90 10:06a b47b
util.c 16321 Crunched 58% 7007 2 Jun 88 10:34p 89fa
util.exe 15263 Crunched 11% 13614 2 Jun 88 10:37p af1e
==== ======== ==== ========
Total 6 44723 37% 28188
phobos> arc v util.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
atario.asm 7101 Crunched 47% 3768 2 Jun 88 10:34p 9714
READ.ME 986 Crunched 32% 672 2 Jun 88 10:34p 08be
util.c 16321 Crunched 58% 7007 2 Jun 88 10:34p 89fa
util.exe 16384 Crunched 15% 13942 6 Jun 90 12:23p 9376
util.txt 2700 Crunched 28% 1951 6 Jun 90 12:25p 3539
==== ======== ==== ========
Total 5 43492 38% 27340

phobos> arc v dskutil.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
ATARIO.ASM 7562 Crunched 50% 3842 27 Feb 87 8:28a c50f
READ.ME 1017 Crunched 34% 679 30 May 88 0:03a 5969
UTIL.C 20246 Squashed 60% 8288 15 Jun 89 1:04a e2e1
UTIL.EXE 16613 Crunched 21% 13236 15 Jun 89 1:05a c780
==== ======== ==== ========
Total 4 45438 43% 26045

phobos> arc v atario21.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
```

```
ATARIO.DOC 5815 Crunched 50% 2961 6 Sep 91 1:00p adfd
ATARIO.EXE 13232 Crunched 22% 10434 6 Sep 91 1:00p 91c5
ATARIO.PAS 18847 Crunched 61% 7461 6 Sep 91 1:00p b6ea
==== ======== ==== ========
Total 3 37894 45% 20856

phobos> arc v sr.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
SR.DOC 9459 Crunched 46% 5130 31 Mar 92 6:28p f911
SR.EXE 32155 Crunched 25% 24170 23 Feb 92 9:07p 6f65
==== ======== ==== ========
Total 2 41614 30% 29300
phobos>

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700
```

3593. Bank Switching RAM

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 21:54:18 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Sep3.215418.1568@ge-dab.GE.COM>
Source record: 109639

Well I've upgraded to an 800XL (from a ten-year old 800), and now realize my old copy of "Mapping the Atari" doesn't talk about the bank switching capabilities of the XL/XE series. Can anyone point me to a good reference on the subject (ANALOG, Antic, Compute! articles), especially with examples and what to watch out for? I want to turn off the OS ROM and use the RAM area for extra storage, but of course don't want the program to crash in the meantime (I'll be using assembly language, not BASIC).

Thanks!

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3594. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 23:01:05 UTC
From: dam1@Ra.MsState.Edu
Message-ID: <1992Sep3.230105.12932@ra.msstate.edu>
Source record: 109640
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

I have finally decided to sell my Atari 8-bit system,
it includes the following: (this is an updated list)

Hardware - 800XL with RAMBO XL (256K)
1050 Disk Drive with US Doubler & SpartaDOS 3.2d
1020 color pen plotter/printer
256K Multi I/O Board
ICD hard drive kit -- can include 1 or 2 20 meg hard drives

Accessories - 5 joysticks
1 set of paddles
1 ICD printer cable
1 ICD modem cable

Software on cartridge - BASIC XE

Software on disk - Bank Street Music Writer
The Converter version 1.51
Paper Clip
Print Power
The Print Shop
RAMbrandt version 2.0

Games on cartridge - Asteroids
Star Raiders

Games on disk - Alternate Reality - The City
Alternate Reality - The Dungeon
Artic Antics
ballblazer
Boulderdash Construction Set
Chessmaster 2000
David's Midnight Magic
F-15 Strike Eagle
Hacker
Jawbreaker
Jewels of Darkness
Leaderboard Dual Pack
Master of the Lamps
MRCA Mach 2
Pinball Construction Set
Quest of the Space Beagle (no docs)
Silicon Dreams
Tail of Beta Lyrae
Temple of Apshai Trilogy

Gateway to Apshai
Trail Blazer

Books - Basic Atari BASIC
De Re Atari
Mapping the Atari, revised version (includes XL stuff)

Magazines - ANALOG Computing issues 44, 45, 46, 49 (7/86, 8/86, 9/86, 12/86)
Antic: May, July, Aug/1985
May*, June, Dec*/1987
Feb, Apr, Nov*, Dec*/1988

* these issues include the disk

Except as noted, all hardware is in great condition and all software
includes documentation.

I also have over 50 dd/ds SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439
Miss. State, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Danny Martin : dam1@Ra.MsState.Edu

3595. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-03 23:52:51 UTC
From: fairlite@csd4.csd.uwm.edu
Message-ID: <1992Sep3.235251.20967@uwm.edu>
Source record: 109642
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <77JJqB4w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>I noticed in Jeff's last post on these newsgroups that he wants Galaga
>for the 2600. I was unaware that it was ever made! If anyone has a
>copy and would care to part with it, please e-mail me! I am VERY
>interested in getting ahold of Galaga (hell, one day I'm going to buy the
>arcade version!)!! E-mail me and name a price. If your mail bounces
>or I don't respond within a few days, post on "comp.sys.atari.8bit",
>Subject: "Bill Kendrick" because out of all these newsfeeds I only read
>c.s.a.8. Thanx alot!
>
>PhBill: Bill Kendrick ||| ||| Cyberden BBS (+1 415 472-5527)
>Moon!Cyberden!PhBill@Well.SF.CA.US / | \/ | \ North of San Francisco California
>
yeah, they released galaga for the 2600...it sucks, though. i don't
happen to have it, either...

i DO have it for the apple IIe :)

mark->

--
Mark A. Luljak (414)-764-8778
fairlite@csd4.csd.uwm.edu (internet direct)
fairlite@solaria.mil.wi.us (uucp)
Fairlight->

3596. B/W TV for 80col monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 02:47:27 UTC
From: insomnia@carson.u.washington.edu
Message-ID: <1992Sep4.024727.10668@u.washington.edu>
Source record: 109643

I've just found a good deal on a B/W TV set, and my question is if
it would make a good 80 col. monitor, and if so what software(hardware)
would I use?

thanks,

ryan (insomnia@u.washington.edu)

3597. Re: Can I use BOBTERM with 80 COLLUMS??????????????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 06:57:55 UTC
From: bmarcum@world.std.com
Message-ID: <Bu1KoK.GM1@world.std.com>
Source record: 109644

In article <1856ufINNgo5@usenet.INS.CWRU.Edu> bd891@cleveland.Freenet.Edu (Paul Allwood) writes:
>
>Is it possible??????????????????????????????????????
Only if you have an XEP-80. Then you rename the XEP80.BTM file to MODULE1.BTM
or MODULE2.BTM.
>GO ATARI

Bill Marcum

3598. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 14:12:32 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Sep4.141232.6773@infonode.ingr.com>
Source record: 109647
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <1992Sep3.235251.20967@uwm.edu> fairlite@csd4.csd.uwm.edu
(Fairlight) writes:
>In article <77JJqB4w165w@cyberden.uucp>
moon!cyberden!phbill@well.sf.ca.us writes:

>>I noticed in Jeff's last post on these newsgroups that he wants Galaga
>>for the 2600. I was unaware that it was ever made! If anyone has a
>>copy and would care to part with it, please e-mail me! I am VERY
>>interested in getting ahold of Galaga (hell, one day I'm going to buy the
>>arcade version!)!!

>>PhBill: Bill Kendrick ||| ||| Cyberden BBS (+1 415 472-5527)
>>
>yeah, they released galaga for the 2600...it sucks, though. i don't
>happen to have it, either...
>
>i DO have it for the apple IIe :)
>

>Mark A. Luljak

Just FYI, the 7800 version of Galaga is an excellent translation.
Ditto for several other arcade translations of the same era (Robotron,
Xevious, Donkey Kong, etc.) Sorta helps explain the continued
popularity of the 7800.

- Ted Drude (drudetb@infonode.ingr.com)

3599. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 14:19:08 UTC
From: tmkk@uiuc.edu
Message-ID: <Bu253y.BBC@news.cso.uiuc.edu>
Source record: 109646

In article <5JPFqB1w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>
> You mail address for GEnie ie username@genie.geis.com.
>
> Email away chaps, all incomming mail is free on GEnie so you can
> talk to all your friends via internet.

Thanks for the info, Jon.

A quick question: when you say "free," do you mean that people can
receive Internet mail without paying the $10 monthly charge mentioned in
an earlier post, or merely that GEnie users who have already subscribed
to the Internet mail option (and paid their $10) will not be assessed
the $0.40 per-message fee on incoming messages?

3600. Re: Bank Switching RAM

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 14:43:13 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Sep4.144313.19825@ucsu.Colorado.EDU>
Source record: 109648

In article <1992Sep3.215418.1568@ge-dab.GE.COM> potter@sunny0.dab.ge.com (Jeff Potter) writes:
>Well I've upgraded to an 800XL (from a ten-year old 800), and now realize
>my old copy of "Mapping the Atari" doesn't talk about the bank switching
>capabilities of the XL/XE series. Can anyone point me to a good reference
>on the subject (ANALOG, Antic, Compute! articles), especially with examples
>and what to watch out for? I want to turn off the OS ROM and use the RAM
>area for extra storage, but of course don't want the program to crash in
>the meantime (I'll be using assembly language, not BASIC).

Well, Compute! came out with an XL/XE version of "Mapping the ATARI" after the introduction of the XL/XE machines - I've seen copies, so I know they exist. Try to find one of those.

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't you forget now that Somebody died for
hill@spot.Colorado.EDU | you/ I'm tellin' you the truth, man, I ain't
Ball Aerospace Systems Group & | gonna lie to you/ Good guys, bad boys, we're
University of Colorado@Boulder | all the same/ Saved by grace is the name of
$ mv net.flames /dev/null | the game." --Allies, "Burden Down"
------------------------My boss is a Jewish carpenter!-----------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3601. TG16 Galaga (was Re: 2600 Galaga)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 15:24:15 UTC
From: kak1@cypress31.cray.com
Message-ID: <1992Sep4.102415.3017@hemlock.cray.com>
Source record: 109649
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers,rec.games.video

In article <1992Sep4.141232.6773@infonode.ingr.com>, drudetb@infonode.ingr.com (Ted B. Drude) writes:
> In article <1992Sep3.235251.20967@uwm.edu> fairlite@csd4.csd.uwm.edu
> (Fairlight) writes:
> >In article <77JJqB4w165w@cyberden.uucp>
> moon!cyberden!phbill@well.sf.ca.us writes:
>
> >>I noticed in Jeff's last post on these newsgroups that he wants Galaga
> >>for the 2600. I was unaware that it was ever made! If anyone has a
> >>copy and would care to part with it, please e-mail me! I am VERY
> >>interested in getting ahold of Galaga (hell, one day I'm going to buy the
> >>arcade version!)!!
>
> >yeah, they released galaga for the 2600...it sucks, though. i don't
> >happen to have it, either...
> >
>
> Just FYI, the 7800 version of Galaga is an excellent translation.
> Ditto for several other arcade translations of the same era (Robotron,
> Xevious, Donkey Kong, etc.) Sorta helps explain the continued
> popularity of the 7800.
>
Just had to add that the TG16 has a version of Galaga called Galaga '91.
(or is that '90?) it is a good "spiffed up" version of the orginal.
They added a few new things, like 2 vertical scrolling areas with "bosses"
(very wimpy) at the end and you are able to go to different levels of
the game. But even with the added stuff it still feels like Galaga of old.
Most levels have the stationary screen and the bugs fly into formation
and has the bonous screens and the music is great!!! (I sometimes play
the game to hear the bonus level music!)

Kevin

3602. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 15:59:02 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4k4kqB3w165w@cyberden.uucp>
Source record: 109654

dunham@mpd.tandem.com (Jerry Dunham) writes:

> How do YOU uudecode and xfer to your $ Atari?

>I< just use the "write" command of this BBS which writes a mail message or post as a seperate file in my user directory. (This BBS runs Waffle on an IBM.) Then I use the neat command called "MUFUD," which is a Waffle (plain old "any BBS"?) command that goes through my user directory and uudecodes and files in there it can. The only problem being the way the "Subject:" must be written. Atari Archive sends it as "part aa of aa" or something like that, and MUFUD only understands 1 digit letters or numbers and written a certain way. From there I simply type "edit" and the name I gave the file when I "write"'d it and then list all the lines near 20 (with different headers from different addresses, the "Subject:" isn't always on the same line) and then eventually edit the "Subject:" line to say somethng like: "Subject: filename.uue - Part 1/1". Then I use MUFUD. (BTW: when I type "edit filename" I get into the standard text editor on Waffle and am prompted, so I can chose to clear the file, add to it, insert in it, delete lines, list lines, etc.etc.etc.)

Pretty cool, eh? Probably about the next best thing to simply FTPing! ;)

Beat THAT! (I'm sure SOMEone will)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3603. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 16:42:53 UTC
From: vgriscep@wam.umd.edu
Message-ID: <1992Sep4.164253.6524@wam.umd.edu>
Source record: 109651
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <1992Sep4.141232.6773@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>>yeah, they released galaga for the 2600...it sucks, though. i don't
>>happen to have it, either...
>Just FYI, the 7800 version of Galaga is an excellent translation.
>Ditto for several other arcade translations of the same era (Robotron,
>Xevious, Donkey Kong, etc.) Sorta helps explain the continued
>popularity of the 7800.

Huh. I found the 7800 Galaga of poor quality. As a game by itself, it's lots of fun, but compared to the coin-op, it stinks. Very few of the skills usable in the coin-op work on the 7800 version. So I imagine the 2600 version must be weak at best. (Although Galaxian did pretty well.) I also thought Donkey Kong was pretty mediocre. No 4th screen? Thpppthbh! :-P Donkey Kong Junior is quite a bit better.
I'll agree, though, that Xevious and Robotron 2084 are superb.

VGR

3604. Re: Atari corp. (Falcon?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 17:19:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <65276@cup.portal.com>
Source record: 109650

Ed Krimen (ekrimen@wet.com) writes:
>In article <64809@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>Falcon? What's the Falcon? Never heard of it! (And I AM a "die-hard Atari
>>fan" -- just goes to prove how little Atari advertises.)
>
>... or just how "die-hard" you are.

Oh, 'scuse me, I should've said "a die-hard Atari *8-BIT* fan" -- I've
now observed that the Falcon is relevant to the ST family and therefore
NOT something I would have even CARED about knowing about. Silly me,
though, I thought that since it was mentioned in the *8-BIT* newsgroup,
it MIGHT have something to do WITH the Atari 8-bit, which I AM a fan of.
Go figure...

Chris Chiesa

3605. Re: UTIL, ATARIO, SR

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 17:21:37 UTC
From: dunham@mpd.tandem.com
Message-ID: <2382@devnull.mpd.tandem.com>
Source record: 109652

In article <01GOCRPZ0IVA8Y5HUQ@carleton.edu> CURRENTM@CARLETON.EDU (Michael Current) writes:

>For those of us that have been long confused by the various versions of Atari
>disk readers for PCs, here's what I discovered. It turns out there are several
>copies of the same thing at the archive.
>
>Here are the details:

This sure looks to me like information that belongs in the FAQ, or at least in an info file on the atari.archive. This shouldn't be lost as soon as it falls off the end of the newsgroup. Thanks to Michael for pulling all this together for the rest of us.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3606. Software and Books for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 20:20:28 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <Bu2Lu5.7wC@mentor.cc.purdue.edu>
Source record: 109653

I have the following things for sale.

Books:
Computes Atari Graphics $5
Creative Atari $5

I have the following program disks for sale:

Data Perfect by LJK - $13

Synfile+ - $13

Deep Blue C w/math library - $10

Page Designer - $7

Dimension X $6.00

Kampffgruppe: $11.00

Jupiter Mission 1999 (4 disks!) - $10.00

Napolean in Russia - $9.00

Music Const. Set - $8.00

Pinball Const. Set - $8.00

Blue Team Bridge - $5.00

Transylvania - $4.00 (no docs)

Temple of Apshai - $4.00

Suspended - $3.00 (Original, lost docs)

Mail Order Monsters - $7.00

Super Huey - $7.00

All items have docs unless otherwise mentioned.

Buyer pays shipping on all items.

JODY LENN
lenn@mentor.cc.purdue.edu

3607. A separate group for binaries

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 21:36:55 UTC
From: IIC1112@malloco.ing.puc.cl
Message-ID: <1992Sep4.213655.18726@tolten.puc.cl>
Source record: 109569

I don't think it's a good idea to have a separate binaries group (count me as the third NO voter). We must accept that we are a small bunch indeed, and that one group is enough.

MIGUEL FARAH

P.S.: I told you that I would be posting regularly three weeks ago ("... in about three days, when I get my new account in here..."). Well, the damn operators here believe and act like one day lasts 168 hours... It is not my fault :-/ --- wait for me!

3608. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 21:40:46 UTC
From: Darius Vaskelis <U39648@uicvm.uic.edu>
Message-ID: <92248.164046U39648@uicvm.uic.edu>
Source record: 109565

[...]
>What hardware has Atari created in the 8-bit computer line?
>Computers:
[...]
> 1200XL 64K, unique OS

There were at least two different OS versions (A & B) and it's pretty much an XL OS with minor changes. It also had 4 function keys. (F1-F4) (Also programmable LEDs above the keyboard!)

[...]
>Peripherals:
[...]
> 1030 Modem (300 baud, with ???software)

Well, not real software. It "booted" a copy of a dumb ASCII terminal if there was no other SIO boot device. *ICK* It's essentially an 835 with tone dialing and a prettier case.

[...]
>Atari 8-bit vaporware:
> 815 2 x SS/DD 180K with DOS 2.0D

Maybe not-widely-released-ware. A local department store where I used to live had one on display (Hess's in Easton, PA) and I know someone who had (probably still has) one that he claims he bought from Sears. He even gave me a copy of DOS 2.0D way-back-when.

Gosh, makes me want to unpack the old 8-bit and fire it up!

> 1400XL 800XL plus modem, speech synth.
> 1450XLD 1400XL plus 5.25" floppy drive

I might think these would be based more on the 1200XL, since they used the same keyboard/case, but since it was vapor...

Don't forget the 1090 Expansion Chassis for the Parallel Bus Interface!

- Darius
--
BITNET: U39648@UICVM | "I'd rather laugh with the sinners
Internet: u39648@uicvm.uic.edu than cry with the saints,
- - - - - - - - - - - - - - - - - - | the sinners are much more fun,
"Don't set fire to strangers." and only the good die young."
- Mr. Zarniwoop | - Billy Joel

3609. Re: HELP! PLEASE! ATARI TO DOS TRANSFERS!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 21:43:15 UTC
From: avi@zebra.imagen.com
Message-ID: <1992Sep4.214315.5268@imagen.com>
Source record: 109574

> If all you have is a
> stock disk drive & the Atari, there's a way to hook them up via the joystick
> to the IBM serial port, but you need about $3 in parts & a soldering iron

Can you be more specific ?

I have a stock Atari 800xl and 1050 disk drive and IBM PC At (with serial port)
I'm actually interested in transferring files from the IBM/MS-DOS 3.x to the
Atari. What exactly do I need to do ?

Thanks,

3610. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 21:54:37 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Sep4.215437.14296@news.uit.no>
Source record: 109558

In article <46mcqB7w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>Is Cognito still around? (or Zeppelin Games, if they made it) BTW: The
>same fellas (in the credits) made Zybex. It has no (c), date OR name
>except of the authors.

Zeppelin also made Zybex. (I have one or both for the C= 64, came on a tape
on a magazine)

>PhBill: Bill Kendrick / | \ San Rafael, California, U.S.A. //
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northermost university	Life is worth living. |
Tilbyr News/email til hele Nord-Norge: Ta kontakt

3611. Those funny XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-04 23:29:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <715701233.F00001@tdkt.kksys.com>
Source record: 109560

You might want to contact CSS of Rochester, NY. They put out a kit that makes your XF-551 compatible with your 1050.

* Origin: FlightLine BBS {MSP} MN USRdual 612-544-5118 (1:282/47.0)

3612. Re: ANSI!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-05 02:48:57 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aoXLqB3w165w@cyberden.uucp>
Source record: 109557

Don't forget ANSI Term! (my ANSI program is just for drawing color images. I just realized, though, that even 16 color mode won't hack it. I'll probably have to do APAC to get all the colors (ie, there is black AND white, while in Gr.11 mode there is only black)) ANSI term has Term80 quality, but is VERY slow (Itay, talk to the author..) when it comes to scrolling the screen.

Also, don't forget Itay's Col80 document reader! He devised what seems to be the fastest way of scrolling an 80 col. screen. I still wanna see someone try my two 960-byte GR.0 screen flipping idea. Oh well... (Maybe I'll make it in Action!, now that I have it... but not til I figure it OUT!)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3613. Re: ANSI!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-05 02:52:22 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZTXLqB4w165w@cyberden.uucp>
Source record: 109559

Hey! Finally.. cool. I'd like to see v. 1 of ANSITerm. I have version
0.3. A few people on a local BBS have been asking what other users think
of v.0.3. Now I suppose is the best time to let 'em see 1.(0?)...

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3614. Re: FREE ADS IN ATARI CLASSICS !!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-05 05:33:36 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <65301@cup.portal.com>
Source record: 109563

All RIIIGHT! GO ATARI CLASSICS!!!

I'm composing MY ad RIGHT NOW... :-)

You say that if one goes over the 50-word limit one must include payment. We're forever being admonished by the USPS to "not send cash through the mail," so that leaves -- what? Personal checks? Right. So -- TO WHOM should one make out one's check? It irks me that nearly ALL my creditors (gas co., electric co., credit cards, etc.) NEGLECT TO MENTION this vital piece of information (but will surely chew me a new bodily orifice if I GUESS and guess WRONG)...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3615. InterNet to GEnie

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-06 04:33:51 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep6.043351.26274@mnemosyne.cs.du.edu>
Source record: 109568

```
This is what happened when I tried to send email
to myself at GEnie. Obviously, the receiver
has to pay as well. What a rip off.

Return-Path: <GE-ADMIN@geis.com>
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver. The University has neither control over nor
responsibility for the opinions or correct identity of users.
Date: Sat, 5 Sep 92 23:56:00 EDT
To: thester@nyx.cs.du.edu
Subject: Testing

Original Msg Id: 21208
GE-ADMIN response to your message

Subject: Testing
System: QUIK-COMM
Date: Sat 5-Sep-92 23:56

Status: 7 Message picked up by receiving system and not delivered to
any recipients because of various exception conditions.

Address Delivered To:
T.HESTER4
Address Status Message:
* This address is not permitted to view or send to address T.HESTER4

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :
```

3616. FREE ADS IN ATARI CLASSICS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-06 05:37:10 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9209060537.AA18450@smithkline.com>
Source record: 109571

Whoops, Chris, try reading my post again, the answers to your questions are all in there. I suggest you D/L & print it out. Looks to me like you probably read it on-screen & forgot what was said at the beginning by the time you got to the end. Not surprising; it was kinduv a long post.

Anyways, to re-cap: for the Premier Issue only, no paid ads will be accepted in the "SWAP 'n' Shop" column of AC. That means you MUST keep your ad to 50 words or less.

In future issues, longer ads will be accepted, provided that ads longer than 50 words are accompanied by payment (check payable to Atari Classics) mailed to the address for AC given in The Rules & in the various announcements that have been posted.

Hmmm... something I didn't consider... in future issues when we accept longer [paid] ads in "SnS", we'll still accept copy be e-mail. But payemt will have to be by snail-mail, and WE'l need some indication of what the payment is for, ie, a note saying "Enclosed is payment for SnS ad emailed such-&-such a date which was 200 characters in excess of the 50-word free limit" or some such.

BUT... FOR THE PREMIER ISSUE ONLY... we will only accept ads 50 words or less as defined in The Rules, & any longer ads will be truncated to the 50-word limit.

My apologies to those of you who have long lists of items to sell, etc., but we are pushing hard to get the Premier Issue ready in time for WAACE & the prospect of receiving a whole bunch of checks for small amounts of money will gum up the works & slow things down tremendously. In months to come we will be better organized, & thus in a position to offer better service.

Actually, considering as how we've only been in business for one month now, we're not doing too bad & the magazine is definitely moving forwar
d.

- BEN POEHLAND
Managing Editor
Atari Classics

****

3617. alt.ZNET

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-06 07:33:22 UTC
From: znet@status.gen.nz
Message-ID: <gate.BmgoqB1w164w@status.gen.nz>
Source record: 109457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.znet.fnet

Greetings,

Date : September 06th 1992
Subject : Alt.znet and related groups

For : New Zealand, WORLD

As you may recall we requested a RFD for a news group in the atari
section to carry all the Z*NET FNET feeds. Well I guess it was the
old story of no-one wanting it so it is not going ahead.

What we have done is placed all the news in a ALT group instead.
We have over this weekend placed over 200 messages in the news
group alt.znet.fnet relating from things like Bob Brodie (from
Atari Inc USA) talking about the Falcon to people talking about
the award Z*NET PC won this year.

We have created a series of news groups under the ALT.ZNET banner
being ..

alt.znet.aeo <- this is an ascii magazine called
Atari Explorer On-line (ex ZNET)
and carries not only the magazine
but also the discussion on AEO.
alt.znet.pc <- this is also an ascii magazine
dealing with the PC/UNIX/OS2/
Windows world of computing. This
news group also carries the magazine
and other topics of interest relating
to it.
alt.znet.fnet <- this is the Z*NET FNET gateway. Here
you have a chance to talk back to the
FNET conferences. Currently we are
running at about 100 messages aday
including input from Fido-net as well.

We have not created the alt.znet.zmag at this point as the 8 bitters
have indicated they do not want this magazine in the net at this point
in time. However it is available as well should demand require it.

Well I hope you enjoy all the new news from Atari to OS2 and every machine
on the way. Any comments can be directed to Ron at his CIS address or
via the gateway here to znet@status.gen.nz

Remember to ask your system administrator to carry the alt.znet groups
in your _country_.

Best regards

The Z*NET Global News Gateway Crew.
Z*NET free ascii magazines dealing with most brands of computers.

3618. [col80.arc (1/1)], and binary etiquette

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-06 17:03:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920906170315.6.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 109556

Date: Tue, 1 Sep 1992 11:53 EDT
From: BRACHOT.JCT.AC.IL!bruck@ucbvax.berkeley.edu (Itay Chamie1)

Here is the final version of Col80...

Please don't post binaries here. This point has been beaten to death
many times in the past; if you post binaries, they end up in the digest,
and digest subscribers end up canceling their subscriptions, because
they don't want to wade through it all.
John
Dunning seems to have disappeared...

That's not true. As I've told Itay at least 3 or 4 times in email, I've
been completely snowed under at my "real" job, and haven't had time to
do much other than that lately. I've just now spent a few hours
untangling the stuff that had accumulated in the new/ subdirectory, and
putting it in what I believe are the right places, so you can stop
worrying, everything is now safely in the archives.

As long as we're on the topic, I might as well say a few words about how
to make everybody's life easier when sticking binaries in the archives.
The best possible submission is one that's collected up in an ARC, with
all its sources, docs etc included, and some kind of blurb or something
describing what it is and where it should go in the archives. Why?
Well an ARC is relatively compact, and can be examined and manipulated
on a variety of platforms. That means I can see what's in it, and test
that it's intact, without having to download the thing to my atari. The
blurb/doc helps a lot, because it gives me a hint about where to put it
in the archives, as well as something to put in the catalog listing.

If you've got a new version, or a bugfix, or something like that, please
say so, so I'll know to update/replace the old version. If you've got
an intermediate version, say so, so that I can tell it's experimental,
and not delete the good copy.

Obviously those rules don't apply in every single instance; you might
have something that needs to be a disk image, and thus needs to be
packaged as a DCM file or something. Or it might be too big, so you
have to split it up. But give it a try.

What, you say, that Dunning character is being a junior fascist again,
and dictating to us what hoops we have to jump through before he'll
deign to put things in the archive for us? Well, if you choose to look
at it that way, it's up to you. I submit, though, that there's another
way to look at it. I've got limited time to devote to this effort, and
the harder you make it for me to figure out what's what, the less

inclined I am to try. The more you help me out, the better shape the archive will be in. Please folks, we're all supposed to be on the same side here.

3619. Re: The Binary Vote So Far.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-06 17:12:54 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <10292249.61974.15591@kcbbs.gen.nz>
Source record: 109555

bd891@cleveland.Freenet.Edu (Paul Allwood) writes:
>I don't understand why you want a binary posting section.
>When I first became a member of Free Net I was crest fallen
>to learn that I couldn't D/L files directly. Then I found
>BART which translated means

Unfortunately not EVERYONE has access to EVERYTHING available on these here computers! And as for BART.....I gave up in the end! I had just too much trouble trying to get a reply from him/her/it and then when I did I would get the same message sent at least 3 times! Believe me I had the docs memorised in the end but it didn't help, so please don't tell me I did something wrong because I didn't *8-)

<-->
< Kia Ora from Aotearoa. Pandora@kcbbs.gen.nz >
< Please DO NOT QUOTE more than 2 lines to me >
<-->

3620. Help! Uudecode/Yau.com

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-06 17:22:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920906172259.7.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 109562

Date: Mon, 31 Aug 1992 13:32 EDT
From: news.mentorg.com!caeco!neb!bbs@uunet.uu.net (BBS System 801-967-8072)

I've just requested two files (and received them) from the Atari archives at umich.edu. Problem is this: One file (raindemo.arc) came to me in several parts (about 4, I believe). I had the system send them to me, received them to hard drive on my Atari 800xl. Now, how do I turn those 4 parts into one functional .arc file? Running Yau.com, it tells me, cant read header (or something of that nature). Do I need to /a append the 4 files to one another in sequence - thereby creating ONE file (out of 4), then run Yau.com on them?

Essentially, yes. The uuencoder in use at the archive splits the file up, to avoid croaking mailers along the way.

However, you need not go through lots of pain hacking text files if you don't want to. The uuencoder and companion decoder that treat files that way are written in C, and run on all kinds of things. I compiled them up with CC65 a while ago, mostly as an example of how to port programs to CC65. Look in the cc65/ subdirectory of the archives, for a file called dumasuu.arc. Save the various pieces of uue file as foo.uaa, foo.uab etc, then run the Dumas uudecoder on the first one. It should pick up the rest.

This decoder and encoder aren't as fast as YAU and YAUE, but they are more general.

3621. 130 XE... now what?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-06 23:47:17 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992Sep6.235334.13141@ccu.umanitoba.ca>
Source record: 109589

i recently was given an Atari 130XE with 1050 drive. i would like to make
use of all the wonderful software for it on atari.archive.umich.edu, but
realize some hardware upgrades are in order:

where might i find the following:
1- 80 column video board (and whatever monitor it eats...)
2- 360k floppy drive
3- RS232 and centronics interface box

also, can it handle hard drives?

thanks in advance
vic spicer

---
vic spicer, recent PERL convert/ data systems,instrument electronics and
software person with the Time of Flight Mass Spec. Lab
at the University of Manitoba Dept. of Physics

3622. atari bbs

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 02:14:41 UTC
From: pcs$1393@altair.selu.edu
Message-ID: <1992Sep6.201441.427@altair.selu.edu>
Source record: 109572

I am interested in obtaining a list of atari bbs anywhere in the US. I will share those that I have. Thanks PCS$1393@SLU tony gallart Southeastern Louisiana U.

3623. a newcomer & Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 02:24:14 UTC
From: pcs$1393@altair.selu.edu
Message-ID: <1992Sep6.202414.428@altair.selu.edu>
Source record: 109564

I am a first time poster. Pardon my newness, But can someone fill me in on how to receive an issue or subscription to the Atari Classic publication that you all are going on about. I have a group of friends that maintain 8 bit atari bulletin boards and are always interested in acquiring and/or getting rid of hardware and software. Tony Gallart PCS$1393@SLU thanks

3624. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 02:24:26 UTC
From: bbs@neb
Message-ID: <1992Sep7.022426.20100@neb>
Source record: 109570

```
Send all replies to: Uplherc.upl.com!neb!bbs!1fa
.
I have the following atari 8 bit items for sale or trade:
.
Atari 1050 'Happy' - runs at WARP speed - awesomely fast!
Atari 850 modem/printer interface
Trak double density drive w/double density slave drive & printer
interface & cable!
Sx-212 1200bps direct connect or rs232 connect modem
Rana Systems 1000 Double density disk drive
Indus GT double density disk drive
ADC 1200 bps rs232 modem
2 x Atari 800xl w/64k
1 x Atari 1200xl
.
All items function perfectly and have been restored to 'NEAR MINT'
condition. Best reasonable offers considered on any items.
-----
Posted by BBS User: James King
--
*------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs. *
*------------------------------------------------------------------------*
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
*------------------------------------------------------------------------*
```

3625. Atari 8-Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 02:49:14 UTC
From: melz@well.sf.ca.us
Message-ID: <Bu6t62.4tp@well.sf.ca.us>
Source record: 109566

Atari 8-Bit Stuff for sale:

1) Okimate 10 color/B&W printer with

"plug-n-play" interface for 8-bit

Atari, color and B&W ribbons,

screen dump software, $75.

2) Atari 1020 Printer/Plotter w/

pens and paper. $10. + shipping.

3)Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $15.

4)Conversational Italian (learn

Italian with your computer! - $10.

5) The Newsroom (desktop publishing

with your 8-bit Atari!), $10.

6) Timewise (Time management), $10.

7) Atari Invitation to Programming,

2 and 3, $5. each.

8) Atari Speed Reading, $10. plus shipping.

9) Atari 310 (300 Baud) Modem, $15.

10) "Kingdom" (Instructions and

game, cassette), $3.

11) "Biorhythms", (Instructions and

game, cassette), $3.

12) SOLD!

13) "Super-Text" word processor

(disk), $5.

14) SOLD!

15) "ETMODEM" Communications

program, $5.

If interested, please send list of

items wanted and payment to:

Melvin Zwillenberg

475 Richmond Avenue

Maplewood, NJ 07040

(I will promptly refund any excess

for items which have already been

sold.

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY

SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package

offeres that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705

GEnie: MZWILLENBERG

MCI Mail: MZWILLENBERG

The WELL: melz

INTERNET: 75746.3705@compuserve.com

Telephone: (201)763-3295 after 6:30

east coast time. Leave message if

you get the answering

3626. Atari 8-Bit Book Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 02:50:44 UTC
From: melz@well.sf.ca.us
Message-ID: <Bu6t8K.4xn@well.sf.ca.us>
Source record: 109567

Atari 8-Bit Stuff for sale:

BOOKS ($3.95 each plus shipping or 5 for $17. postpaid.):

Atari Programming with 35 Programs

Forth on the Atari

The Creative Atari

Atari Roots

Analog, "An Atari 8-Bit Extra"

An Atari in the Classroom

COMPUTE! First Book of Atari

COMPUTE! Second Book of Atari

Mapping The Atari

SAMS Programmers' Reference Guide

for the Atari 400/800 Computers

COMPUTE! "The Atari Basic Source

Book"

Your Atari Computer

If interested, please send list of

items wanted and payment to:

Melvin Zwillenberg

475 Richmond Avenue

Maplewood, NJ 07040

(I will promptly refund any excess

for items which have already been

sold. I usually ship U.P.S., so you

may estimate shipping by estimating

the weight, and asking your friendly

U.P.S. agent. You may also use

Parcel Post rates to estimate, but

they are often higher!) For books or

programs, use $2. for the first, and

$1. for each additional item.(Note that

if you order 5 or more books, I pay

the shipping.

All these proces are negotiable. I am especially receptive to package deals

that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705

GEnie: MZWILLENBERG

MCI Mail: MZWILLENBERG

The WELL: melz

INTERNET: 75746.3705@compuserve.com

Telephone: (201)763-3295 after 6:30

east coast time. Leave message if

you get the answering machine.

3627. Re: Atari Falcons $799!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 05:21:43 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Sep7.052143.21293@ra.msstate.edu>
Source record: 109561

```
>From: kjohnson@castor.cs.uga.edu (Kristopher Johnson)
>Keywords: Falcon specs.
>Message-ID: <1992Aug31.194719.17630@athena.cs.uga.edu>
>Organization: University of Georgia, Athens
>
> Atari Falcon 030 Specifications
> ------------------------------
>
> CPU: Motorola 68030 32-bit microprocessor @ 16MHz w/ 32-bit bus
> FPU: Motorola 68881/68882 @ 16MHz (optional)
> DSP: Motorola 56001 Digital Signal Processor running in parallel @ 32MHz
> w/ 32kWords (24-bit) of local zero wait state static RAM
> ROM: 512kB
> RAM: 1, 4 or 16MB(14MB usable) on daughterboard (RAM is 32-bit wide)
>
> Expansion bus: Internal 'Processor-Direct' slot for 386SX emulation
> (third party 386SX emulator nearly completed) or other
> co-processors/etc.

Third party huh? Well I figured I'd start a discussion on the
possiblity of getting an 8bit emulator in there... Something to discuss,
huh? All we would really have to get would be the rights/permission of the
Atari to use their OS... Not a small task I'm sure... This would defiantly
be a start on the "Super 8bit"...
>
> Video: (See below for specific video modes/resolutions.)
> 16-bit BLiTTER @ 16MHz (also handles hard drive access)
> Accepts external video sync to allow high quality genlocking
> Overlay mode for easy video titling and special effects
> Overscan support
> Hardware-assisted horizontal fine scrolling
> VIDEL (video controller) sits on 32-bit bus
>
> Audio: Stereo 16-bit Analog-to-Digital DMA input
> Stereo 16-bit Digital-to-Analog DMA output
> Eight 16-bit audio DMA record/playback channels
> SDMA sound/DMA co-processor
>
> Ports: 128kB cartridge port
> 2 9-pin mouse/joystick ports
> 2 15-pin STe enhanced analog/digital controller ports (Atari also
> has new analog controllers w/ a joystick, 3 fire buttons, and a
> 12-key keypad)
> MIDI IN, OUT/THRU
```

> Bi-directional parallel port
> RS232C serial port
> SCSI II w/ DMA
> Analog RGB/VGA/composite video connector
> Stereo headphone out (1/8" mini-jack)
> Stereo microphone in (1/8" mini-jack)
> DSP port (up to 1MHz data transfer rate)
> RF modulator for TV hookup
> Localtalk compatible LAN (up to 250kbaud transfer rate)
>
> Misc: Internal 1.44MB 3.5" HD floppy
> Internal IDE 2.5" hard drive (optional)
> Pre-emptive mulitasking OS (MultiTOS) w/ memory protection
> and inter-process communication (also 68040 compatible)
> Realtime clock and battery backed up RAM
> 1040ST-style case w/ internal fan
> North American availability in mid-October
>
> Price: 1MB/no HD - $799 list
> 4MB/65MB - $1399 list
>
>
> Resolutions available on the Atari Falcon030 (c) 1992 Atari Corp.
> Written by John Townsend
> ==
> This document may be re-printed again and again as long as the Atari
> copyright remains intact.
> ==
>
> A couple of notes: Unlike previous machines, there are just too many
> resolutions to give each resolution a name. Therefore, I will do my best
> to describe what the resolution is and which monitor it is on.
>
> - NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am
> talking about the standard SC1224. By VGA, I mean a standard VGA
> Monitor.
>
> 40 column modes ("column" means the number of x pixels divided by 8)
> ---------------
> 4 color, normal, TV: 320x200, 4 colors, 2 planes
> 16 color, normal, TV: 320x200, 16 colors, 4 planes
> 256 color, normal, TV: 320x200, 256 colors, 8 planes
> True color, normal, TV: 320x200, true color
>
> 4 color, interlace, TV: 320x400, 4 colors, 2 planes
> 16 color, interlace, TV: 320x400, 16 colors, 4 planes
> 256 color, interlace, TV: 320x400, 256 colors, 8 planes
> True color, interlace, TV: 320x400, true color
>
> 4 color, normal, VGA: 320x480, 4 colors, 2 planes

> 16 color, normal, VGA: 320x480, 16 colors, 4 planes
> 256 color, normal, VGA: 320x480, 256 colors, 8 planes
> True color, normal, VGA: 320x480, true color
>
> 4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
> 16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
> 256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
> True color, line-doubling, VGA: 320x240, true color
>
> 80 column modes
> ---------------
> 2 color, normal, TV: 640x200, 2 colors, 1 plane
> 4 color, normal, TV: 640x200, 4 colors, 2 planes
> 16 color, normal, TV: 640x200, 16 colors, 4 planes
> 256 color, normal, TV: 640x200, 256 colors, 8 planes
> True color, normal, TV: 640x200, true color
>
> 4 color, interlace, TV: 640x400, 4 colors, 2 planes
> 16 color, interlace, TV: 640x400, 16 colors, 4 planes
> 256 color, interlace, TV: 640x400, 256 colors, 8 planes
> True color, interlace, TV: 640x400, true color
>
> 2 color, normal, VGA: 640x480, 2 colors, 1 plane
> 4 color, normal, VGA: 640x480, 4 colors, 2 planes
> 16 color, normal, VGA: 640x480, 16 colors, 4 planes
> 256 color, normal, VGA: 640x480, 256 colors, 8 planes
>
> 4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
> 16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
> 256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes
>
>and lastly.. there are compability modes for ST Low, ST Medium, and ST
>High on both VGA monitors and SC1224 monitors. (On a color monitor, ST
>High is achieved by using the interlace mode).
>
>Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as
>well. However, it only supports one resolution: ST High Resolution.
>
>All modes on a TV can be overscanned. This means multiplying the X and Y
>resolution by 1.2. For example, modes with 320 pixels of horizontal
>resolution (X res) will become 384 pixels across, and modes with 640
>pixels will become 768 across. Overscanning is done in the X and Y
>resolution. You can't do them independently. Special Note: On a VGA
>monitor, overscan is "faked".. since the video hardware doesn't have the
>capability to do overscan on a VGA monitor, we made it so that if a
>overscan mode is set on a VGA monitor, you still see the normal size
>screen, but the screen is a window onto the bigger overscanned image.
>Make sense? We did this for compatibility. This way if a game that has an
>overscanned starup picture can use the same pic on both the VGA monitor
>and the TV monitor. Pretty cool, eh? <grin>

>
>BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will
>work just fine with it, but because you can't see the parts of the
>screen, we thought that that option shouldn't be available from the
>desktop. We don't want to confuse people. However, Overscan can be set
>using a new XBIOS call (Vsetmode()).. so it is still available.
>
>I hope I haven't made any mistakes. I triple-checked this document in
>search of errors and I couldn't find any. If you do find some, send me
>Email on GEnie (to TOWNS) or CIS (70007,1135) and let me know.
>
>-- John Townsend, Atari Corp.
>
>P.S. Anyone who would like to reprint this message, please do so!
> The smaller the number of times I have to type that message, the
> more my fingers with thank you! ;-)
>
> After looking at this one more time.. one point to clear up: By
> saying SC1224 Color Monitor, I mean any Color Monitor that Atari
> have manufactured for the ST/Mega/STE/MegaSTE computers. Clear
> as mud? ;-)

John

--

_____________ _-------_ |||IBM & | EE majors Do it Best 8-)
---------\\ ] ~-_______-~ |||Atari |~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / | \Rules!jdz1@ra.MsState.edu jdz1@MsState.bitnet
_______| (/ | \ |AOL: zitt@aol.com jdz1@isis.MsState.edu

3628. A.T.subscription

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 17:47:00 UTC
From: pcs$1393@altair.selu.edu
Message-ID: <1992Sep7.114700.429@altair.selu.edu>
Source record: 109573

How much will a subscription to A.C. cost. Jeff was nice enough to answer my query concerning how to apply, but how much do I send? Thank you Jeff M.

3629. ATARI CLASSICS SUBSCRIPTION DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 19:09:58 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9209071909.AA29767@smithkline.com>
Source record: 109575

********** A T A R I C L A S S I C S **********

LETIN...BULLETIN...BULLETIN...BULLETIN...BULLETIN...BULLETIN...BULLETIN...BULLE

---------- ATARI CLASSICS SUBSCRIPTION DRIVE ----------

In response to inquiries about subscriptions to Atari Classics, we apologize for any confusion and beg your patience and understanding as we struggle through our startup phase. AC is still in process of being formed, and our main priority is to have the Premier Issue ready in time for WAACE.

AC is NOT officially accepting paid subscriptions at this particular time. We will begin accepting paid subscriptions by mail as of October 12, 1992. Look for an announcement on all networks around the 2nd week of October, giving details on subscription plans and fees.

We plan to start our official subscription drive at the WAACE Fest in Reston, Virginia October 10-11. If all goes according to plan, we will have advance copies of the Premier Issue of Atari Classics- and subscription forms- available at the Unicorn Publications booth. I plan to be there in person, along with Bill and Pattie Rayl, to hawk our wares and collect subscriptions.

People should understand there is a slight element of risk involved. AC will require a subscriber base of 500 to maintain its proposed bimonthly publication schedule. If fewer than 500 people subscribe, we can't guarantee you'll get 6 issues for your money. If only a very few subscriptions are received, the magazine may sputter on for several more issues then die out completely. If we die, there will be no refunds. Officially, we are really only in business for one issue. We are gambling that the interest expressed by the 8bit community in the Atari Classics concept will be followed through with enough subscriptions to make AC a viable enterprise in 1993.

The Premier Issue will be distributed for free to all individuals who sent in their Mail Campaign pledge cards over the past winter/spring. It will also be sent to those who have mailed in their postal address in response to the announcements posted since AC became official on August 5, 1992. Although we are making every effort to insure these people will get their free issue, demand has been unexpectedly heavy, and we are considering possibilities for increasing our initial print run from 800 to perhaps 1000 or more. We want to assure the 600 people who sent in pledge cards that they are our FIRST priority and will absolutely receive the free Premier Issue (and, along with it, the opportunity to become a paid subscriber). Without the Faithful 600, AC would never have come into being, and we have not forgotten that!

We are delighted with the enthusiastic response we have thus far received, and would prefer all interested parties to just send us their name and postal mailing address at this time instead of trying to subscribe. Send your address

to:
Atari Classics
179 Sproul Road/Rt. 352
Frazer, PA 19355
ATTN: B. Poehland, Mging. Ed.

You can also send your mailing address via email to me on GEnie or Internet:

GEnie : B.POEHLAND
Internet: poehland%phvax.dnet@smithkline.com

Compuserve or Delphi users who don't have Internet access can send their postal mailing address to our Telecommunications Editor, Lawrence Estep:

Delphi: LESTEP
CIS : 71450,1050

who will forward them to the magazine. Several folks have sent us their email address; that doesn't help us much since it's kinda hard to send a hardcopy magazine to an email address. Postal addresses only, everyone!

The Premier Issue will contain a Subscription Form. We want you to see and feel our product before you plunk down your cash. To some extent your subscription will be an act of faith. But the Premier Issue itself will be an act of faith, extended to those members of the 8bit community who have already expressed their faith in us and their willingness to take a chance on their- our- own future.

AC asks all potential subscribers to be patient, wait for things to develop at a pace we can handle. We on the Staff of AC are part-timers and amateurs; after only a few weeks in operation we are at best a disorganized rabble. We need time to shake down as a team and set schedules we can keep. Please give us that time, and hold aside your subscription money until October 12. But if you really just can't wait, then present yourself at the Unicorn booth at WAACE on October 10 where I'll be glad to assist you in making a withdrawal from your wallet in support of Atari Classics <grin!>.

A final note: The mass mailing of the Premier Issue is tentatively scheduled for the last week of October, and it will contain a Subscription Form.

- BEN POEHLAND
Managing Editor
Atari Classics

****

3630. FREE ADS In ATARI CLASSICS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 19:11:21 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9209071911.AA29771@smithkline.com>
Source record: 109576

September 2, 1992
For immediate network release.
Subject: Free Ads in Atari Classics!
From: Ben Poehland, Managing Editor

Greetings to all the Denizens of Telecom Networks!

Atari Classics magazine has made a bold decision to attempt to launch its Premier Issue and main subscription drive at the WAACE Atarifest in Reston, Virginia, USA October 10-11. Our Staff and Publisher are shifting into high gear in an attempt to meet this challenging goal. Frankly, we aren't 100% sure we'll make it, but we're sure gonna give it every ounce of effort! The Premier Issue itself will be used to launch our subscription drive and will be distributed FOR FREE to those sent in their Mail Campaign cards or who have sent a written request to be placed on the free distribution list. If all goes well we hope to have a few spare issues available for distribution at the WAACE fest.

One of the unique features of AC will be its "Swap 'n' Shop" column. This is space reserved in the magazine for free ads from paid subscribers who want to buy, sell, or trade their personal Atari 8-bit items. (We figure it will be a REAL popular part of the magazine!)

Ahhh... but yah see, we got a little problem here. Atari Classics is still in the startup phase. We are presently in production on the Premier Issue and would of course like to include the "Swap 'n' Shop" feature in our very first issue. The problem is, we don't have any paid subscribers yet, so we don't have anyone to send in their free ad!

So what we decided to do is to allow anyone who submits ad copy to us by the following date:

SEPTEMBER 20, 1992

to place an ad in the Premier Issue, absolutely free of charge,

REGARDLESS OF WHETHER THEY SUBSCRIBE OR NOT !!!

We aren't sure at this time just how much page space we'll devote to this column, so it's first come, first serve!

Now, you gotta figure with such a popular feature AC would soon be swamped with ads which would leave us no room for neat articles on programming and hardware hacks and stuff. Plus, we gotta leave space for paid commercial announcements and such. In order to minimize the chaos that could result from this activity we had to place some limits and make a few Rules (uh-oh!). There are 13 of them (yeesh!). OK, yeah, they sound pretty stern and rigid

and all that, but hey- that's why they're Rules, right? Don't feel bad,
The Rules apply equally to everybody (even me!) and will be printed in every
issue of the magazine.

So go ahead and read the Rules, then make up your ad and send it in! You can
mail your ad to AC's postal mailing address given below, or you can e-mail
it to me at:

Internet: poehland%phvax.dnet@smithkline.com
GEnie : B.POEHLAND

PLEASE NOTE: for the Premier Issue ONLY, paid ads in the "Swap 'n' Shop" column
will NOT be accepted, and all personal ads will be truncated to
the 50-word limit. DO NOT SEND MONEY!

A T A R I C L A S S I C S

Swap 'n' Shop
A Flea Market for the Individual Atari 8-Bit User!

-- T H E R U L E S --

1. Ads are FREE to paid subscribers of Atari Classics. Non-subscribers may
place ads at the rate of 2 cents per character (excluding spaces). Payment
should accompany the ad copy. Ad copy from non-subscribers unaccompanied
by payment will be instantly discarded.
2. Free ads are limited to a maximum of 50 words including the advertiser's
contact information. A word is defined as any recognizable combination of
alphanumeric/ASCII characters separated by a space. The language of the ad
must be English.
3. Free ads longer than 50 words will charged 2 cents per character for each
character over the 50-word limit. If payment does not accompany the ad
copy, the Editor will truncate the ad to bring it under the 50-word limit.
4. Atari Classics reserves the right to edit all ads and to reject any ad for
any reason without notification to the advertiser.
5. Ads should be submitted in writing, preferably typed or computer-printed,
to the following address:

Atari Classics
179 Sproul Road/Rt. 352
Frazer, PA 19355 USA
ATTN: Advertising Editor

Illegible ad copy will be discarded by the Editor.
6. All ads MUST contain the advertiser's full name AND postal mailing address
including zipcode for USA addresses. The postal address MUST indicate the
advertiser's country of origin (USA, UK, NZ, France, Germany, etc.). If a
telephone number is included in the ad, please indicate what time of day
you may be reached. It is helpful to include an e-mail address if you have
one. Ads lacking a full name and postal mailing address will be instantly
discarded.
7. This column is for use by private individuals only, who wish to buy, sell,
or trade Atari 8bit items in their personal possession. Users are strongly

advised NOT to advertise non-Atari items or items not related to 8bit computers or game systems (2600/5200/7800/XEGS items are OK). Ads seeking information about Atari 8bit products, or ads offering personal information for the purpose of making social contact with other Atari 8bit users, ARE acceptable.
8. Use of this column for commercial purposes is expressly forbidden. Users found to be violating this policy will have their personal advertising priveledge suspended by the Editors.
9. Advertisers warrant that software offered for sale in this column is on original media accompanied by original documentation. SOFTWARE PIRACY WILL NOT BE TOLERATED. Users found violating this policy will have their personal advertising priveledges premanently revoked, and their subscription to AC will be terminated without refund.
10.For hardware items, it is helpful to indicate the condition of the item. Use the following abbreviations/definitions to describe your hardware item: LN (Like New, the item is pristine, unused, with all manuals and original packaging materials); EC (Excellent Condition, the item has been little used, is in good working order, physically clean, may have a few very minor cosmetic blemishes, with original manuals); GC (Good Condition, the item is in good working order but may be slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, with original manual or copied manuals); FC (Fair Condition, the item is in working order but is missing manuals, heavily worn/soiled or cosmetically damaged); BC (Basket Case, the item does not work, is damaged/butchered, missing manuals etc., but contains salvageable parts).
11.Ads will run only once. If you wish your ad to run again, you must submit fresh ad copy for each issue of the magazine.
12.The Staff and Publisher of Atari Classics will not be responsible for ad copy that gets lost. We will make every effort to handle your ad responsibly, but we are human and muff it every now and then. If for some reason your ad fails to appear, just submit it again.
13.Atari Classics will not be held responsible for any loss incurred for any reason by any person for situations arising from or related to ads appearing in this column. Items offered for sale are assumed represented in good faith. Buyers should contact prospective sellers in advance to insure the availability of the item, arrange for payment terms and shipping, and negotiate the price. All users are expected to be open, fair, flexible, and honest in their dealings with others. Patience, courtesy, and consideration will pay large dividends in securing a successful transaction. Atari Classics does not possess the resources to police the behavior of individual members of the community and will not get involved in disputes between users over deals gone awry. All parties to a transaction are individually responsible for the outcome of the transaction. Buyers and Sellers, be reasonable!

****

3631. Action! problem.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 19:43:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HZXqqB4w165w@cyberden.uucp>
Source record: 109580

Remember APACSET2, that little LIST I made (I didnt upload it to the archives yet, did I?!?!?). Anyways, I loaded it into Action! and edited it as best as I know how, but it just won't work! (it crashes, luckily [RESET] saves it (usually)). I believe my problem may be in my "PROC CALL=$0600()" or my attempt to fill up page 6 with data...

Here's what I've got:

```
; apacset v3.0 bill kendrick 9-7-92

Module
Card DL ; DL is global

Proc Call=$0600() ; aka U=USR(1536)

Proc APAC()
Byte Pos
Card SC,TempCard,Counter
Byte Array MLRtn="<ML routine to turn on APAC mode..it's 79 bytes long>"
Graphics(11)
DL=(Peek(106)-40)*256 ; find room for DL
TempCard=PeekC(560) ; copy some of old DL
MoveBlock(DL,TempCard,3) ; into new DL
TempCard==+198
MoveBlock(DL+572,TempCard,10)
SC=PeekC(88)
For Counter=3 TO 570 Step 6
Do
Poke(DL+Counter,207) ; write new DL data
PokeC(DL+Counter+1,SC+Pos)
Poke(DL+Counter+3,79)
PokeC(DL+Counter+4,SC+Pos+3840)
Pos==+40
OD
PokeC(560,DL) ; set display list pointer to DL
MoveBlock(1536,MLRtn,79) ; copies ML routine into Page 6
Poke(204,0)
Call() ; call APAC routine at page 6
Return

Proc ScreenOn(Byte Dither,Lum)
Graphics(43)
PokeC(560,DL) ; point display list to APAC2 DL
Poke(54286,192) ; turn on DLI
Poke(204,Dither)
Poke(712,Lum)
Return
```

```
Proc Off()
Graphics(41)
Return

Proc Demo()
Byte Col,Lum,X,Y,XDir,YDir
APAC()
ScreenOn(1,4)
Do
Lum=Lum+1
If Lum=16 Then
Lum=0
Col=Col+1
If Col=16 Then
Col=0
Fi
Fi
Color=Col ; color
Plot(X,Y)
Color=Lum ; luminence
Plot(X,Y+96)
X=X+XDir
If X=79 Then
XDir=-1
Fi
If X=0 Then
XDir=1
Fi
X=Y+YDir
If Y=95 Then
YDir=-1
Fi
If Y=0 Then
YDir=1
Fi
Od
Return
```

Here's a quick rundown. CALL is just the equivalent to "USR", but in Action! you've got to make it a PROCedure and tell it where to point to. PROCedure APAC is the routine that stores the APAC mode ML routine into page 6 memory (or at least TRIES to) and sets up the APAC2 display list. SCREENON simply turns on the graphics mode, points to the new display list (for APAC2) and sets the DLI, dither mode and screen luminence. OFF just turns off dither and sets the screen to normal (not APAC2). Finally, DEMO calls APAC and SCREENON to set it up, then just bounces a dot around on the screen (leaving a trail of 256 different colors). If you were to add a GRAPHICS(11) or (9) command right after the SCREENON(), it will at least get to the drawing routine, but I think there might be some sort of problem drawing onto the APACscreen. Duh, I guess I could attempt loading a screen into memory, then setting up the APAC mode... Anyways, that's not JUST what I want it to do, so I still need this

little ditty fixed!! Any help would be MUCH appreciated. I haven't read through the ENTIRE Action! manual, but I read (over and over!) bits about arrays and routine calls and stuff.

Again, my best guesses is either 1) didnt do the page 6 setup right
2) didnt copy data from MLRtn to page 6
properly.
3) don't have the memory set up right
for the graphics mode or DL free RAM
(I'm assuming Graphics() calls alloc-
ate free RAM, but maybe pointing DL
to RAMtop-40 was a stupid idea by me)
anyways.... thanx in advance.....(grumble grumble.. I need to read that book AGAIN!)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3632. Re: GEnie To Internet

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 20:22:18 UTC
From: bmarcum@world.std.com
Message-ID: <Bu85x6.Esn@world.std.com>
Source record: 109577

In article <Bu253y.BBC@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:
>
>
>A quick question: when you say "free," do you mean that people can
>receive Internet mail without paying the $10 monthly charge mentioned in
>an earlier post, or merely that GEnie users who have already subscribed
>to the Internet mail option (and paid their $10) will not be assessed
>the $0.40 per-message fee on incoming messages?
>
I'm afraid you do need to subscribe to Internet, but there is no per-message
charge for incoming messages. You can subscribe to mailing lists, so you
can get the Info-Atari8 Digest for free, instead of downloading it at $6 per
hour.

Bill Marcum bmarcum@world.std.com b.marcum@genie.geis.com
"I hate it when I can't gird my loins with funny animals!"

3633. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 20:31:15 UTC
From: bmarcum@world.std.com
Message-ID: <Bu86C3.FCM@world.std.com>
Source record: 109579

In article <q4HiqB6w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
> I actually might try my hand at a better YAU/YAUEE combo once I
>get Quick or Action! working (whichever gets working first!)
>
Go for it! It would be great to have one that handles multi-part files,
either the way BART sends them (part aa of zz), or the way everyone else does
(Filename.ext 1/100). I've seen C source code for some multi-part decoders,
but they're written for Unix, and the actual decoding is done by a pipe to
uudecode (ie: the source code doesn't contain the actual decoding algorithm.)

Bill Marcum bmarcum@world.std.com b.marcum@genie.geis.com

3634. Re: Those funny XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 20:35:22 UTC
From: bmarcum@world.std.com
Message-ID: <Bu86Iz.FIC@world.std.com>
Source record: 109578

In article <715701233.F00001@tdkt.kksys.com>
Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com (Michael Fitzpatrick) writes:
>You might want to contact CSS of Rochester, NY. They put out a kit that makes
>your XF-551 compatible with your 1050.
>
That kit, called the XF551 Enhancer, only makes it possible for the XF551
to format the back side of a flippy disk. CSS also makes other kits that
let you use a 3.5-inch drive with the XF551.

Bill Marcum bmarcum@world.std.com b.marcum@genie.geis.com

3635. Re: A.T.subscription

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 20:51:34 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92251.155134JJMCWILL@MTUS5.BITNET>
Source record: 109581

In article <1992Sep7.114700.429@altair.selu.edu>, pcs$1393@altair.selu.edu says:
>
>How much will a subscription to A.C. cost. Jeff was nice enough to answer my
>query concerning how to apply, but how much do I send? Thank you Jeff M.
>
No No NO. Please don't send any money to subscribe to the publication
right now. It will only gum up the works.

Right now the priority for the Atari Classics staff is the premiere
issue. This goes out free of charge to all who send their names
into Ben Poehland, or who responded to the campaign earlier this year.

Atari Classics is not currently accepting paid subscriptions, and will
not do so until October 12, 1992.

Please keep in mind there is a bit of risk involved. The premiere
issue is being sent to people for FREE. A subscription form will
be included with the magazine. If you like what you see then you fill
out the subscription form, and include the indicated amount for
the price of the subscription, and optionally, a disk.
Atari Classics is COUNTING on receiving 500 subscriptions from those
who have received the magazine. The cost of the magazine, frequency,
and format of the magazine is based on 500 subscriptions being received
for the publication. If fewer than 500 subscriptions are received,
then there is no guarantee the subscribers will receive 6 issues
per year as indicated in all previous press releases. If only a very
few subscriptions are received, the publication may sputter along
for several months and then die. If Atari Classics dies, there will
be no refunds. There were 615 positive replies to the campaign
and additional positive response from those who weren't able to
participate in the campaign. Based on this, I am confident that you 8
bitters will like what you see, and stand behind your statement on
your cards stating that you will subscribe. I have no doubt that
Atari Classics will receive more than 500 subscriptions, and
that it will become the leading magazine for the Atari 8 bit community.

Please be patient, and let things develop at a pace that the Atari
Classics staff can handle. We're all part-timers and amateurs
and after only only a few weeks in operation, the publication
machinery is only beginning to take on a rough form.
As time progresses, the Atari Classics staff will begin to operate
more like a fine tuned engine, and be able to set and meet the required
deadlines. So keep those subscription checks in hand until October 12,
and give Atari Classics a little more time to assemble itself.

For those of you who are thinking of attending the WAACE Fest on October 10 and 11. Ben Poehland, managing editor of Atari Classics, has made plans to attend and be present in the Unicorn Publications booth. We hope to have copies of Atari Classies at the show to distribute, and Ben will be taking subscriptions at that time. The mailing of the premiere issue is tentatively scheduled to take place the last week of October, and it will include the subscription form as mentioned above.

So hang in there, be patient, and keep your fingers crossed. If you get a chance, stop by the Unicorn Booth at the WAACE show and say "HI" to Ben and take a gander at a magazine that could really breath new life into the 8-bit scene.

Now I have to go and finish up my first installment of "Moonlight Workshop"... see you in Atari Classics!

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3636. Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-07 23:10:30 UTC
From: norlin@midway.ecn.uoknor.edu
Message-ID: <1992Sep7.231030.7510@constellation.ecn.uoknor.edu>
Source record: 109582

After scrounging around for the past few months, I've finally assembled a reasonable Atari 8-bit system (800 + 810). The only thing it lacks is a modem. I have an external RS232 300bps modem, but have no 850 interface (nor similar device). Is there a simple circuit that I can build myself that will allow me to use my modem with my Atari?

Thanks in advance.

Norman Lin
norlin@mailhost.ecn.uoknor.edu

3637. Re: A.C.subscription

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 01:51:48 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.715917108@pv0547.vincent.iastate.edu>
Source record: 109583

In <92251.155134JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

>In article <1992Sep7.114700.429@altair.selu.edu>, pcs$1393@altair.selu.edu says:
>>
>>How much will a subscription to A.C. cost. Jeff was nice enough to answer my
>>query concerning how to apply, but how much do I send? Thank you Jeff M.
>>
>No No NO. Please don't send any money to subscribe to the publication
>right now. It will only gum up the works.

>Please keep in mind there is a bit of risk involved. The premiere
>issue is being sent to people for FREE. A subscription form will
>be included with the magazine. If you like what you see then you fill
>out the subscription form, and include the indicated amount for
>the price of the subscription, and optionally, a disk.

question about the disk subscription: will it be made
available on internet, on the atari archive? or is a disk
subscription the only way to get it? I'd like to see it
be available, if possible.

3638. Re: Atari Falcons $799!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 02:20:09 UTC
From: bbs@neb
Message-ID: <1992Sep8.022009.2825@neb>
Source record: 109584

```
Come on, I know you've probably seen this before, but here goes
again:
.
This is an Atari '8-bit' sig - please take any ST discussions to THAT
appropriate area. If I wanted to
read about the ST, I would join that conference.
.
Thanks!
-----
Posted by BBS User: James King
--
*------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs. *
*------------------------------------------------------------------------*
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
*------------------------------------------------------------------------*
```

3639. More Atari things for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 02:22:59 UTC
From: csmith@nmt.edu
Message-ID: <1992Sep8.022259.19807@nmt.edu>
Source record: 109455

Okay, I see lots of atari hardware for sale on atari.8bit, but I have no idea how much of it actually is sold. At any rate, I will try my luck. Yes, I have decided (at long last) that it is time for a more powerful system, so to help the cost I will part with my 8-bit.

FOR SALE:

Atari 800XL computer w/64K - Good condition. Has run perfectly for many years.

Atari 1050 disk drive - Supports enhanced density, no fancy upgrades on it.

Atari 1025 dot matrix printer - Good condition.

All cables, cords, and power supplies included. All components in good working order and have worked for me for years.

You make the offer & pay shipping costs, and it can be yours!
I would prefer to sell the system as a whole, but it is not necessary. If you do not need the whole thing, I can understand that, and I will consider selling components individually. I also have amassed a whole bunch of software, too. I would probably throw that in with a sale also, seeing that I wouldn't really need it any more.

I need the money to put towards my next system!
I will consider all offers! Just name it.

Clay Smith
csmith@titan.nmt.edu

3640. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 14:03:17 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Sep8.140317.20844@rz.uni-karlsruhe.de>
Source record: 109585

Michael Current's FAQ contains:

> 65XEM 65XE plus AMIE sound chip

Hm, never heared of an AMIE sound chip. What is it exactly?
Is it as good as the SID(?) inside the c=64?
Is it possible to get the sound chip from somewhere and add it to
my 130XE? How much does the AMIE costs?

Marek

\ ATARI 8-BIT
---------------------------------------| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
---------------------------------------| / for the 21st century
/

3641. A.T.subscription

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 16:02:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <716007171.F00001@tdkt.kksys.com>
Source record: 109460

Jeff, since I just can'T seem to send you any type of netmail, in response to the messages you sent to me in netmail, if at all possible call my bbs so I can get you the information you need on repairs, SpartaDOS or whatever else you need.

Warp 10 BBS 612-774-0077.

To the Moderator: This is NOT an ad to obtain users. This is the ONLY way that I can communicate with Jeff because my netmail always gets bounced. More than likely it's something I'm typing wrong, but in consistantly trying for the past few months to send Jeff netmail, all attempts have failed.

To Jeff: After logon, access is instant. Send feedback letting me know what handle you decide to use and I'll get the information to you right away so it doesn't cost so much in l/d. If you think you'll be calling, let me know appx. when, and I'll be looking out for your call.

Amos Jackson

* Origin: FlightLine BBS {MSP} MN USRdual 612-544-5118 (1:282/47.0)

3642. Re: HELP! PLEASE! ATARI TO DOS TRANSFERS!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 16:13:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65455@cup.portal.com>
Source record: 109586

I've got an ARC file with all the instructions, but I've been to lazy to UL it to the archive. It couldn't be much simplier. If you're using Express MPP you just buy a 25 pin connector & (I think?? been a while) tie the 2nd joystick trigger line to ground & use stick forward for data, etc. most of the stuff written for the MMP will work with it & I wrote a number of things for transfering files over joystick 1, but they're all in 8-bit format. Let me see if I can E-mail you some stuff.

3643. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 16:26:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65456@cup.portal.com>
Source record: 109587

I'm digging out some old stuff I did. 'IF' you only need 300 baud, then you can use a converted joystick with the MPP R: handlers. I've used it with an Avatex & Supra modems. Your really need access to terminal software to get the the handlers/Express to begin with though.
If I screw up the Message Base here, please excuse me. It's easier then the undecode etc even if it doesn't work.

3644. Re: Action! problem.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 16:35:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65457@cup.portal.com>
Source record: 109588

```
BTW: I replied to this on BAAUG, but I just noticed one other thing. If you
store ML in an Action! string/byte array, the first character in the array
will be the length of the string. Since the basic pushes stuff on the stack
you'll probably have to (Sheesh! on line so mistakes are possible!)

MoveBlock($600, APACtn+1, 79)

then call it by making the procedure point to $601 to pass the 1st PLA.
```

3645. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:11:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65461@cup.portal.com>
Source record: 109590

Rick Cortese 2/13/91
20802 Laurel Road
Los Gatos, CA 95030

How to attach RS-232 devices to a joystick port.

1st I'd like to apologize for the verbose instructions
<grin>.

For those people that are worried about whether or not I have real serial ports, the answer is yes: Both an 850 & PR:Connection. The reason I looked into this is I felt we were loosing people from the Atari community when we recommended the standard methods of transferring data, that is: Buy a disk drive for $200, a $16 cable, an $80 interface, and a $10 null modem. Although it was never said, I know most people probably balked at spending $300+ on a computer with a street value of $50. I imagine most of them just bought a clone for a couple of extra bucks. With that in mind I paid little attention to doing this right and a lot of attention to doing it cheap.

The 1st thing you'll need is a joystick cable. Just about any cable that works with the Atari or 2600 VCS is suitable. B&C Computer Visions sells cables for $1.50 & I know San Jose Computer used to sell joystick extension cables for a buck or two. I'd recommend salvaging one from a busted joystick if possible. The other parts are readily available from Radio Shack or JDR Micro Devices in San Jose (My personal favorite). JDR's toll free number is 800-538-5000. JDR's minimum charge is $10 + $2.50 P&H so you may want to pick up some other goodies at the same time, like a V20 for your IBM or maybe some SIMs for your ST.

I also wrote a two short BASIC/ML routines for transferring test files between the 8-bit Atari to my ST and clone. I've included the source code for anyone who'd like to see how it's done. If you have an assembler you may want to see how fast you can get the transfers to go. The one from the receiving data isn't as short as it could be, but it was short enough that I didn't bother optimizing it. You're limited to transferring files that are less then 30,000 bytes long, but this should be enough to transfer a MPP type telecommunication program, MPP was the Co. that developed a modem that plugged into joystick port(2), type. I didn't bother figuring out how to transfer binary files to the 8-bit from an ST because I hate ST basic that much. I could've done it in 'C, but

I think most people that have an ST also have enough software for the 8-bit to get the set-up to work. There are many BBS's that have EXPRESS.MPP or the MPP drivers, people like B&C Computer Visions in Santa Clara CA that sell public domain software for $3 or $4, and user groups where you can get a copy. If it's a problem, let me know & I'll do it. I'd like to recommend that you make the RS-232 type cable then buy a "NULL MODEM FEMALE-FEMALE" type connector. It'll be an extra $10, but you'll end up with a more versatile set-up. You could really make both types of cables cheaper then you could buy a NULL connector, but it's up to you. I've tested the RS-232 cable with a Supra 2400, Avatex 1200, ST, and clone, they all work. The joystick NULL cable works with the clone & ST. For some files it well be necessary to print them to disk on the 8-bit before the ST or IBM can capture them properly. This is due to different values for carriage return and line feeds use by the different computers. For using telecommunication software with NULL connectors make sure you are not using software that thinks it's hooked to a Hayes modem unless you have a way to force it into terminal mode.

3646. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:13:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65462@cup.portal.com>
Source record: 109591

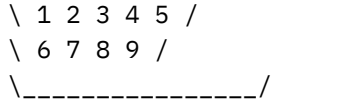
All the programs in the ARC file except this and "RECIEVE.PRN" are in 8-bit format so you may have to transfer them to your 8-bit before you can read them properly.

How it works: For the most part, the joystick cable can not supply enough horsepower to drive a standard RS-232 device. What I did was use the hand shaking lines of the device we connect to for shaking their own hands/suppling their own drive current. All the MPP drivers/telecommunication programs use joystick(2) trigger for determining if there's a carrier signal present. We just tie this line to ground so it thinks it's connected to another device. To use EXPRESS.MPP you just press 'G for answer phone or use 'E and just dial a '1 to get to the terminal mode. Once in the terminal mode you have to use the Hayes command set to your modem to dial (i.e. ATDT 555-1212). For connecting to an ST or clone, you may have to use 1/2 duplex on both ends & make sure you set the BAUD to 300!

EXAMPLE #1

NULL MODEM FOR USE WITH EXPRESS.MPP OR HANDLERS JOYSTICK(2)

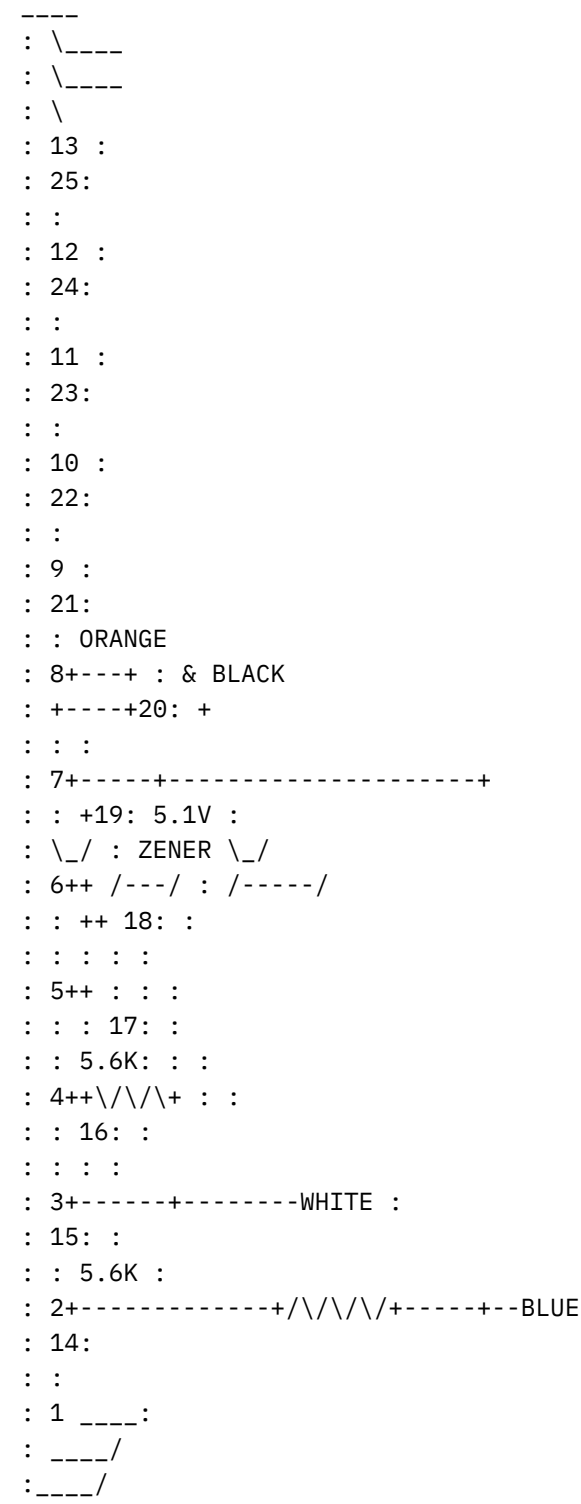
You absolutely have to use the circuitry to protect your 8-bit. RS-232 uses -5V to -15V and +5V to +15V for it's logic levels. The inputs are high resistance so it's OK to drive them with the +5V of the Atari, but if you input a -10V on a joystick port, there could be smoke & costly repairs.



The colors should be as follows:

COLOR	PIN #
WHITE	1
BLUE	2
GREEN	3
BROWN	4
ORANGE	6
BLACK	8

Explodo view for connection to FEMALE
DB-25



satile set-up. You could really make both types of cables
cheaper then you could buy a NULL connect

3647. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:14:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65464@cup.portal.com>
Source record: 109592

EXAMPLE #2 SIMPLE NULL MODEM FOR 1ST TRANSFER IBM=>8-BIT

This is just a quick and dirty transfer program I wrote. It uses
a slightly different cable & will work for getting a real
telecommunication program to the 8-bit. It'll transfer any file,
including binary, BUT ONLY TO THE 8-BIT!

First run this program on your IBM or clone to set the serial port
speed.

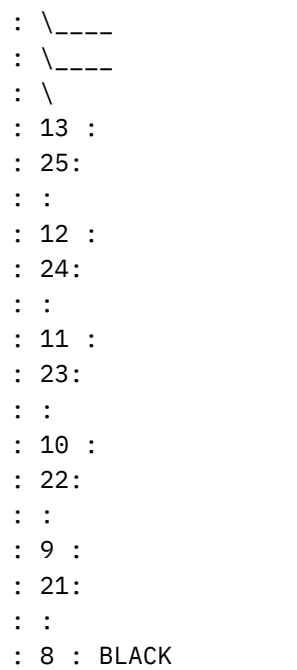
```
10 OPEN "COM1:300,n,8,1,RS,CS0,DS0" FOR OUTPUT AS #1
20 CLOSE #1
```

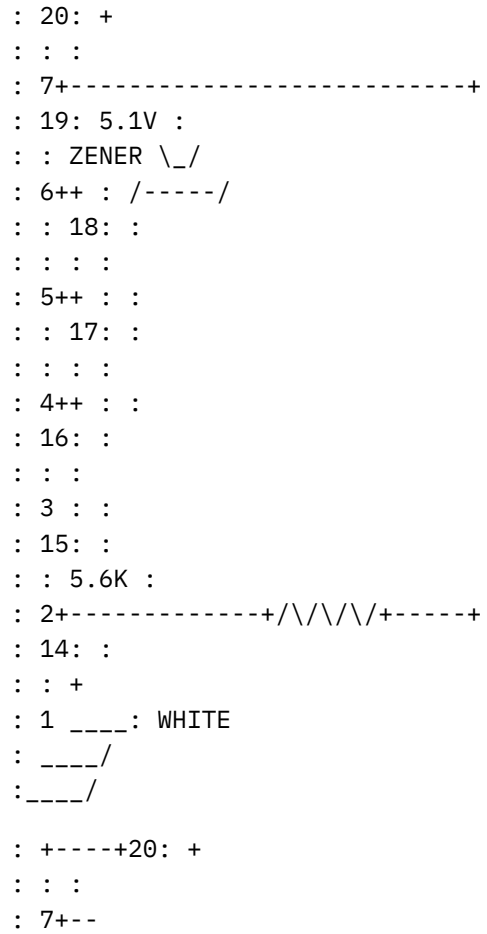
After running it type SYSTEM & hit RETURN For transferring stuff
you'll just run the Atari program;

RECIEVE.LST

Then use MS DOS "COPY FILENAME COM1". After the clone finishes
the transfer, just hit any key on the Atari to wake it up & save
the program. I had to shut the screen off to keep the timing
right. The IBM thinks it's just hooked up to a serial printer so
it'll dump the file as is.

Explodo view for connection to FEMALE
DB-25




20
7
19
5.1V
ZENER
6
18
5
17
4
16
3
15
5.6K
2
14
1
WHITE

20
7

3648. Re: Connecting an RS232 modem to an Atari?

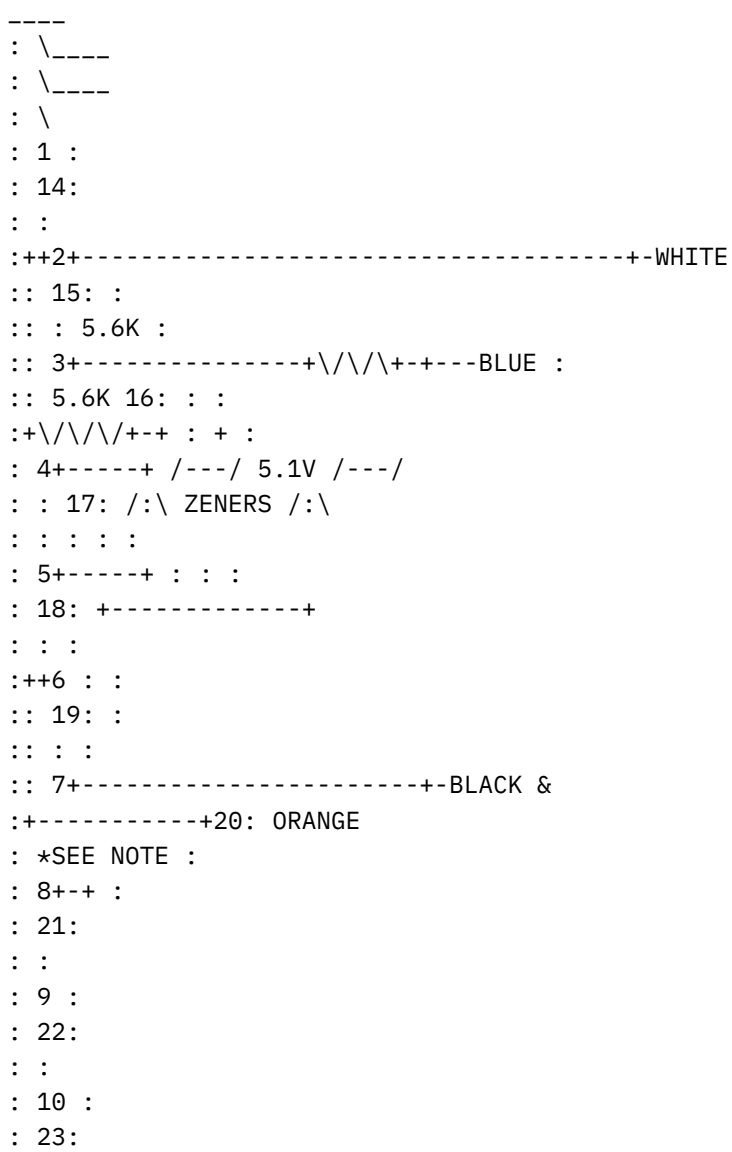
Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:15:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65466@cup.portal.com>
Source record: 109593

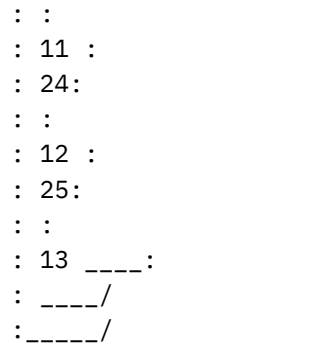
EXAMPLE #3

This is the one I really recommend building, if you buy a NULL modem connector you'll be able to use it to hook up with both computers & a modem.

Explodo view for connection to male DB-25

Solder side of DB-25 (I stick everything inside the hood)





*NOTE: Some printers use pin #8 as CARRIER DETECT. I believe the NEC Spinwriter is one. I never ran into any thing that needs it, but you may want to use pin #8 to #20 if you have a problem. In this case DO NOT CONNECT PIN #6! Maybe use the 4-5-6 connection. #6 and #8 are both outputs from DTE's so you could have one trying to bring the other to a +10 or a -10V! I've seen a reference that does this, but it doesn't seem like a good idea. Besides, the NEC uses pin #19 & maybe #20 for DTR and is such an odd case, it may not work anyway. If you use 5.6K resistors you could connect just about anything to anything, but why? If you buy a NULL modem for connecting your computers, it'll probably take care of the CD line anyway. As a final note; if you really want to be safe get a pin-out for the devices you want to connect. Make sure you never have two outputs from either device (or themselves for that matter) connected to each other.

Here's a list of standard pin assignments for RS-232 to help you along & double check my connections. *****NOTE***** I do connect pins 4 & 5 to pin #2 (or #3) through a 5.6K resistor. This is necessary because although the joystick port can deliver a 0V level, it can't drive a +5V by itself. You could probably also substitute pin #20 vs #4 for driving pins # 5 & #6 if you never want to connect to a modem.

PIN # ASSIGNMENT
BOTH DEVICES
1 PROTECTIVE GROUND
7 SIGNAL GROUND
THE OUTPUTS (DTE DATA TERMINAL EQUIPMENT)
2 TRANSMITTED DATA (TD)
4 REQUEST TO SEND (RTS)
20 DATA TERMINAL READY (DTR)
23 DATA SIGNAL RATE SELECTOR
24 TRANSMITTER SIGNAL ELEMENT TIMING
14 SECONDARY TRANSMITTED DATA
19 SECONDARY REQUEST TO SEND
THE INPUTS (DATA TERMINATING CIRCUIT EQUIPMENT)
3 RECIEVED DATA (RD)
5 CLEAR TO SEND (CTS)
6 DATA SET READY (DSR)

```
22 RING INDICATOR (RI)
8 CARRIER DETECT (CD)
21 SIGNAL QUALITY DECTOR
23 DATA SIGNAL RATE SELECTOR
15 TRANSMISSION SIGNAL ELEMENT TIMING
17 RECIEVER SIGNAL ELEMENT TIMING
16 SECONDARY RECIEVED DATA
13 SECONDARY CLEAR TO SEND
12 SECONDARY RECIEVED LINE SIGNAL DETECTOR
```

3649. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:26:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65468@cup.portal.com>
Source record: 109594

```
10 REM JOYSTICK #1 RECIEVE FROM RS-232
20 REM @300 BAUD BY RICK CORTESE 2/91
30 REM SCREEN WILL BLANK DURING
40 REM TRANSFER: PRESS ANY KEY WHEN
50 REM DONE TO SAVE FILE
60 CLR :DIM A$(30000):A$="":A$(30000)=A$:A$(1)=A$
70 FOR N=1536 TO 1692:READ BYTE:CHKSUM=CHKSUM+BYTE:POKE N,BYTE:NEXT N
80 IF CHKSUM<>17867 THEN ? "TYPO ERROR IN DATA STATMENTS":END
90 SIZE=USR(1536,ADR(A$))
100 CLOSE #3:OPEN #3,8,0,"D:TRANS.DAT"
110 FOR N=1 TO SIZE:PUT #3,ASC(A$(N)):NEXT N
120 CLOSE #3
130 END
5000 DATA 104,104,133,204,104
5010 DATA 133,203,169,0,141
5020 DATA 14,212,141,0,212
5030 DATA 133,212,133,213,169
5040 DATA 255,141,252,2,173
5050 DATA 252,2,201,255,208
5060 DATA 6,32,51,6,76
5070 DATA 24,6,169,255,141
5080 DATA 14,212,141,252,2
5090 DATA 169,34,141,0,212
5100 DATA 96,169,255,205,0
5110 DATA 211,240,1,96,32
5120 DATA 72,6,32,108,6
5130 DATA 32,117,6,32,132
5140 DATA 6,96,162,8,142
5150 DATA 141,6,169,0,141
5160 DATA 140,6,32,142,6
5170 DATA 173,0,211,24,74
5180 DATA 110,140,6,206,141
5190 DATA 6,240,6,32,142
5200 DATA 6,76,85,6,32
5210 DATA 142,6,96,169,255
5220 DATA 77,140,6,141,140
5230 DATA 6,96,160,0,173
5240 DATA 140,6,145,203,24
5250 DATA 230,203,208,2,230
5260 DATA 204,96,24,230,212
5270 DATA 208,2,230,213,96
5280 DATA 0,0,174,155,6
5290 DATA 172,156,6,136,208
5300 DATA 253,202,208,247,96
```

```
5310 DATA 150,6
MP L2
0770 OUT
0780 ;SHOULD PASS ANY
```

3650. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:27:50 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65469@cup.portal.com>
Source record: 109595

```
10 ;RS-232 300 BAUD RECIEVE BY
20 ;Rick Cortese 2/21/91
30 ;ASM ,,#D:RECIEVE.OBJ
40 *=$600
50 PTR = $CB
60 ;SIZE AKA FR0
70 SIZE = $D4
80 VAR = $CF
90 PORTA = $D300
0100 NMIEN = $D40E
0110 DMACTL = $D400
0120 BAUD = 300
0130 INIT
0140 PLA
0150 PLA
0160 STA PTR+1
0170 PLA
0180 STA PTR
0190 LDA #00
0200 STA NMIEN
0210 STA DMACTL
0220 STA SIZE
0230 STA SIZE+1
0240 LDA #255
0250 STA 764
0260 ;MAIN LOOP THAT CHECKS EVERYTHING
0270 L1
0280 LDA 764
0290 CMP #255
0300 BNE BYE
0310 JSR CHECKIT
0320 JMP L1
0330 ;YOU GET HERE WHEN YOU PRESS
0340 ; A KEY
0350 BYE
0360 LDA #$FF
0370 STA NMIEN
0380 STA 764
0390 LDA #34
0400 STA DMACTL
0410 RTS
0420 ;1ST CHECK FOR START BIT
0430 CHECKIT
0440 LDA #$FF
```

```
0450 CMP PORTA
0460 ;GET BYTE IF IT'S THERE
0470 BEQ WEREON
0480 ;GO HOME IF IT'S NOT
0490 RTS
0500 WEREON
0510 ;??IF?? CENTER SAMPLING NEEDED
0520 ;WAIT 1/2 OF START BIT
0530 ;REAL STUFF
0540 JSR GET8BITS
0550 JSR CONVERT
0560 JSR STORE
0570 JSR BUMPSIZE
0580 RTS
0590 GET8BITS
0600 LDX #8
0610 STX COUNT
0620 LDA #0
0630 STA BUFF
0640 ;SHOULD PASS START BIT
0650 ;WITH SOME CHANGE 'CAUSE OF
0660 ;THE TIME GETTING HERE
0670 JSR WAIT
0680 L2
0690 LDA PORTA
0700 CLC
0710 LSR A
0720 ROR BUFF
0730 DEC COUNT
0740 BEQ OUT
0750 JSR WAIT
0760 JMP L2
0770 OUT
0780 ;SHOULD PASS ANY STOP BITS
0790 JSR WAIT
0800 ;NO PARITY CHECKS
0810 RTS
0820 CONVERT
0830 LDA #$FF
0840 EOR BUFF
0850 STA BUFF
0860 RTS
0870 STORE
0880 LDY #0
0890 LDA BUFF
0900 STA (PTR),Y
0910 CLC
0920 INC PTR
0930 BNE DONESTORE
0940 INC PTR+1
```

```
0950 DONESTORE
0960 RTS
0970 BUMPSIZE
0980 CLC
0990 INC SIZE
1000 BNE DONEBUMP
1010 INC SIZE+1
1020 DONEBUMP
1030 RTS
1040 BUFF
1050 .BYTE 0
1060 COUNT
1070 .BYTE 0
1080 WAIT
1090 LDX DELAYX
1100 D1
1110 LDY DELAYY
1120 D2
1130 DEY
1140 BNE D2
1150 DEX
1160 BNE D1
1170 RTS
1180 DELAYX
1190 .BYTE 45000/BAUD
1200 DELAYY
1210 .BYTE $06
1220 .END
ould connect
just about anything to anything, but why?
```

3651. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:29:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65470@cup.portal.com>
Source record: 109596

```
1 REM ******* a simple demo *********
2 REM DO NOT input strings longer then
3 REM 127 BYTES or if you load a file
4 REM directly to buffer, don't send
5 REM the ML more then 127 bytes!
6 REM BTW: the strings once processed
7 REM are no longer intact in memory
8 REM ******************************
10 GRAPHICS 0:FOR N=0 TO 150:READ BYTE
20 POKE 1536+N,BYTE:NEXT N:X=USR(1536)
25 ? CHR$(125);
30 ? " Joystick #1 serial out"
40 ? " at 300 baud installed"
50 ? " for ASCII transfers to RS232"
60 ? " devices. See DOC for details"
70 ? " on how to make the cord"
80 CLR :DIM FILE$(255),CR$(2)
90 CR$=CHR$(13):CR$(2)=CHR$(10):?
100 ? "SELECT A BAUD RATE <RETURN>=300"
110 ? "1=50 2=110 3=300 4=1200 5=2400"
120 ? "6=4800 7=9600 8=19200"
130 CLOSE #1:TRAP 150:INPUT X
140 ON X GOSUB 2000,2010,2020,2030,2040,2050,2060,2070
150 TRAP 40000:TRAP 25
160 ? "File to transfer? Include Dx:"
170 INPUT FILE$:OPEN #1,4,0,FILE$
180 TRAP 300
190 INPUT #1,FILE$:FILE$(LEN(FILE$)+1)=CR$
200 X=USR(1558,ADR(FILE$),LEN(FILE$))
210 FOR DELAY=1 TO 10:NEXT DELAY
220 GOTO 190
300 FILE$(LEN(FILE$)+1)=CR$
310 CLOSE #1:GRAPHICS 0:TRAP 40000:GOTO 25
1000 DATA 104, 169, 48, 141, 2
1010 DATA 211, 169, 1, 141, 0
1020 DATA 211, 169, 52, 141, 2
1030 DATA 211, 169, 0, 141, 0
1040 DATA 211, 96, 104, 104, 133
1050 DATA 204, 104, 133, 203, 104
1060 DATA 104, 133, 205, 168, 169
1070 DATA 255, 136, 48, 7, 81
1080 DATA 203, 145, 203, 76, 34
1090 DATA 6, 120, 169, 0, 141
1100 DATA 14, 212, 141, 0, 212
```

```
1110 DATA 133, 207, 164, 207, 177
1120 DATA 203, 141, 134, 6, 160
1130 DATA 8, 140, 135, 6, 169
1140 DATA 1, 141, 0, 211, 234
1150 DATA 234, 234, 234, 234, 234
1160 DATA 234, 234, 32, 136, 6
1170 DATA 173, 134, 6, 141, 0
1180 DATA 211, 106, 141, 134, 6
1190 DATA 32, 136, 6, 206, 135
1200 DATA 6, 208, 238, 169, 0
1210 DATA 141, 0, 211, 32, 136
1220 DATA 6, 32, 136, 6, 230
1230 DATA 207, 166, 207, 228, 205
1240 DATA 208, 191, 169, 34, 141
1250 DATA 0, 212, 169, 255, 141
1260 DATA 14, 212, 88, 96, 0
1270 DATA 0, 174, 149, 6, 172
1280 DATA 150, 6, 136, 208, 253
1290 DATA 202, 208, 247, 96, 8
1300 DATA 135
2000 POKE 1685,150:POKE 1686,42:RETURN
2010 POKE 1685,60:POKE 1686,50:RETURN
2020 POKE 1685,8:POKE 1686,135:RETURN
2030 POKE 1685,2:POKE 1686,130:RETURN
2040 POKE 1685,2:POKE 1686,65:RETURN
2050 POKE 1685,2:POKE 1686,30:RETURN
2060 POKE 1685,1:POKE 1686,26:RETURN
2070 POKE 1685,1:POKE 1686,8:RETURN
```

r that
matter) connected to each other.

Here's a list of standard pin assignments for RS-232 to hel

3652. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 18:30:22 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65471@cup.portal.com>
Source record: 109597

```
10 ;ASM ,,#D9:TC
20 .OPT NO LIST
30 *= $0600
40 ;MAC/65 source for
50 ;RS232 ASCII serial transfer over
60 ;joystick port #1 by Rick Cortese
70 ;Some routines modified from
80 ;Eric Floegel "Forth on the Atari"
90 ;To be called from Basic with
0100 ;X=USR(1536)
0110 ;to initialize the joystick port
0120 ;then
0130 ;X=USR(1686, BYTE)
0140 ;where "BYTE"=data to be sent
0150 ;to change BAUD: poke 45000/BAUD
0160 ;POKE 1776, 45000/BAUD
0170 ;so you can use different values
0180 ;to test the maximum speed
0190 ;to build a cable you just need to
0200 ;get a DB25 female connector and
0210 ;hook the White lead from an Atari
0220 ;stick cable to pin #3 & the black
0230 ;lead to pin #7
0240 ;the other terminal (ST?) should
0250 ;have it's port set to 8,1,N
0260 ;& NOT! monitor XON CTS etc lines
0270 ;Uniterm lets you do this W/O any
0280 ;problem, I don't know about other
0290 ;telecommunication software.
0300 ;plug the DB25 into the ST cable
0310 ;use ASCII file transfer method
0320 ;For an RS232 cable, see DOC file
0330 ;or "CAPTURE" the data
0340 PTR = $CB
0350 SIZE = $CD
0360 VAR = $CF
0370 PORTA = $D300
0380 PACTL = $D302
0390 NMIEN = $D40E
0400 DMACTL = $D400
0410 BAUD = 300
0420 INIT
0430 PLA
0440 LDA #$30
```

```
0450 STA PACTL
0460 LDA #$01
0470 STA PORTA
0480 LDA #$34
0490 STA PACTL
0500 LDA #$00
0510 STA PORTA
0520 RTS
0530 BASIC ; USR() ENTRY
0540 PLA
0550 PLA
0560 STA PTR+1
0570 PLA
0580 STA PTR
0590 PLA
0600 PLA
0610 STA SIZE
0620 TAY
0630 CONVERT ; TO INVERSE LOGIC
0640 LDA #$FF
0650 DEY
0660 BMI CONTINUE
0670 EOR (PTR),Y
0680 STA (PTR),Y
0690 JMP CONVERT
0700 CONTINUE
0710 SEI
0720 LDA #0
0730 STA NMIEN
0740 STA DMACTL
0750 STA VAR
0760 SEND1
0770 LDY VAR
0780 LDA (PTR),Y
0790 STA BUFF
0800 LDY #$08
0810 STY COUNT
0820 ;RS232 start bit
0830 LDA #$01
0840 STA PORTA
0850 NOP
0860 NOP
0870 NOP
0880 NOP
0890 NOP
0900 NOP
0910 NOP
0920 NOP
0930 JSR WAIT
0940 SEND2
```

```
0950 LDA BUFF
0960 STA PORTA
0970 ROR A
0980 STA BUFF
0990 JSR WAIT
1000 DEC COUNT
1010 BNE SEND2
1020 ;Stop bit
1030 LDA #$00
1040 STA PORTA
1050 JSR WAIT
1060 JSR WAIT
1070 INC VAR
1080 LDX VAR
1090 CPX SIZE
1100 BNE SEND1
1110 ;SCR on & return to BASIC
1120 LDA #$22
1130 STA DMACTL
1140 LDA #$FF
1150 STA NMIEN
1160 CLI
1170 RTS
1180 BUFF
1190 .BYTE 0
1200 COUNT
1210 .BYTE 0
1220 WAIT
1230 LDX DELAYX
1240 D1
1250 LDY DELAYY
1260 D2
1270 DEY
1280 BNE D2
1290 DEX
1300 BNE D1
1310 RTS
1320 DELAYX
1330 .BYTE 45000/BAUD
1340 DELAYY
1350 .BYTE $06
1360 .END
ASSIGN
```

3653. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 19:24:52 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <18ium4INN4nt@usenet.INS.CWRU.Edu>
Source record: 109598

In a previous article, UJ1G@DKAUNI2.BITNET ("Marek Tomczyk") says:

>
>Michael Current's FAQ contains:
>
>> 65XEM 65XE plus AMIE sound chip
>
>Hm, never heared of an AMIE sound chip. What is it exactly?
>Is it as good as the SID(?) inside the c=64?
>Is it possible to get the sound chip from somewhere and add it to
>my 130XE? How much does the AMIE costs?

That description of a 65XEM came from a 1985 issue of Antic (the issue before the one with the flying 130ST on the cover.). There happens to be this issue of Byte from March 1986, with a 1040ST on the cover, which contains an interview with Shiraz Shivji, Atari Corp. vice president of research and development at that time. Talking about future STs:

BYTE: What about sound capabilities?
Shivji: We had a project around here started during Alan Kay's tenure--a chip called Amy. And the ST was designed to have the Amy. But the Amy did not happen. We had silicon, the first pass, in Octerober or November[1985], and we had severe problems with it. It was kind of an orphan project. And if you have a chip that has six or eight people who have worked on it at different times, chances of the chip working are slim. But it's a good design.

BYTE: What does it do? What's so special about it?
Shivji: The approach of others is that during horizontal-refresh time you go out to some pace and put some memory out automatically , and that goes through a DAC and you have sound. Essentially you're sampling at 15.75 kHz, which is the typical frequency. So it's like a digital tape recorder. You have a digitized sound and you're just putting it out. And it needs enormous amounts of memory. The key is: How do you encode sound? From an information-theoretic point of view, there are two problems with this papproach. One is it's an anormous waste of memory. Because you could encode whatever sound you're going to play, as far as data is concerned in a sound piece, the data rate is extremely low. And doing it in the digital tape recorder way, you're wasting an awful lot of bandwidth and a lot of memory. The second problem with other implementations is that you only have 8 bits and it's not really that good. Especially with CDs coming out. Amy was a chip that had 16 bits of information coming out. So you could have 96 decibels of range. What you could hear! Amy was a complete digital sound chip. It's called an additive-digital synthesizer. It had an adder and 64 independent oscillators. It has a model for sound and you

feed it the parameters. But if you do that you have to do an awful lot of preprocessing. We had hired a lot of people. We had a VAX 780 devoted to it. We had equipment, fast floating-point array processors, and so on, to analyze notes. We would get a tape of piano playing and then the VAX would analyze it and would take the Amy model and give the parameters.. To play anything you only needed to have parameter tables and feed it to the chip.

The interview goes on a bit more, being even less informative. It ends with this ditty:

BYTE: So the Yamaha chip is in there just to give it the basic sound?
Shivji: Yes, just the basic sounds you need. Though, of course, the ports are very useful.

Sorry for any typos, I never looked up at the screen.

I assume this Amy is the AMIE that was for a 65XEM as well.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3654. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 22:21:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1992Sep8.222144.12712@magnus.acs.ohio-state.edu>
Source record: 109599

In article <1992Aug31.175413.20955@cbnewsk.cb.att.com> garold@cbnewsk.cb.att.com (g.d.redenbaugh) writes:
>used to be common for binaries to be posted right to this group. I am
>not against a binary news group if it will get binaries posted but is
>there a reason why binaries can not be posted here.

I read this group for informational text. If a binary file appears, it is just an annoyance to those who are not interested in it. When there is a text message that seems uninteresting, at least it is readable. With a binary newsgroup, one could just read the titles, then go back and save those messages/files that were desired.

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

3655. Help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 22:26:50 UTC
From: ccovatto@nmt.edu
Message-ID: <1992Sep8.222650.1183@nmt.edu>
Source record: 109474

I have an 800xl that diagnoses itself as having a bad rom. I agree
with it beacuse if I try to run a program, it doesn't work correctly. I have
tried pushing all of the chips back into their sockets. This seems to work for
about half an hour and then it stops working again.
What I want to know is where the rom chips are located at or preferably
the numbers on the chips themselves so I can try to find replacements for them.
Any help would be greatly appreciated.

Carl
ccovatto@jupiter.nmt.edu

3656. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 22:40:11 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <oT1sqB2w165w@cyberden.uucp>
Source record: 109602
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

drudetb@infonode.ingr.com (Ted B. Drude) writes:

> Just FYI, the 7800 version of Galaga is an excellent translation.
> Ditto for several other arcade translations of the same era (Robotron,
> Xevious, Donkey Kong, etc.) Sorta helps explain the continued
> popularity of the 7800.

I've never seen it for the 7800, but I happen to think the NES (yikes!)
version is actually VERY good. I could see where the 2600 version would
stink ;), but I still want it! Maybe I'll even get a 7800 for the hell
of it (I'm a TOTAL Galag addict as you can tell).

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3657. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 22:42:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Zw1sqB3w165w@cyberden.uucp>
Source record: 109603
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

vgriscep@wam.umd.edu (VGR (Craig Pell)) writes:

> Huh. I found the 7800 Galaga of poor quality. As a game by itself, it's
> lots of fun, but compared to the coin-op, it stinks. Very few of the skills
> usable in the coin-op work on the 7800 version. So I imagine the 2600 versio

Like what? Don't tell me you cant be captured or something! Why hasn't
it been made on the XEs!? ;)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3658. Re: TG16 Galaga (was Re: 2600 Galaga)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 22:43:26 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <4y1sqB4w165w@cyberden.uucp>
Source record: 109600
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers,rec.games.video

Ok... just for a rundown, here are all the Galaga's I've heard of:

Galaga - arcade (2600/7800/NES as well)
Galaga 2 - arcade (never actually seen one, but I'll suppose it was made)
Galaga 3 - arcade (I like 1 better ;))
Galaga'88 - arcade (pretty snazzy)
Galaga'91 - TG16 (pretty much '88, but made a few years later...it may
be called '90... yeah, probably '90)

These are all the Galaga's I've heard of...

let us not forget Space Invaders, tho ;)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3659. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-08 23:41:58 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1992Sep8.234158.13068@magnus.acs.ohio-state.edu>
Source record: 109601

In article <Bu86C3.FCM@world.std.com> bmarcum@world.std.com (Bill Marcum) writes:
> [...] I've seen C source code for some multi-part decoders,
>but they're written for Unix, and the actual decoding is done by a pipe to
>uudecode (ie: the source code doesn't contain the actual decoding algorithm.)

Since we have C on the atari, why not use the Unix code as a basis, but
replace the pipe calls with calls to an atari uudecode program?

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

3660. Re: Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 02:30:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <18jnkbINNsop@usenet.INS.CWRU.Edu>
Source record: 109604

In a previous article, rfunk@magnus.acs.ohio-state.edu (Robert M Funk) says:

>Anyone looking for a good vt100 emulator should try Kermit-65. It is in
>the umich archive, although I found the most related files at
>terminator.cc.umich.edu, and only one file at atari.archive.umich.edu.
>I don't remember the name of the folder-- try using ARCHIE with the keyword
>k65.

atari.archive.umich.edu IS terminator! All K-65 files are in the
/atari/8bit/telecomm subdir.

>K65 has a software 80 column driver which looks fine on my Commie 1702
>monitor, but does anyone know if its Atari screen mode works with drivers
>such as the XEP80?

Almost. It runs and everything, but it mostly still thinks the screen is
only 40 columns wide. This produces a variety of weird behaviors, like
incoming clear-screen commands clearing only half the screen!

Those people that have been here a while may recall my begging for someone
to fix K-65 so it runs better on the XEP80. I gave up begging when I found
VT850 - a VT100/VT102 emulator designed with the XEP80 in mind. I'm on it
right now! I'd still like to the Kermit-65/XEP80 combination perfected
though, as K-65 is overall a more solid piece of software than VT850 IMO.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3661. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 04:06:12 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Sep9.040612.6193@infonode.ingr.com>
Source record: 109456
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <Zw1sqB3w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>vgriscep@wam.umd.edu (VGR (Craig Pell)) writes:
>

>> Very few of the skills usable in the coin-op work on the 7800
>> version. So I imagine the 2600 versio

>Like what? Don't tell me you cant be captured or something! Why hasn't
>it been made on the XEs!? ;)
>
Of course you can be captured! The game wouldn't even be Galaga without
that! I think the "skills" Craig is refering are some of back doors and
cheats for the Galaga coin-op. They don't work on the 7800 version. And the
graphics are not totally the same (but they're close!). Overall, I
don't think you'll find a better 8-bit home translation, but I admit I
haven't ever played the NES version.

Speaking of Tempest and Galaga, did Gyruss ever make it to any Atari
platforms other than the 5200? I just got a copy for my 5200 and I'm
very impressed. What kind of controllers did the original coin-op use?

- Ted Drude (drudetb@infonode.ingr.com)

3662. Re: Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 05:13:35 UTC
From: un035513@wvnvms.wvnet.edu
Message-ID: <1992Sep9.010859.3586@wvnvms.wvnet.edu>
Source record: 109458

In article <1992Sep8.224113.12839@magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
> Anyone looking for a good vt100 emulator should try Kermit-65. It is in
> the umich archive, although I found the most related files at
> terminator.cc.umich.edu, and only one file at atari.archive.umich.edu.
> I don't remember the name of the folder-- try using ARCHIE with the keyword
> k65.
>
> K65 has a software 80 column driver which looks fine on my Commie 1702
> monitor, but does anyone know if its Atari screen mode works with drivers
> such as the XEP80?
> --
> Rob Funk |Internet: funk.17@osu.edu
> events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
> "It's such a fine line between |"I'm just a soul whose intentions are good;
> 'stupid' and 'clever'." | Please don't let me be misunderstood"

My biggest beef with Kermit-65 is the fact that it's scrolling tends to lose
lines of text when it tries to scroll the screen when the cursor reaches the
bottom. Could be that I'm using an older v., though. For VT100 you cant beat
V10^2. Pretty solid little program aside from a couple of bugs. I log onto
VAX with it all of the time.

a.centofanti

3663. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 06:21:06 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Sep9.062106.15193@zip.eecs.umich.edu>
Source record: 109459
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <1992Sep9.040612.6193@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>Speaking of Tempest and Galaga, did Gyruss ever make it to any Atari
>platforms other than the 5200? I just got a copy for my 5200 and I'm
>very impressed. What kind of controllers did the original coin-op use?

I own the Gyruss cartridge for my old 800. Fairly good translation.
All of the original arcade machines I've ever seen just use a regular
arcade joystick and cherry-button.
--

__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__

3664. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 16:35:24 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Sep9.163524.25483@mnemosyne.cs.du.edu>
Source record: 109461

In article <92248.164046U39648@uicvm.uic.edu> Darius Vaskelis <U39648@uicvm.uic.edu>
writes:
>[...]

>(Also programmable LEDs above the keyboard!)

And why weren't they used as CAPS-lock or INVERSE indicators??
Like all the big computers..
-Itay Chamiel

3665. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 17:42:52 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Sep9.174252.17218@rz.uni-karlsruhe.de>
Source record: 109465

Michael Current writes:
> (lots of information about Amy deleted)
> I assume this Amy is the AMIE that was for a 65XEM as well.

Thank you very much for the info. It sounds really phantastic.
Just imagine what kind of games and demos would be possible with this
kind of hardware. I guess there weren't many 65XEMs on the market.
Does anybody have this dream-machine?

-Marek

3666. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 18:04:40 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Sep9.180440.28560@mnemosyne.cs.du.edu>
Source record: 109466
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

Gyruss was released for the Atari 800 line of machines. I know, since
I have it.

-Itay

3667. Re: Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 18:23:27 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Sep9.182327.21354@exu.ericsson.se>
Source record: 109467

Itay Chamie1 writes:
>
>If Atari makes a 16-Mhz computer in 1992, then something is definately
>not computing!! Come on! We have 50-Mhz PCs around here.. and we will soon
>have 100-Mhz (in a while, not yet) !!!!! How does Atari expect anyone to
>buy a 16Mhz thing, when he can buy a 50-Mhz, or more, PC??
>Is it because they figure it's cheaper to make it slow, and the ST user will
>just have no choice but to get it? I think THAT stinks.

I'm not some fanatical "FALCON RULES" maniac--we already have a couple
of those running around. But I do tend to think that speed is overrated,
that it is looked upon as the answer to all our computing problems.
I've used text editors on an 8086-based PC which I much prefer to the
one I'm using right now on a Sun workstation. It's the same way for
everything--just upping the processor speed doesn't make software any
better. (The famous "gcc" doesn't compiler any faster than ol'
Deep Blue C on my 800. This is a meaningless example, but something
to think about.)

I find that most processors have a whole lot more speed than I'll
ever need, and I'm talking about "slow" things like the 80286 and
68000. A 16 MHz 68030 may not be the current state of the art, but
it isn't exactly a slouch either (and that's a severe understatement).
It is looked upon as underpowered, though, because it is common in
the MS-DOS world to throw around all sorts of meaningless statistics
and impressive sounding numbers.

[If megahertz is the sole indicator of computer power and usefulness,
then the Atari Classics staff might as well call it quits...]

--
James Hague
exuhag@exu.ericsson.se

3668. Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 18:57:22 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209091657.AA19949@brachot.jct.ac.il>
Source record: 109462

If Atari makes a 16-Mhz computer in 1992, then something is definately
not computing!! Come on! We have 50-Mhz PCs around here.. and we will soon
have 100-Mhz (in a while, not yet) !!!!! How does Atari expect anyone to
buy a 16Mhz thing, when he can buy a 50-Mhz, or more, PC??
Is it because they figure it's cheaper to make it slow, and the ST user will
just have no choice but to get it? I think THAT stinks.

____
Itay "Bruck" (??) Chamiel	bruck@brachot.jct.ac.il --> Jerusalem!!
The Parasite!!	ichamiel@nyx.cs.du.edu Nyx-Public Access Unix
____________________________	____

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

____

3669. Falcon graphics.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 19:05:09 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209091705.AA20074@brachot.jct.ac.il>
Source record: 109463

I just read that the Falcon has 640x480 at 256 colors (or more), at best..
Again. We are in 1992! PCs have the Super-VGA that gives 1024x760 (I KNOW,
I'm approximating.) with 256, or more colors (I don't know how much they got
up to) !!!!!
Atari... WAKE UP!!

____
Itay "Bruck" (??) Chamiel	bruck@brachot.jct.ac.il --> Jerusalem!!
The Parasite!!	ichamiel@nyx.cs.du.edu Nyx-Public Access Unix
____________________________	____

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

____

3670. Omnicom sources??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 19:29:53 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209091729.AA20581@brachot.jct.ac.il>
Source record: 109464

Does anyone have the sources for Omnicom?? I wanna HACK the LIFE out of that
80-column handler!! :)

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|
```

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

____

3671. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 19:53:54 UTC
From: mmoore@cs.ulowell.edu
Message-ID: <1992Sep9.195354.3588@ulowell.ulowell.edu>
Source record: 109469
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <1992Sep9.040612.6193@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>
>Speaking of Tempest and Galaga, did Gyruss ever make it to any Atari
>platforms other than the 5200? I just got a copy for my 5200 and I'm
>very impressed. What kind of controllers did the original coin-op use?
>
>- Ted Drude (drudetb@infonode.ingr.com)

Gyruss did make it to the 400/800/XL/XE line of computers. I have it at
home on my old 800. Not to bad, but very addicting.

Mike Moore

--
Send E-mail to | WRITTEN ON AN /\ | A1000's Forever
MOORE@CIRRUS.ULOWELL.EDU | /--\ MIGA 1000M |
MOOREMI@WOODS.ULOWELL.EDU | "Captain, I Must Protest. I am NOT a merry man"
MMOORE@CS.ULOWELL.EDU | Lt. Worf- Q-Pid

3672. Hardware 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 20:11:15 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep9.201115.7036@news.ysu.edu>
Source record: 109468

Percom RFD Controller Drive DD drive ->$60.00<- good condition

800xl w/256k Rambo ->$75<- not many hours on it

1050 USD ss/dd ultraspeed Drive ->$75<- a work horse

Sparta X 4.20 Dos Cart ->$40<- firm

Star SG-10 Printer ->$70<- compatible w/everything! (firm)

If interested send E-mail replys or call 216-545-1492
--
Joe Sabatino-->ab588@yfn.ysu.edu

3673. Re: Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-09 23:51:11 UTC
From: bmarcum@world.std.com
Message-ID: <BuC4xC.IM9@world.std.com>
Source record: 109475

In article <9209091657.AA19949@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>If Atari makes a 16-Mhz computer in 1992, then something is definately
>not computing!! Come on! We have 50-Mhz PCs around here.. and we will soon
>have 100-Mhz (in a while, not yet) !!!!! How does Atari expect anyone to
>buy a 16Mhz thing, when he can buy a 50-Mhz, or more, PC??
The Falcon is to be Atari's new LOW-END machine, replacing the 8-MHz STE.
The announced list price is comparable to a 16-MHz 386SX.
Atari already makes the TT which runs at 32 MHz, and don't forget: 16 MHz on a 68030 is not the same as 16 MHz on a 386.

Bill Marcum bmarcum@world.std.com

3674. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 00:49:01 UTC
From: vgriscep@wam.umd.edu
Message-ID: <1992Sep10.004901.10586@wam.umd.edu>
Source record: 109470
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <1992Sep9.040612.6193@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>
>>> Very few of the skills usable in the coin-op work on the 7800
>>> version. So I imagine the 2600 versio
>
>>Like what? Don't tell me you cant be captured or something! Why hasn't
>>
>Of course you can be captured! The game wouldn't even be Galaga without
>that! I think the "skills" Craig is refering are some of back doors and
>cheats for the Galaga coin-op. They don't work on the 7800 version. And the
>graphics are not totally the same (but they're close!). Overall, I

No, I wasn't talking about any cheating stuff. I mean limits that are mostly due to the difference in resolution. For instance, the shots move a lot slower, so you pay a far bigger price on the 7800 version than you would on the coin-op for misfiring. Also, the distance between the shots of combined ships (following a capture) is such that you can't sit still and finish off the challenge stages (at least the first one), like in the coin-op.

>Speaking of Tempest and Galaga, did Gyruss ever make it to any Atari
>platforms other than the 5200? I just got a copy for my 5200 and I'm

The 2600 version by Parker Bros. is decent. Before I had tried it, I was expecting it to be atrocious, like the 2600 Zaxxon. The 2600 Gyruss is excellent! The only thing it lacks is the ability to shoot enemies while they are at the very center.

VGR

3675. Binaries Vote Reminder!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 01:18:49 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep10.011849.11024@mnemosyne.cs.du.edu>
Source record: 109471

This is to let everyone know that Friday, September 11
is the last day that I will accept votes on the subject
of the creation of a separate binaries group for the
Atari 8-bit.
Vote 'yes' if you favor a binaries group.
Vote 'no' if you oppose the creation of a binaries group.
I will post the results of the vote on Monday, September
14.

Uncle Fester
--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3676. PC to ATARI File Transfers (CHEAP!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 01:20:32 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep10.012032.11157@mnemosyne.cs.du.edu>
Source record: 109472

Here is a way for those people without a double-
density drive for the Atari to transfer files
from a PC to an Atari 8-bit. (810 drives or
stock 1050)
This method _does_ require that you have a modem
for both machines.
I used to do this a couple of years ago before
I discovered the 'util' programs that are for
transferring files via a MY-DOS formatted double-
density disk with a PC's 360K drive.
I used both BobTerm and 1030 Express! with my
1030 modem. My PC uses Telix.
You will need three lengths of telephone line
with a RJ11C connector plug at each end and one
'Y' adaptor plug (splitter).
Hook things up as per the following:

```
---- ----
PC ----------------------------------- Atari
---- ----
\ /
\ /
\ /
\ /
\ /
\ /
\ /
\ /
\ /
\ /
\/
Splitter at Phone
Jack (wall plug)
```

Hook the PC modem to the Atari modem via the 'line'
jacks or the 'to telephone' jacks.
From the splitter at the phone jack, run a wire to
each of the remaining jacks on the PC and Atari
modems. This will provide the needed 'carrier'
that a modem requires for its signal.
Boot your comm programs on each computer.
With the comm program of each machine, set one to
'originate' and the other to 'answer'. Follow your
comm programs instructions on establishing the
connection. NOTE: On some telephone systems, when

you attempt this, it will disconnect after a short time. (NO CARRIER). This is because some systems have an automatic "alarm" to draw attention to the fact that you have left the phone off the hook. This is actually what you are doing when you use this method. It then "hangs up". To get around this, you need to have a phone hooked up to one side of the line from the PC to ATARI line connection. Yes, you need another splitter. Hold that phone 'off hook' and listen to the nice beeps and buzzes that the phone company so nicely provided to keep you from accidentally leaving your phone off hook. Wait until it is completely through having this fit, and then while still holding it off hook, establish your connection as outlined previously. Once the two computers are connected via your comm software, go ahead and put the phone back down. They will now be properly 'connected'. Make sure your parity and duplex are set properly. Type a word from each keyboard and see that the other responds in the same manner and that one keyboard is not producing 'echoed' lines of your text.

Now you can tranfer files between the two computers using whatever protocol both comm programs support between the two. Just like you dialed up your favorite BBS, this method will only transfer the files at whatever baud rate your receiving modem can support. 1030, 835, and XM301 modems only support 300 baud. This is a very slow way to transfer files, but IT WORKS.

I have used this method many, many times in the past and there was no damage to either my modems or computer.

You may have to 'play' with the arrangement in order for it to work properly. For example, if you have the two modems hooked together via the plug marked 'line jack', you may have to change so that they are hooked together via the 'to telephone' plugs. The lines from the splitter will of course go the the remaining plugs.

This is an economical way to do things as compared to the cost of finding and buying an XF551 double-density drive or a modified 1050, or some other 3rd party drive. It is also cheaper than a 'null modem' cable arrangement but not as fast. No 850 interface or equivalent required.

While I emphatically state that no damage was done to any of my equipment, I will not be responsible nor take any responsibility should things turn out differently for you.

Modems were designed to hook up to telephone lines, just not in this manner. The principle is still the same though and there should not be any problems as a result of doing this.

For best results on the Atari side, you really should use BobTerm.

Good Luck!!

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3677. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 02:29:33 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep9.212933.12736@miavx1.acs.muohio.edu>
Source record: 109473
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

In article <1992Sep9.062106.15193@zip.eecs.umich.edu>, grover@emunix.emich.edu (Grover Thomas) writes:
> In article <1992Sep9.040612.6193@infonode.ingr.com> drudetb@infonode.ingr.com (Ted B. Drude) writes:
>>Speaking of Tempest and Galaga, did Gyruss ever make it to any Atari
>>platforms other than the 5200? I just got a copy for my 5200 and I'm
>>very impressed. What kind of controllers did the original coin-op use?
>
> I own the Gyruss cartridge for my old 800. Fairly good translation.
> All of the original arcade machines I've ever seen just use a regular
> arcade joystick and cherry-button.

Well, the original Gyruss had a joystick-like controller, but it
went in a circle. Its hard to explain, but if you'd use it, you would
understand.

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}((((((((((()))))))))))}}}}}}}}=======----- 9-SEP-1992

3678. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 03:52:15 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Sep10.035215.5668@sactoh0.sac.ca.us>
Source record: 109476

In <1992Sep7.231030.7510@constellation.ecn.uoknor.edu> norlin@midway.ecn.uoknor.edu (Norman Lin) writes:

>After scrounging around for the past few months, I've finally assembled
>a reasonable Atari 8-bit system (800 + 810). The only thing it lacks
>is a modem. I have an external RS232 300bps modem, but have no 850
>interface (nor similar device). Is there a simple circuit that I can
>build myself that will allow me to use my modem with my Atari?

To connect RS-232 devices to the Atari is to use either the Atari
850 or P:R:Connection interfaces. That would be the simple way.
There are no other circuits that you could really hack to change
the SIO output to RS-232.

--
##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

3679. Re: Connecting an RS232 modem to an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 13:48:04 UTC
From: tmkk@uiuc.edu
Message-ID: <BuD7o7.Gon@news.cso.uiuc.edu>
Source record: 109477

In article <1992Sep10.035215.5668@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
>
>To connect RS-232 devices to the Atari is to use either the Atari
>850 or P:R:Connection interfaces. That would be the simple way.
>There are no other circuits that you could really hack to change
>the SIO output to RS-232.

The R-Verter changes SIO to RS232 using only two chips plus assorted resistors. The circuit board is so small it fits inside the shell of the modem's DB25 connector. BTW, I have one for sale, if anyone's interested... ;-)

3680. Re: PC to ATARI File Transfers (CHEAP!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 17:04:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65609@cup.portal.com>
Source record: 109478

BTW: Someone else did something like that, but just used a 9V battery
to replace the voltage out of the phone jack, 'don't remember the
polarity, but I think it was just a two line cord between the computers
with the battery across the line.
While I'm on the topic of connections; I finally found my xl schematic after
being missplaced for a year or two. To my suprise the NOT CS lines for
The $D600 & $D700 areas are already decoded! In other words, if you just
want to map a chip like a 6551 or 6520 into the system, the decoding is
there so you just have to pick the right pin off the 74LS138 for !CS. What
was even more interesting for me was the way the 74LS138 was implemented you
could easily bend out 2 pins, piggy back another '138, attach just two
address lines & end up with all the existing hardware chips decoded to the
bottom half of their memory page & add up to an additional 8 devices. I don't
know of any software that doesn't use the first available address vs the
repeated locations so it should be safe. Anyway, if anybody wants another
'verbose' how to for it, let me know.

3681. xm301 conversion?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 20:24:15 UTC
From: bsmorgan@sdrc.COM
Message-ID: <2011@sdrc.COM>
Source record: 109481

Hi netters -
I have an old xm301 modem (I think) on my 800xl that still works fine,
but v-e-r-y s-l-o-w (about 300 baud!). Is there any way to speed it up
by replacing a clock chip, or something? As many have already pointed
out, it's hard to spend hundreds on 850's and modems, for old hardware.
Has this been done?
Thanks,
Brian
bsmorgan@sdrc.com

3682. Re: Help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 21:34:05 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65616@cup.portal.com>
Source record: 109479

They's the two chips in the upper right hand corner. The 24 pin'r is the basic ROM & the 28 pin'r is the OS.

3683. Re: Falcon graphics.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 21:48:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65618@cup.portal.com>
Source record: 109480

ARRGGH! Soap Box Attack. From what I've read the Falcon can also do a
true color mode & can overscan to use a 20 or 30% better rez. Just what
do you think the higher rez's of Super VGA get you? It's really not the
way to get a realistic picture. For instance, broadcast tv is only something
like 525X525 interlaced (it may be lower, but I know it's not more!). It's
academic for anything other then looking at nudie GIF(s) anyway since most
software houses only support the 256 color VGA mode anyway. I'm pretty sure
I won't get a Falcon, ST is fine for most stuff, but it should compete
on equal ground with any 386SX & would probably give some straight 386
a run for their money. Certainly for some applications a 16 mHz 68030
should be as fast as a 25 mHz 386SX.

3684. AACE Meeting Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-10 23:17:29 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2421@devnull.mpd.tandem.com>
Source record: 109482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

```
-=< MEETING ANNOUNCEMENT >=-

AUSTIN ATARI COMPUTER ENTHUSIASTS (AACE)

WHEN: Saturday, 12 Sep 92, 1400 - 1700

WHERE: Bethany United Methodist Church in Anderson Mill
(on Anderson Mill Road just southwest of US-183 intersection)
Bethel Building, Room 5

WHY: Presentation by Tim Gallivan

If you are an Atarian in the Austin area, you don't want to miss this one!
Tim Gallivan, a Postdoctoral Fellow in theoretical physics at UT, will be
giving us an opportunity to see an Atari ST do things many of us were un-
aware were even possible. Tim's machine started life as a 520STf, but now
sports 4 MB and an AT case with DEC LK201 keyboard. The foreign case also
houses his two floppies and 85 MB hard drive. Tim is responsible for port-
ing Ghostscript, a PostScript language interpreter, to the ST platform, and
for writing a GEM shell for it. In addition to Ghostscript, possible demon-
strations include: MiNT, CS-TeX, and Unix Windows (only if we can rig access
to a phone line). Y'all come!

As usual, we will also have available our ST and 8-bit libraries.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.
```

3685. Re: A.T.subscription

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 03:56:22 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.08jd@abcd.Houghton.MI.US>
Source record: 109487

In a message dated Wed 9 Sep 92 9:25, Amos.jackson@f47.n282.z1.tdkt.kksys
wrote:

A> Jeff, since I just can'T seem to send you any type of netmail...
lots of deleted stuff...
A> * Origin: FlightLine BBS {MSP} MN USRdual 612-544-5118 (1:282/47.0)

Amos, contact Flightline's SYSOP. Most likely he hasn't given you netmail
privledges.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3686. Re: Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 04:03:41 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.08jf@abcd.Houghton.MI.US>
Source record: 109488

Please don't compare clock speeds between CPU types as an absolute indicator of whether one is faster than another. You also have to look at what each CPU accomplishes during a clock cycle. This is true even within the Intel family. A 25MHz 80486 gets a lot more done in one clock cycle than a 25MHz 80386SX, for example. As I understand it, the Falcon runs with a Motorola 68030. You can't compare it to a 50MHz Intel chip only by clock speed and say anything meaningful.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3687. Re: xm301 conversion?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 04:11:43 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.08jh@abcd.Houghton.MI.US>
Source record: 109489

So far as I understand things, there is no reasonable way to "speed up" your modem beyond 300bps. I believe different frequencies are used for 1200bps (and higher). So you would have to not only transmit faster, but also change the audio frequencies to be compatible with any other standard modem.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3688. Falcon / binary postings to c.s.a.8

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 15:28:17 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209111328.AA06964@brachot.jct.ac.il>
Source record: 109483

Ok evribodii, I was wrong... I didn't know that Atari already makes
a 32Mhz machine!! And yeah, 640x480 is fine..

And now.. I didn't get any replies to this: Do you think binary postings
to c.s.a.8 should have a subject header of "zzzz [progname]" to prevent
Digest readers from getting annoyed? Whaddaya say add it to the FAQ
or sumthin'??

-Itay

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|

Disclaimer: I'm not a computer freak, but I play one on Usenet!!
_____________________________________________________________________________
```

3689. Re: PC to ATARI File Transfers (CHEAP!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 16:42:21 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Sep11.164221.26869@ge-dab.GE.COM>
Source record: 109484

As long as everybody is telling their favorite ways to download from Internet->PC->Atari, I might as well give mine.

The Internet feed comes into a network of Suns here. I can either use ftp or remote login from a PC to get to the Sun network. I can then list the file (if text or .uue) and capture that to a 5.25" disk on the PC.

At home I have CSS's XF551 upgrade (but only a 5.25" disk). This includes a program to read IBM or ST files directly (which only works if you have the upgrade installed). So I convert them at home to ATASCII files, which I can uudecode if they were binary to begin with.

The upgrade can be ordered with a 3.5" disk drive, which makes it easier to find a PC with the right size drive.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3690. 800XL Monitor Jack Pinout

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 18:38:49 UTC
From: arthur@media.uucp
Message-ID: <1992Sep11.183849.27326@media.uucp>
Source record: 109506

Does anyone have the pinout for the monitor jack on the 800XL? Also,
has anyone ever attempted to hook a PC color monitor up to their atari?

--

Art Poley - S & S Inficon Phone: (301)975-0728 (9655 FAX)
Internet: arthur%media@uunet.uu.net UUCP: {uunet,hqda-ai}!media!arthur

3691. Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 22:30:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65693@cup.portal.com>
Source record: 109485

Well, I finished what had to be the quickest/easiest hardware project I've ever done. This isn't the best way to implement additional functions to an 8-bit, but I mainly did it to make sure the (M)emory (M)anagement (U)nit sends out the proper signals for the mod I have in mind. Since it adds and additional 6520 with it's 16 I/O lines & interrupt capability it may be enough for someone who just wants to do [robotics, home control, memory expansion, ...]. A bit of background on the Atari Memory Map. The way Atari implemented the hardware was to decode the address & use that to select the chips to be loaded or read on the data bus. It's the MMU that takes care of things like switching basic on or off, reading the joystick ports etc. For any memory access in the $D000 to $D7FF area, the MMU puts an enable pulse to a 74LS138. The 74LS138 is an decoder that selects one of 8 possible outputs depending on what is on it's address pins. In the Atari case, they tied address lines A8, A9, & A10 to the address pins so when the smallest unit of measure is 256 bytes with respect to the address bus. Eight possibilities from 3 address lines =>2K of hardware. This is the hole you always hear about when people ask why we can't access the entire 16K of ram under the OS. Why didn't they just use address lines A5, A6, & A7? I don't know, but it would've saved 1.8K of space. As it turns out, they probably did us a favor since it makes adding additional chips trivial. Like I said, the 74LS138 is a one of 8 decoder, but have you ever counted the LSI chips in your computer? Antic & the CPU take care of themselves, so the only lines that are used on the 74LS138 are O/0 for GTIA @ $D000, O/1 @ $D100 for the enhanced cartridge interface on the XE, O/2 @ $D200 for Pokey, O/3 @ $D300 for the PIA, & O/5 for the cartridge control line. Antic decodes it's own stuff @ $D400 thank you! Outputs on pins [4, 6, 7] aren't used anywhere on anything. Since this is a minimal project, I just used the O/7 (pin #7 of the 74LS138) for the project. This mod was done on an 800XL, but should work for a 1200XL or XE. Buy any one of the following; 6520, 6521, 6821. I left the input pins CA1 & CB1 tied to the existing 6520, this should prevent spurious interrupts. As far as I know, PIA interrupts are not used by anything, but if someone every uses them, the software may have some trouble clearing the 2nd 6520's status. Bend out the following pins: [2-17, 19, 23, 39]. Piggy back/solder the remaining pins to the existing 6520. Run a wire from pin #7 of the 74LS138 to pin #23 of the new 6520. That's it! Pins 2-17 are the PORTA & PORTB I/O pins respectively. What I did to check out the circuit is wired a single 220 Ohm resistor to the +5V supply on pin #20 of the 6520, then ran LEDs from it to each of the bent-out pins of PORTA. To

run it through it's paces just:

```
10 PORTA=55040:PACTL=55042
20 POKE PACTL,0
30 POKE PORTA,255
40 POKE PACTL,4
50 FOR N=0 TO 255
60 FOR DELAY =1 TO 300:NEXT DELAY
70 POKE PORTA,N
80 NEXT N
90 GOTO 50
)
4 REQUEST TO SEND (RTS)
20 DATA TERMINAL READY (DTR)
23
```

3692. FREE ADS IN ATARI CLASSICS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-11 23:24:14 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9209112324.AA00999@smithkline.com>
Source record: 109486

Well, I reckon I overwhelmed everyone with my previous posts about the free ads in AC (aka "Swap 'n'Shop"). Response wasn't what I'd hoped for, so I'm gonna try again. A little more laid-back this time.

OK, here's the deal. You get to place a free ad in AC whether you subscribe or not. Up to 50 words, which must include your name & postal mailing address. Buy/sell/trade. Anthing related to Atari 8bit stuff. Announcements of BBSs, usergroups, sales of software from club libraries, seeking info for social contacts w/other 8bitters in your locale, 2600/5200/7800 videogame stuff, whatever is your thing.

If you wanna include a phone number or email address, that's cool. Just keep it under 50 words.

We consider a "word" as any combination of ASCII characters separated by a space. If you're real creative, you can do a lot with that.

Deadline for ads is: SEPTEMBER 20, 1992 if you want it in AC's Premier Issue.

Hurry! There ain't much time left!

Send ads to me at:

Internet: poehland%phvax.dnet@smithkline.com
GEnie : B.POEHLAND

Snailmail: Atari Classics
179 Sproul Road/Rt. 352
Frazer, PA 19355 USA

On CIS or Delphi, send your ad to our Telecom Editor, Lawrence Estep, at:

Delphi: LESTEP
CIS : 71450,1050

I know EVERYBODY out there gotta have something they wanna buy, or some piece of junk they'd like to sell off or trade away for someone else's stuff.

I personally am a firm believer in the philosophy that one man's trash is is another man's treasure. Heaven knows I've bought enough of other people's trash at shows & stuff. And given my own in return. Makes everybody happy :).

And it ain't gonna cost yah nuthin'!

- BEN POEHLAND
Managing Editor
Atari Classics

****

3693. SNEAKERS Movie

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 00:21:02 UTC
From: omf@tiamat.hacks.arizona.edu
Message-ID: <12SEP92002102@tiamat.hacks.arizona.edu>
Source record: 109493

Hey folks,

Just got back from watching the movie Sneakers. It was very good! I
can't think of anything I didn't like about it. That's saying something!
Go watch it...

What does this have to do with Atari? Well, if you look closely, you'll
see a cameo appearance by an old Atari 830 (I think) acoustic modem.
Really!

Bye!

##

"If you can't lick'em, put 'em on with a big piece of tape."

Oscar Fowler
omf@tiamat.hacks.arizona.edu

3694. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 02:47:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65707@cup.portal.com>
Source record: 109490

Just a non-verbose addition: Just got through wiring the 2nd PIA to a
Citizen 120D printer. I haven't wrote/won't write a handler, but the wasy
I have it set-up for a 7 bit character you just poke PORTA with the character
then the character+128 to toggle the printer's Data Strobe line. It could'a
been done with 8 bit data, but I was just fool'n around. I'll do the 6551
@ $D600. Total parts for adding a real centronics printer interface & a
19,200 baud RS232 port should be less then $15. BTW: the BUSS is the only
way to go for RS232, That way you don't have to kill concurent mode during
disk access. I just have to pick a good chip to mount the 6551 on top of.

3695. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 03:22:44 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92255.232244AKH104@psuvm.psu.edu>
Source record: 109494

This is somewhat similiar to Bob Wooley's Parallel 1050
drive upgrade....you can do alot with the second PIA in there...
even perhaps...an internal Hard Drive....
Andrew

3696. sx212 manual?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 04:22:24 UTC
From: insomnia@carson.u.washington.edu
Message-ID: <1992Sep12.042224.15454@u.washington.edu>
Source record: 109491

I just picked up one, without a manual, and was curios if anybody had one for free, sale, loan?

Ryan (insomnia@u.washington.edu)

3697. What is 300 baud modems!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 04:43:07 UTC
From: 2pereira_f@spcvxb.spc.edu
Message-ID: <1992Sep12.004307.3844@spcvxb.spc.edu>
Source record: 109510

Are their really still people out there using 300 baud modems!!
Why?
a 1200 bps modem cost under one hundered dollars
a 2400 bps modem cost under two hundered dollars
and a 9600 bps modem about 325 dollars

ice age is over!
300 bps are considered classics..
so save them and they might be worth something in the future!

take care all!

3698. Goodbye to all!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 04:47:31 UTC
From: csmith@nmt.edu
Message-ID: <1992Sep12.044731.1714@nmt.edu>
Source record: 109507

I have been an 8-bit user now for about seven years. I have to say that it was rather enjoyable using an Atari 800 and it gave me many, many hours of entertainment as well as performing useful and important tasks for me. However, as of today, I no longer own an Atari 8-bit, and it is time to move on to newer and better things.
Goodbye 8-bit world! It has been fun!

Clay

3699. Terminal Questions!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 05:59:05 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92256.015905AKH104@psuvm.psu.edu>
Source record: 109495

Ok..Say I wished to design a "real" terminal program for the atari 8bit.
Let us go so far to say that it only supported the XEP80 card..
1) is the xep (in burst mode) able to handle above 2400 baud?
that is a modem at 2400 baud...
2) Where can I get (online) a complete technical manual on vt type
terminal commands? and others....
3) Are the screen control commands standard to the VT emulation
or are they ANSI commands...as in ...If I log on the the FREENET
using vt52..or 100...things are underlined...highlighted...spaced..
are these standard terminal commands or some protocol on top of
the standard vt100?
4) Where do I get a list of those commands?
5) Does anybody have missing characters using bobterms vt52 at 2400 baud?
6) Reason being...I would like to have a nice 80column term program capable of
doing what "I" want...and with 256k memmory is noooo problem!
7) Now...who wants to write me a Kermit handler for 1000 byte blocks?
8) Zmodem...now there would be something nice...any code laying around
on other machines in C or Pascal or Fortran? that stuff is real easy to conver
t.
Tanx
Andrew

3700. Re: sx212 manual?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 06:56:02 UTC
From: mgm@world.std.com
Message-ID: <BuGDxF.MxB@world.std.com>
Source record: 109492

insomnia@carson.u.washington.edu (Ryan Klemmer) writes:

>I just picked up one, without a manual, and was curios if anybody had
>one for free, sale, loan?

>Ryan (insomnia@u.washington.edu)

I wouldn't worry too much about it. I used an sx-212 for years, and
never had a manual for it.
The SX-212 is (reasonably) hayes-compatible. Any "standard" hayes
commands such as ATDT, ATA, ATS0=1, etc. will work fine.

What I would recommend (and what I did:) find someone who has a manual
for ANY Hayes-compatible modem, and look at that. Most of the commands
will work.
Also, if you want to know what the lights on the case mean, it's the
same as other external modems. HS is high-speed (1200 in this case), AA
is auto-answer, CD is carrier detect, OH is off hook, RD and SD are
receive and send data, TR is terminal ready, and MR is modem ready...
(sorry if that's elementary knowledge, but I would have loved for
someone to tell me that when I had my SX-212, since it was my first "real"
modem (meaning faster than 300 baud...))

michael moncur (mgm@world.std.com, also sysop@only_bbs.via.mind.org)

3701. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 13:41:37 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <15063@mindlink.bc.ca>
Source record: 109496

> Rick_Michael_Cortese@cup.portal.com writes:
>
> Just a non-verbose addition: Just got through wiring the 2nd PIA to a
> Citizen 120D printer.

Hey, I've got the same printer. Small world. :)

> I haven't wrote/won't write a handler, but the wasy I have it set-up for a 7
> bit character you just poke PORTA with the character then the character+128
> to toggle the printer's Data Strobe line. It could'a been done with 8 bit
> data, but I was just fool'n around.

I'd reconsider the decision to tie away the handshake lines. -STROBE/BUSY are exactly the kind of thing they're good for. Then you could whip up a print buffer (a la the MIO's spooler) that runs efficiently in the background.

> Total parts for adding a real centronics printer interface & a 19,200 baud
> RS232 port should be less then $15.

Ya, it's pretty cheap.

> BTW: the BUSS is the only way to go for RS232, That way you don't have to
> kill concurent mode during disk access.

For sure.

> I just have to pick a good chip to mount the 6551 on top of.

Don't you find that piggybacking can get messy very quickly?

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

3702. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 13:44:35 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <15064@mindlink.bc.ca>
Source record: 109497

> AKH104@psuvm.psu.edu writes:
>
> This is somewhat similiar to Bob Wooley's Parallel 1050 drive
> upgrade....you can do alot with the second PIA in there... even perhaps...an
> internal Hard Drive....

I suppose SCSI/SASI could be done with a bunch of software, but it's kinda stretching things. You'd certainly want to hook up the IRQ and burn a new OS. It would be a challenging hack... a MIO or BB makes a lot more sense if you just want to get a HD going.

--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

3703. Re: Terminal Questions!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 13:50:23 UTC
From: Tom_Klok@mindlink.bc.ca
Message-ID: <15065@mindlink.bc.ca>
Source record: 109498

> AKH104@psuvm.psu.edu writes:
>
> Ok..Say I wished to design a "real" terminal program for the atari 8bit.

Someone should. :)

> 3) Are the screen control commands standard to the VT emulation
> or are they ANSI commands...as in ...If I log on the the FREENET
> using vt52..or 100...things are underlined...highlighted...spaced..
> are these standard terminal commands or some protocol on top of
> the standard vt100?

ANSI is much like VT100/102, but with some extra stuff added. I don't have the reference document, sorry. Beware of working from MSDOS ANSI.SYS documentation, as the typical PC ANSI is an incomplete implementation.

> 7) Now...who wants to write me a Kermit handler for 1000 byte blocks?

Doesn't that violate the Kermit standards?

> 8) Zmodem...now there would be something nice...any code laying around on
> other machines in C or Pascal or Fortran? that stuff is real easy to
> convert.

C source for Zmodem is all over the place. I can mail you a copy if you want. However, keep in mind that streaming protocols like Zmodem are useless unless you can interleave serial I/O and disk I/O. A ramdisk is ok; otherwise you'll need a bus serial port like a MIO, BB or the 6551 hack Rick is talking about.

Tom
--
Tom Klok MIND LINK! Support team member - Vancouver BC
a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

3704. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 17:17:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65743@cup.portal.com>
Source record: 109500

I HATE!@#$ PIGGY BACKING CHIPS! Almost every time I do it, I ruin both chips! That's a major reason why I picked the 6520, it's cheap & everywhere if I blew it. Try finding an ANTIC at your local Radio Shack <G>. Just mindless ramblings, but... I consider myself a true hobbyist => I do things I don't really need for reasons no one else can fathom. I've got two direct connect printers for my 8-bit as well as an 850 & P:R: connection. I just like the smell of solder & saying "Atari should have done it this way!" Intellectual honesty makes me do it before I say it. For Ex. if Atari would've spent the extra $3 for the 2nd 6520 & $.69 for a connector they could've had a built in printer port plus about another spare 8 lines. Say you use two for a feable RS232, you still have 6 left for bank switching & all four original joysticks. I think the lack of a printer port really hurt sales/functionality of the system. It would've added 1% to 3% to the cost of a system, but made them much more suitable for light WP etc. Some of the other stuff I regard as near sighted was not tying the A7 line to the 74LS138's other !E line & perhaps spending the extra $.20 to add a 2nd '138. You sort'a have to remember: I'm really not that bright & have never had a single electronics class of any kind. If I can sit here and figure it out, it makes me wonder what was going on at Atari.
Anyway, I'll keep plodding along. If you guys are following my chain of thought, you'll probably guess where this is going.

3705. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 17:23:53 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92256.122353JJMCWILL@MTUS5.BITNET>
Source record: 109499

Reading your first post forced me to dig up my schematics and check this out.
Pretty nifty, I concur with you said.
But it seems to me, all you need to do to add the second 74138 is pull up
G2B' and tie it to A7. Also tie A7 to G1 on the second 74138.
G2A' on the second PIA can be tied to G2A' on the first, G2B' on the second
needs to be tied to ground.

Charles Hughes approached the PIA upgrade a little differently,
taking CS2' from the 74ls138, and running that to the enable line of
a 2 to 4 decoder. Then the outputs could be run to 4 PIA chips, which
cut $D300 into 4 blocks, one block for each PIA.

The easiest way to make a bulletproof driver for the PIA to printer port
mod would be to modify the P: driver in the OS ROM. This would require needing
a EPROM burner of course, but then the printer port would even work with
PrintSHOP and stuff.

Another way to approach the modification, if you have lots of different
OS chips you use, like the Ultraspeed OS, and other 800XL operating systems,
is to build a Parallel Bus type card instead. You need a lot of TLL chips,
and still need to BURN a ROM chip which contains the Printer driver, but
it would work.

I would really be interested in a 6551 upgrade, and someone to write
the R: driver for it. I managed to get documentation for a 16550,
which is a really fancy RS232 chip. This chip can buffer up to 16 bytes
of incoming data internally, which means it would make it easier
to push the 8 bit to faster modem speeds. If anyone is seriously interested
in this, I can provide a copy of the docs upon request.

Regarding Hard Drives, Bob Woolley is currently working on an IDE
hard drive, hooking it up to his 8 bit. I think implementing IDE
is easier than SCSI or something.

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3706. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 17:29:01 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92256.132901AKH104@psuvm.psu.edu>
Source record: 109501

nget
In article <15064@mindlink.bc.ca>, Tom_Klok@mindlink.bc.ca (Tom Klok) says:
>
>> AKH104@psuvm.psu.edu writes:
>>
>> This is somewhat similiar to Bob Wooley's Parallel 1050 drive
>> upgrade....you can do alot with the second PIA in there... even perhaps...an
>> internal Hard Drive....
>
>I suppose SCSI/SASI could be done with a bunch of software, but it's kinda
>stretching things. You'd certainly want to hook up the IRQ and burn a new OS.
>It would be a challenging hack... a MIO or BB makes a lot more sense if you
>just want to get a HD going.
>
>--
>Tom Klok MIND LINK! Support team member - Vancouver BC
>a344@mindlink.bc.ca What, me hurry? -- Alfred E. Von Neuman

Well..I know of someone (2 now maybe) who are working on hooking up
IDE drives. Very simple...except that darn 16 bit bus...thats the problem.

3707. Re: Terminal Questions!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 17:32:46 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92256.133246AKH104@psuvm.psu.edu>
Source record: 109502

In article <15065@mindlink.bc.ca>, Tom_Klok@mindlink.bc.ca (Tom Klok) says:
>
>
>> 3) Are the screen control commands standard to the VT emulation
>> or are they ANSI commands...as in ...If I log on the the FREENET
>> using vt52..or 100...things are underlined...highlighted...spaced..
>> are these standard terminal commands or some protocol on top of
>> the standard vt100?
>
>ANSI is much like VT100/102, but with some extra stuff added. I don't have
>the
>reference document, sorry. Beware of working from MSDOS ANSI.SYS
>documentation, as the typical PC ANSI is an incomplete implementation.
>
>> 7) Now...who wants to write me a Kermit handler for 1000 byte blocks?
>
>Doesn't that violate the Kermit standards?
>
>> 8) Zmodem...now there would be something nice...any code laying around on
>> other machines in C or Pascal or Fortran? that stuff is real easy to
>> convert.
>
>C source for Zmodem is all over the place. I can mail you a copy if you want.
>However, keep in mind that streaming protocols like Zmodem are useless unless
>you can interleave serial I/O and disk I/O. A ramdisk is ok; otherwise you'll
>need a bus serial port like a MIO, BB or the 6551 hack Rick is talking about.

Indeed! However...with ramdisk...is probably going to be the easiest..
there is no way this thing is going to work without extra memory! maybe if
phillip price did the codeing...but.

I would like that C source if you would and any others for other protocols(ju
st happened to get a legal copy of Lightspeed C!) In addtion...source for ansii
nformation.Maybe I should conntact the author of Ansi Term..but..
I have never ever gotten those program versions to run on my setup.

Also
KERMIT-CMS 4.2.3 can go to packet lengths of 2039 bytes.
(Test site)
Andrew

3708. Re: Terminal Questions!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 17:43:09 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92256.134309AKH104@psuvm.psu.edu>
Source record: 109503

Oh yes...one more thing....RVERTER 19.2 has a faster CPS than the MIO 19.2
...or so it seems to me.
Andrew

3709. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 18:10:56 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92256.141056AKH104@psuvm.psu.edu>
Source record: 109504

In regards to all the upgrades available for the 8bit..
Transkey...stereo...multiple PIA's printer and serial ports..memmory..
Um...how difficult would it be to draw up the prints for a new 8bit?
First of al you already have them for the xl/xe/800 line....
and adding a few chips is not problem...there are even circuit design
programs out there that will do the tracing for you..now..
how about a limeted production of these new silked boards? Say
small enough to fit in a baby at? I have everything in there right now
except my mio..which is undergoing repairs.

While we are at it...since SOME PEOPLE do have the 1450 prints...
um..why not a parallel drive?
First of all, all the chips are atari's..still can get 'em. The only
problem would be the 1450 drive os and its speach...
Is it Illegal to modify a copyrighted schematic and reprint it?
Who is to say that you just didnt decide to hook those chips up
the way you did?

ALSO I PRESS FOR EVERYONE OF YOU TO BUG THE heck OUT OF ATARI TO
RELEASE THEIR DOCUMENTED SOURCE CODE FOR THE XL ROM's. ALL 500+ pages of it!

Andrew

3710. "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-12 22:37:14 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <18treqINNj80@usenet.INS.CWRU.Edu>
Source record: 109505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.palmtops

```
"OPERATION: A.C.T. NOW"
======================

Atari Community Together Now
----------------------------

Campaign Organizers:

Len Stys, J.J. Lehett
Mark Leair

Sponsored by:

The Cleveland Free-Net Atari SIG

September 12, 1992

INTRODUCTION
------------

"OPERATION: A.C.T. NOW" is a series of campaigns that will
help increase support for the Atari 8-Bit computers, ST/TT/Falcon
computers, the Portfolio palmtop computer, and the Lynx handheld
video game system.

Atari Corporation seems to be serious about the future...
If you would like to help increase support for Atari products,
you can by participate in these campaigns.

Who benefits? Everyone benfits. Atari users get more out
of their investment, developers sell more products, dealers sell
more products, publishers sell more magazines, and Atari
Corporation sells more products. If you are a shareholder, your
stock may go up in value.

There will be campaigns that focus on increasing suport for
the Atari ST/TT/Falcon and campaigns that focus on increasing
support for the 8-Bit Atari, Lynx, and Portfolio. The campaigns
that you participate in are entirely up to you.

These campaigns will hopefully result in a stronger Atari
Community.

If you don't wish to help Atari Corporation, participate in
these campaigns to help yourself. You will enjoy your Atari
products more by greater support!
```

Cost?

There is no cost to you in any way to participate in these campaigns. There is no registration fee and no donations are being accepted.

Members Key to Success

The number of people participating in these campaigns are extremely important. The news of these campaigns must be shared with every member of the Atari Community that you know. "OPERATION: A.C.T. NOW" should be publicized in Atari publications, at user group meetings, and at Atari dealerships. If you take action, we can make a difference. If you sit back and watch, we won't do anything.

+------------------+
| CAMPAIGN ONE |
+------------------+

The first campaign will be to compile two lists. One list will consist of things that we believe the company is doing right. Atari is doing great things and if you want to continue seeing the company doing these things, you have to let them know. The other list will consist of things that we believe the company can do better. The company will never know the problems that you see unless you tell them. We will send these lists to Atari Corporation's Board of Directors and ask that they consider our suggestions. Will Atari listen? There isn't a successful company around that doesn't listen--especially to their customers, developers, dealers, and publications.

What you need to do is write down everything that you see right with Atari and the things that you believe the company can improve. Include any past experiences that you have had with the company.

Here are a few examples:

RIGHT IMPROVE
Users
----- Great products, No easy memory
great price upgrade

Once took 4 months
to get my computer
replaced when sent
to Atari

Developers
---------- Good developers Took 3 months to
area on GEnie get a computer to

develop on

Great computers Atari was rude to
to develop on me when they first
showed me the Falcon

Dealers
------- Good dealer Shortage of products,
support even today

No new products

Lack of advertising

Publishers
---------- Atari advertises Slow to pay for ads
regularly

Does not give enough
new info to us

The comments made in these examples should not be taken as truth. They are simply examples. Also, your comments can be as long as you want. In fact, the longer and more detailed, the better.

If you wish to remain anonymous, you may send these lists in another envelope.

The goal of this campaign is to inform Atari of things that we believe can help improve the company's position in the computer marketplace.

All of the lists that are received will be compiled and then sent to Atari Corporation.

```
+------------------+
| CAMPAIGN TWO |
+------------------+
```

The second campaign is to concentrate on letting computer publications know that Atari is back.

The Falcon 030 will be announced at the Boston Computer Society meeting in a few weeks. We should let the media know that we would like for them to cover it. The amount of press the Falcon receives will most likely determine when the Falcon will be shipped to the United States and how many are shipped.

What you need to do is list names and addresses of publications that you wish to see cover the Falcon's release. These include magazines, newspapers, and televison news programs.

You should also lists computer publications that you wish to see support the Atari ST and Falcon computers.

This information should be sent along with the "OPERATION:
A.C.T. NOW" registration form.

Since the Boston Computer Society meeting is on September 23rd,
we are asking you to send us this information immediately. You may
ONLY send this information through E-MAIL if you are able to at:
"xx004@cleveland.Freenet.Edu". Please send any other information
through the U.S. mail.

OTHER CAMPAIGNS WILL BE ANNOUNCED
AT ANOTHER TIME

THESE INCLUDE:

8-BIT, LYNX, AND PORTFOLIO
CAMPAIGNS

The Cleveland Free-Net Atari SIG is the official site of
"OPERATION: A.C.T. NOW". If you wish to add any information or
discuss anything related to this campaign, a special section has
been created specifically for it.

The Atari SIG can be accessed by the phone number "216/368-3888"
at either 300, 1200, or 2400 baud. It can also be accessed by
users from around the nation or world for free by using "telnet" at
their college or business by the following Internet addresses:
freenet-in-{a,b,c}.cwru.edu = hela.ins.cwru.edu = 129.22.8.38
Type 'go atari' at any menu.

The Cleveland Free-Net Atari SIG's U.S. mailing address is:

Cleveland Free-Net Atari SIG
P.O. Box 364
Mentor, OH 44061-0364

The Cleveland Free-Net Atari SIG's Internet e-mail address is:

xx004@cleveland.Freenet.Edu

"OPERATION: A.C.T. NOW" is in no way affiliated with Atari Corporation.
These campaigns are organized by individuals that have an interest
in Atari products. The "Atari" name, logo, and any other Atari
products mentioned are copyrighted by Atari Corporation.

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"OPERATION: A.C.T. NOW" REGISTRATION FORM

PLEASE COMPLETE THIS FORM AND MAIL IT TO: OPERATION: A.C.T. NOW
P.O. BOX 364
Mentor, OH 44061-0364

PLEASE PRINT LEGIBLY!

! = CONFIDENTIAL (WILL NOT BE RELEASED PUBLICLY)

NAME _____ !AGE _____ !PHONE (____)_____

!ADDRESS _____

CITY _____ STATE _____ !ZIP _____

!OCCUPATION _____ !PHONE (___)_____

COMPUTER(S) OWNED _____

VIDEO GAME SYSTEM(S) OWNED _____

!ARE YOU AN ATARI DEVELOPER? YES / NO !ARE YOU AN ATARI DEALER? YES / NO

WHAT DO YOU PRIMARY USE YOUR COMPUTER FOR? _____

_____

DO YOU BELONG TO A USER GROUP? YES / NO IF YES, HOW MANY MEMBERS _____

IF YES, WHAT IS THE NAME? _____

IS THERE A(N) ATARI DEALERSHIP(S) NEAR YOU? YES / NO

IF YES, WHAT IS THE NAME(S)? _____

_____

!WHAT IS YOUR OPINION OF EACH OF THEM? _____

_____

_____

!DO YOU SUBSCRIBE TO ANY ATARI PUBLICATIONS? YES / NO

IF YES, WHICH ONE(S)? _____

_____

LIST SOME OF YOUR MOST USED SOFTWARE _____

_____

_____

_____

WHAT IS YOUR FAVORITE DEVELOPER/COMPANY? _____

_____

THANK YOU!

---

clip here

"OPERATION: A.C.T. NOW"

CAMPAIGN INFORMATION

(All of the following information will be compiled together. Your name will not be tied with any of this information if you choose to leave it.

YOU MAY WISH TO SEND THIS PART IN A SEPARATE ENVELOPE THAT DOES NOT INCLUDE YOUR NAME AND RETURN ADDRESS.

CAMPAIGN ONE:

PLEASE CIRCLE WHICH GROUP YOU BELONG TO:

USER / DEVELOPER / DEALER / PUBLICATION / ATARI

PLEASE LIST EVERYTHING THAT YOU SEE ATARI DOING RIGHT:

(include any past experiences, etc.)

(add another sheet if needed)

PLEASE LIST IMPROVEMENTS THAT YOU BELIEVE CAN BE MADE:

(include any past experiences, etc.)

_____
(add another sheet if needed)

PLEASE LIST HOW YOU WOULD MAKE THESE IMPROVEMENTS:

_____

_____

_____

_____

_____

_____

_____

PLEASE LIST ANY SUGGESTIONS FOR NEW PRODUCTS OR ENHANCEMENTS TO OLDER PRODUCTS:

_____

_____

_____

_____

_____

CAMPAIGN TWO:

PLEASE LIST ANY MAGAZINES, NEWSPAPERS, OR TELEVISION NEWS PROGRAMS AND THEIR ADDRESS THAT YOU FEEL SHOULD COVER ATARI'S NEW FALCON 030 COMPUTER:

_____

_____

_____

_____

_____

ANY PARTICULAR REASON WHY YOU CHOSE THIS MEDIA? _____

_____

PLEASE LIST ANY COMPUTER PUBLICATIONS AND THEIR ADDRESSES THAT YOU WOULD LIKE TO SEE START SUPPORTING THE ATARI ST AND FALCON COMPUTERS:

_____

_____

_____

OTHER CAMPAIGN INFORMATION WILL BE REQUESTED FROM YOU AT ANOTHER TIME.

THANK YOU!

3711. Re: "OPERATION: A.C.T. NOW" announcement

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-13 11:35:40 UTC
From: winston@merk.com
Message-ID: <1992Sep13.113540.6378@merk.com>
Source record: 109508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.palmtops

Isn't it amazing how in the U.S.A. these "grass roots" campaigns to increase ATARI awareness in the major media outlets --JUST HAPPEN-- to spontaneously occur whenever ATARI is launching a new product ? What a coincidence! Do you all remember: "THE REVOLUTION" ?

3712. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-13 17:01:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65783@cup.portal.com>
Source record: 109509

Jeff: Exactly! You'd be killer on Jeapardy. Chuck's stuff is good, but for simplicity, one piggy backed chip & one jumper has got to be simpler. The 2nd '138 so you can add 7 more devices is IMHO the right way to do it. I was "IFFY" on some of the other BUSS ideas I was throwing out, but this seems "RIGHT". Heck, you only need 8 data lines, lower 8 bits of address, and some glue signals W power. I just spent $130 for a burnner that's just a couple of PIA's with some voltage regulators & a ZIF socket.
BTW: I'll still admit you're right with the 16550, but like I said, I'm a little lazy for doing things right. I will write a R: handler for the 6551 when I finish it. Would've been this weekend, but my nephew's in the finals of some batting contest before the Oakland's A's game so I'm out of here!

3713. Re: What is 300 baud modems!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-13 17:33:05 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92257.133305AKH104@psuvm.psu.edu>
Source record: 109511

In article <1992Sep12.004307.3844@spcvxb.spc.edu>, 2pereira_f@spcvxb.spc.edu says:

>
>Are their really still people out there using 300 baud modems!!
>Why?
>a 1200 bps modem cost under one hundered dollars
>a 2400 bps modem cost under two hundered dollars
>and a 9600 bps modem about 325 dollars
>
>ice age is over!
>300 bps are considered classics..
>so save them and they might be worth something in the future!
>
>take care all!

Actually...1200 is under $45 and 2400 is under $80 and 14.4 v42bis is under $250.
Andrew

3714. Atari ?XE System? for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-13 20:32:50 UTC
From: U54136@uicvm.uic.edu
Message-ID: <92257.153250U54136@uicvm.uic.edu>
Source record: 109512

I have an a ATARI XE System for sale.

It features a detachable keyboard, joystick, & lightgun.

First person who offers $50.00,otherwise best offer, takes it.

-Tim (U54136@UICVM.UIC.EDU)

3715. Classic Atari Cartridges, v.3.0

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 14:56:18 UTC
From: chase@electron.rutgers.edu
Message-ID: <Sep.14.10.56.16.1992.8485@electron.rutgers.edu>
Source record: 109513

Hello all, welcome to a new version of the
Classic Atari Cartridge List, v.3.0
A few changes have trickled in since the last post, and I
have reformatted the list somewhat to make it easier to mechanically
sort and resort.

As always, additions & corrections are welcome. I would particularly
like to see the serial numbers for the Activision carts sent to my mailbox.
I know someone out there on the net has them, since they occasionally
get mentioned.
By the way the current cart count is at 316 (and rising ;-))

Activision CZ-002-04 1983 Kaboom!
Activision CZ-003-04 Mega Mania
Activision CA-012-04 Space Shuttle
Activision Beamrider
Activision Decathalon
Activision H.E.R.O.
Activision Pitfall
Activision River Raid
Activision Zone Ranger
Activision 1984 Keystone Kapers
Activision 1984 Pitfall II
Activision 1984 Zenji (a maze type game)
Activision The Designer's Pencil
Activision Dreadnought Factor
Activision Pastfinder
AdventIntl Rally Speedway
Atari CXL4001 1979 Educational System Master Cartridge
Atari CXL4002 1979 BASIC Computing Language (version A and C)
Atari CXL4003 1979 Assembler Editor Computing Language
Atari CXL4004 1979 Basketball
Atari CXL4005 1979? Video Easel
Atari CXL4006 1979 Super Breakout
Atari CXL4007 1979 Music Composer
Atari CXL4008 1979? Space Invaders
Atari CXL4009 1979 Computer Chess
Atari CXL4010 1979? 3-D Tic-Tac-Toe
Atari CXL4011 1979 Star Raiders
Atari CXL4012 1981 Missile Command
Atari CXL4013 1981 Asteroids
Atari CXL4014 Mailing List
Atari CXL4015 1980 Telelink I
Atari CXL4016 Telelink II
Atari CXL4018 Pilot Computing Language

Atari CXL4019 Store Demo
Atari CXL4020 1982 Centipede
Atari CXL4022 1982 Pac Man
Atari CXL4024 1982 Galaxian
Atari CXL4025 1982 Defender
Atari CXL4027 1982 Qix
Atari RX8021 1982 Caverns of Mars (by APX)
Atari RX8026 1983 Dig Dug
Atari RX8028 1983? Soccer
Atari RX8029 1983 Real Sports Football
Atari RX8030 1983? E.T. Phone Home
Atari RX8031 1983 Donkey Kong
Atari RX8032 1983 LOGO Computing Language
Atari RX8033 1983 Robotron:2084
Atari RX8034 1983 Pole Position
Atari RX8035 1983? Microsoft BASIC II Computing Language (w/ Disk)
Atari RX8036 1982 AtariWriter
Atari RX8037 Star Trux (never released, may exist though)
Atari RX8039 1983 Eastern Front (from APX)
Atari RX8040 1983 Donkey Kong Jr.
Atari RX8042 1983 Tennis
Atari RX8043 1983 Ms. Pac Man
Atari RX8044 1983 Joust
Atari RX8045 Pengo
Atari RX8048 Millipede
Atari RX8049 Jungle Hunt ((c)1982 Taito)
Atari RX8052 1985 Moon Patrol
Atari RX8053 1983 Atari Artist (packaged with CX77 Touch Tablet)
Atari RX8054 Atari Graphics (packaged with CX75 Light Pen)
Atari RX8057 Typo Attack (from APX)
Atari RX8059 Skywriter (Educational cartridge)
Atari RX8063 Rescue on Fractalus (by Lucasfilm, from Epyx)
Atari RX8064 Ball Blazer (by Lucasfilm, from Epyx)
Atari RX8067 Final Legacy
Atari RX8069 Track and Field
Atari RX8077 Battlezone
Atari RX8078 Star Raiders II
Atari RX8079 1987 Food Fight
Atari RX8080 1985 PLATO Learning Phone
Atari RX8081 Blue Max (by Synapse)
Atari RX8082 Lode Runner (by Broderbund)
Atari RX8083 1987 David's Midnight Magic (by Broderbund)
Atari RX8084 1987 Hardball (by Accolade)
Atari RX8085 Fight Night (by Accolade)
Atari RX8086 Barnyard Blaster (Lightgun game)
Atari RX8087 1987 Bug Hunt (Lightgun game)
Atari RX8088 Crossbow (Lightgun game?)
Atari RX8089 Desert Falcon
Atari RX8090 Gato
Atari RX8091 Flight Simulator II (by subLogic)

Atari RX8092 Archon (by ElectArts, (c) 1983)
Atari RX8093 One-on-One Basketball (by ElectArts)
Atari RX8094 Commando
Atari RX8095 Karateka (by Broderbund)
Atari RX8096 Choplifter (by Broderbund)
Atari RX8098 Summer Games (by Epyx)
Atari RX8099 1988 Ace of Aces (by Accolade)
Atari RX8101 Dark Chambers (2600 Adventure style game)
Atari RX8102 Crystal Castle
Atari RX8103 Mario Brothers ((c) 1983 Nintendo)
Atari RX8104 Crime Busters (Lightgun game)
Atari RX8108 Necromancer (by Synapse)
Atari RX8109 Airball (Marble Madness style game)
Atari RX8111 Tower Toppler
Atari RX8113 Thunder Fox
Atari RX8114 Into the Eagles Nest (by Pandora Software)
Atari RX8118 1989? Xenophobe
Atari RX8120 Super Football
Atari RX8124 MidiMaze
Atari Deflektor
Atari SuperPILOT (never released, but does exist)
Atari AtariLab: Light Module
Atari AtariLab: Temperature Module
Atari Blast 'Em (was included with XEGS ???)
Atari Superman III (???)
Atari Kangaroo (???)
Atari Macro Assembler (???)
Atari CB101931 Super Pac-Man (prototype cartridge)
Atari CA400201 XE Demo Cartridge (four games, prototype)
Beaumont PUP (Primary Utility Pack)
Big Five 1983 Miner 2049er
Big Five Scraper Caper
Big Five Bounty Bob Strikes Back
Broderbund Choplifter
Broderbund Sea Fox
Broderbund Serpentine
CBSElect 22100 1982 K-razy Shoot-Out
CBSElect 22103 1982 K-razy Antiks
CBSElect K-razy Kritters
CBSElect K-star Patrol
CBSElect Mountain King
CBSElect Boulders & Bombs
CBSElect Astro Grover
CBSElect 75010 1984 Math Mileage
CBSElect Big Bird's Funhouse
CBSElect Big Bird's Special Delivery
CBSElect Ernie's Magic Shapes
CBSElect Webster Word Game
CBSElect Sesame
CBSElect Duck's Ahoy!

CBSElect Movie Musical Madness
CBSElect Timebound
CBSElect Time Trials
CBSElect Co-Co notes
CBSElect S.H. Hide-n-Seek
CBSElect Solar Fox
CBSElect Blue Print
CBSElect Wings
CBSElect Omega Race
CBSElect Domino Man
CBSElect Satan's Hollow
CBSElect Madden's Football
CBSElect Letter-Go-Round (uses keyboard overlay)
Datasoft Letter Wizard
EasternHous KISS (right slot only cart)
EasternHous Monkey Wrench (right slot only cart)
EasternHous 1983 Monkey Wrench II (right slot only cart)
Epyx Jumpman Jr.
Epyx 1983 Gateway to Apshai
Epyx 1983 Pitstop
Epyx Lunar Outpost
Epyx Swat Rescue
Epyx Silicon Warrior
Epyx Fun with Music
Epyx Fun with Art
Epyx Monster Maze
Epyx Alien Garden
Epyx Platter Mania
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
First Star Boulder Dash
First Star Flip and Flop (???)
First Star Bristles (???)
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
GeminiSoft Magic Dump (Screen dump, 800 right cartridge slot)
HES Gridrunner
ICD SpartaDOS X
ICD R-Time 8
Imagic Atlantis
Imagic Demon Attack
InHome Baseball
IDSI 1981 Pool 400
IDSI Speedway Blast

IDSI Survival of the Fittest
Koala AT00315-1 1983 KoalaPainter
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
MPP 1985 Supercharger (BBS software)
OrionMicro Express!
O.S.S. 1984 Mac/65
O.S.S. Basic XL
O.S.S. 1984 Action!
O.S.S. 1985 Basic XE
O.S.S. The Writer's Tool
ParkerBros PB101689 1983 Frogger
ParkerBros PB101303 Star Wars: Return of the Jedi
ParkerBros 1984 Gyruss
ParkerBros Q*Bert
ParkerBros 1983 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 1984 Star Wars: The Arcade Game
ParkerBros 1984 James Bond
ParkerBros Death Star
ParkerBros Mr. Do's Castle (???)
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Deluxe Invaders
Roklan 1983 Gorf
Roklan 1981 Wizard of Wor
Roklan 1983 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Flapper
Romox Princess and Frog (Frogger clone)
Romox Fortune Hunter ("Berzerk" style adventure)
Romox AntEater
Romox Typo
Romox Sea Chase
Romox Spark Bugs
Romox Starion
Romox Attack at EP-CYG-4 (by BRAM)
Romox Whiz Kid

Scarborough MasterType
Sega Buck Rogers: Planet of Zoom
Sega 004-03 1983 Star Trek
Sega 1983 Congo Bongo
Sega Tac Scan
Sega 1983 Spy Hunter
Sega 1984 Zaxxon
Sega Tapper
Sega Up N Down
Sega Frogger II
Sega Super Zaxxon
SierraOnLin BC Quest for Tires
SierraOnLin Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Maurauder
SierraOnLin Sammy Lightfoot
SierraOnLin Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil (by 20th Century Fox)
Sirius 1982 Fantastic Voyage (by 20th Century Fox)
Sirius 1983 Final Orbit
Sirius Squish'Em
Sirius Capture the Flag
Softmark 1986 ESP Mindlock BBS
Spinnaker 1984 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
Spinnaker DLD-AT Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color caves
Synapse File Manager
Synapse 1982 Chicken
Synapse 1982 Claim Jumper
Synapse Drelbs
Synapse Encounter
Synapse Nautilus
Synapse Necromancer

Synapse The Pharaoh's Curse
Synapse 1982 Picnic Paranoia
Synapse 1982 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse Synassembler
Synapse Zeppelin
Tech-Sketch Paint-N-Sketch Level I (lightpen software)
Tech-Sketch Paint-N-Sketch Level II (lightpen software)
TigerVision Springer
TG Software 1983 Droids
TG Software 1983 Nightstrike
Thorn EMI THA12001 1982 Submarine Commander
Thorn EMI THA12002 1982 Jumbo Jet Pilot
Thorn EMI THB12003 1982 Soccer
Thorn EMI THB12004 1982 Kick Back
Thorn EMI THB12005 1983 River Rescue
Thorn EMI THA12010 1983 Computer War
Thorn EMI 1983 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (??)
Thorn EMI 1981 Darts (???)
Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. Aprom XL
Alien Ambush
Bumper Bash
Math Encounter

3716. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 18:47:07 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <192mnbINNs4c@usenet.INS.CWRU.Edu>
Source record: 109514

In a previous article, Rick_Michael_Cortese@cup.portal.com () says:

>Jeff: Exactly! You'd be killer on Jeapardy. Chuck's stuff is good, but
>for simplicity, one piggy backed chip & one jumper has got to be simpler.
>The 2nd '138 so you can add 7 more devices is IMHO the right way to do it.
>I was "IFFY" on some of the other BUSS ideas I was throwing out, but this
>seems "RIGHT". Heck, you only need 8 data lines, lower 8 bits of address,
>and some glue signals W power. I just spent $130 for a burnner that's just
>a couple of PIA's with some voltage regulators & a ZIF socket.
>BTW: I'll still admit you're right with the 16550, but like I said, I'm
>a little lazy for doing things right. I will write a R: handler for the
>6551 when I finish it. Would've been this weekend, but my nephew's in the
>finals of some batting contest before the Oakland's A's game so I'm out
>of here!
>

Rick,

Hmm, There is a basic design for AN EPROM burner that came with the
Microport XL experimenter's kit. I could expand on it, but what
bothers me the most, is how to allow different sized EPROMS as part of the
BASIC design. Different EPROM sizes may have different numbers of pins,
thus meaning you have to pipe +5 and GND and the other signals to the
proper pins on the ZIF socket. I have been bothered by how that is
implemented.

I would really like to see someone use the 16550 in an RS232 port for the
8 bit. I can't afford to do it myself, either in terms of time or money
right now. I could probably do the hardware, but I am not good at
writing system level drivers, like an RS232 driver.

What you could do, wire in a 3/8 decoder to A7, A6, A5
with the original PIA enable enabling the second 3/8. That way,
you have 8 devices mapped in the $D3xx region.
Use 4 7474 Dual D flip-flops mapped as one 8 bit register at
$D1FE as an IRQ register. Tie the S lines to the IRQ's of each
PIA or other device to be mapped at $D3xx, ORING all of the
Q outputs together and send that to the IRQ of the 6502.
Wait, IRQ is pulsed isn't it? You would have to make it a one-shot or
something like that. No big deal. The BASIC concept being
that you read $D1FE to see which device caused the interrrupt, and then
clear that bit so that the IRQ handler doesn't get confused if another
device IRQ's at about the same time the first device did.

Putting 8 devices in the $D3xx region isn't so bad, each one has 32 bytes
of address space, which is plenty for most devices like PIAs and UARTs

and stuff, maybe not all the registers of a 68881, but that's another
story altogether anyhow.

I think if you start adding a lot of extras, you should buffer
the lines, and but a transceiver on the data line to buffer it as well.
I doubt you could put 8 devices mapped anywhere without causing a bus
failure or something.

Jeff McWilliams..... Freenet post
--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

3717. Falcon / binary postings to c.s.a.8

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 19:02:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920914190201.2.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 109517

Date: Fri, 11 Sep 1992 11:28 EDT
From: BRACHOT.JCT.AC.IL!bruck@ucbvax.berkeley.edu (Itay Chamie1)
[...]
And now.. I didn't get any replies to this: Do you think binary postings
to c.s.a.8 should have a subject header of "zzzz [progname]" to prevent
Digest readers from getting annoyed? Whaddaya say add it to the FAQ
or sumthin'??

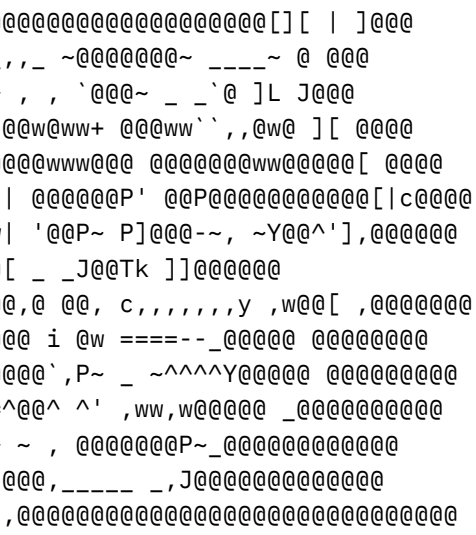
You're missing the point. If you post binaries to the discussion group,
regardless of subject, they end up in the digest, and force digest
readers to either slog through lots of crud they don't want to see, or
cancel their subscriptions.

Please don't post binaries to the discussion group.

3718. ASCII art

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 19:14:48 UTC
From: falcon@BITSY.COOPER.EDU
Message-ID: <9209141514.AA02407@bitsy.cooper.edu>
Source record: 109516

Dear Netters,
Back in eighty something, ANTIC came out with an ascii-to-graphics converter which would convert ascii pictures to GR.7. Well, is there ANY way to go in the opposite direction? Would an optical character recognition (OCR) program fit the bill if I scan in the image with a scanner? Also, does anyone know on any ftp site where I can find more of these ASCII pictures? Your help/advice is greatly apreciated. Thankyou.
Below is an example of the ascii art that I refer to. If you wish to respond on the NET, please edit out the picture so as not to waste bandwidth.



Anthony Michael Falcone The Cooper Union School of Engineering
FREENET: bf802 41 Cooper Square N.Y., N.Y
INTERNET: a.falcon@bitsy.cooper.edu

3719. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 20:11:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65860@cup.portal.com>
Source record: 109518

Well... The reason I'd do it the way I'm talking about is 1) Chuck had to use either 74HCT or 74F, I believe, in order to get the circuit fast enough to respond to the delays with the added circuits. I'm not that good at trouble shooting so it has to work right from the 1st time it powers up. As long as the !CS lines are used, the number of chips on the buss shouldn't really matter much: They'd be in the high impedance state. I figure if I don't want to add delays through gates I have to keep the 2nd '138 at the same level as the 1st. 2) If anybody really want's to add aditional decoding to the page, it doesn't bother me <g>. IMHO: Perhaps add a single buffer element between the MMU & the MANY '138s. I'm not sure what the fan out is from the MMU to the '138s is, but a single fast buffer would let it handle multiple '138s. Like I said though, I'm not too worried about it. Really, How many things would you add if you could? I'm thinking maybe built in RS232, printer port, maybe an Eprom burner, true A/D, two PIAs, disk interface. More work then I could do in a year & it'd only use about 1/2 the hardware area even if I had them all plugged in at once. Something like the added complexity of the circuit if I bump into problems with speed is enough to stop me in my tracks! I may take a look at putting them all on one page. JDR Microdevices is right down the street from me & I have to go there to pick up a 1.84 mHz crystal for the 6551 anyway. That is unless someone can tell me RS232 can take a 3% variation in speed so I can use the computers clock.

3720. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 20:34:05 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep14.153405.12802@miavx1.acs.muohio.edu>
Source record: 109520

In article <92256.141056AKH104@psuvm.psu.edu>, <AKH104@psuvm.psu.edu> writes:
> In regards to all the upgrades available for the 8bit..
> Transkey...stereo...multiple PIA's printer and serial ports..memmory..
> Um...how difficult would it be to draw up the prints for a new 8bit?
> First of al you already have them for the xl/xe/800 line....
> and adding a few chips is not problem...there are even circuit design
> programs out there that will do the tracing for you..now..
> how about a limeted production of these new silked boards? Say
> small enough to fit in a baby at? I have everything in there right now
> except my mio..which is undergoing repairs.
>
> While we are at it...since SOME PEOPLE do have the 1450 prints...
> um..why not a parallel drive?
> First of all, all the chips are atari's..still can get 'em. The only
> problem would be the 1450 drive os and its speach...
> Is it Illegal to modify a copyrighted schematic and reprint it?
> Who is to say that you just didnt decide to hook those chips up
> the way you did?

Isn't this what Chuck Steinman of Dataque was going to do, but with a 65816? This would be a really neat project, if we could get the circuit boards printed up. I have an extra 800xl with all the chips socketed, so it would be really easy to transplant the chips. While you are at it, might as well use a 65802 (65c02 pin-compatible).

I guess it was economically feasible for Dataque to produce their own next generation XE. (But I do see some sort of market for a <$150 home computer, with diskdrive.)

Has anybody thought of what could be done if you added a second GTIA? (I read that this is what the 7800 uses for graphics.)

What is the cost to have circuit boards made nowadays?

> ALSO I PRESS FOR EVERYONE OF YOU TO BUG THE heck OUT OF ATARI TO
> RELEASE THEIR DOCUMENTED SOURCE CODE FOR THE XL ROM's. ALL 500+ pages of it!

I don't understand why they haven't released a lot of things now that they don't support the 8-bits anymore. Interesting note though, in the latest Atari Explorer Online, they said they sold the remaining 8-bits, 2600, and 7800 overseas and in South America.

Later.....

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu

/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}((((((()))))))){{{{{{{{{=======----- 14-SEP-1992

3721. Wanted-latest Zmagazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 21:05:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92258.160516JJMCWILL@MTUS5.BITNET>
Source record: 109519

Does anyone know of a BBS that regularly carries Zmagazine so that
I can get ahold of #210 and upload it here?

Jeff

3722. 300 baud..

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 21:23:41 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209141923.AA22974@brachot.jct.ac.il>
Source record: 109515

```
I am using 300 baud.
I'm in Israel... the land of the rich!!
A 2400 baud external, MNP5 modem costs 280 DOLLARS here...
What am I, a money cow??
So I guess I got an excuse..
-Itay

_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

_____________________________________________________________________________
```

3723. Re: Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 23:48:17 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Sep14.234817.23066@ucsu.Colorado.EDU>
Source record: 109523

James Hague writes:
>I find that most processors have a whole lot more speed than I'll
>ever need, and I'm talking about "slow" things like the 80286 and
>68000. A 16 MHz 68030 may not be the current state of the art, but
>it isn't exactly a slouch either (and that's a severe understatement).
>It is looked upon as underpowered, though, because it is common in
>the MS-DOS world to throw around all sorts of meaningless statistics
>and impressive sounding numbers.

I go by MIPS, myself. (Still looking for somebody to buy me a Sun
SPARC 10 w/four parallel processors - 400 MIPS total!! :^))

--Michael

Michael Hill <>< Isaiah 9:6 | "Go, go into the world and tell all of
hill@spot.Colorado.EDU | creation He lives, lives in the hearts of men
| He said go, go into the world and tell all of
University of Colorado@Boulder | creation He lives, lives in the hearts of men
$ mv net.flames /dev/null | He's the Messiah" --Bloodgood, "The Messiah"
-----------------------My boss is a Jewish carpenter!-----------------------
Did you ever notice that everybody in favor of abortion has already been born?!

3724. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-14 23:57:28 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92258.185728JJMCWILL@MTUS5.BITNET>
Source record: 109521

Yeah, Dataque has the proposed 1600XLE or whatever. It sounded okay,
it promised lots of new features, but apparantly noone was interested.

I'd rather build something on the Parallel bus, like a 8mHz 65816
processor with 68881 math co. It would act as a parallel processor,
and could also run your floppy drives and SCSI devices and stuff.
At least that way you don't have to junk your existing 8 bit,
you still use it. If it breaks, unplug it and plug in a new one.

Jeff McWilliams

3725. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 00:02:42 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92258.190243JJMCWILL@MTUS5.BITNET>
Source record: 109522

Rick,

Well, I can't really argue with your point about simplicity. But
if you wire in all that circuitry, and your computer goes bad, then what?
Also, I'm thinking more along the lines of something that people other than
800XL owners could do, which means Parallel Bus. That at least opens up
the upgrade to 130Xe and 600XL and 1200XL and 1400/1450 owners.
That's just my preference mind you, in the end I will probably throw
a 2nd PIA in my 800XL to get a fast printer port. I think it's healthy
to discuss different philosophies about upgrading the 8 bit hardware.
It keeps ME thinking anyway.

Jeff

3726. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 00:39:01 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92258.203901AKH104@psuvm.psu.edu>
Source record: 109524

>
> Isn't this what Chuck Steinman of Dataque was going to do, but with
>a 65816? This would be a really neat project, if we could get the
>circuit boards printed up. I have an extra 800xl with all the chips
>socketed, so it would be really easy to transplant the chips. While you
>are at it, might as well use a 65802 (65c02 pin-compatible).
>
yes..but 1600XL as it was..was not going to be graphics compatible..
the 130XEC card was though....

> I guess it was economically feasible for Dataque to produce their
>own next generation XE. (But I do see some sort of market for a <$150
>home computer, with diskdrive.)
>
> Has anybody thought of what could be done if you added a second
>GTIA? (I read that this is what the 7800 uses for graphics.)
>
I though they used a MARIA chip...

> What is the cost to have circuit boards made nowadays?
>
>> ALSO I PRESS FOR EVERYONE OF YOU TO BUG THE heck OUT OF ATARI TO
>> RELEASE THEIR DOCUMENTED SOURCE CODE FOR THE XL ROM's. ALL 500+ pages of
>it!
>
> I don't understand why they haven't released a lot of things now
>that they don't support the 8-bits anymore. Interesting note though, in
>the latest Atari Explorer Online, they said they sold the remaining
>8-bits, 2600, and 7800 overseas and in South America.

They still sell the 130xe as I understand overseas...Why hasnt BEST
Electronics gotten a hold of the source code..hmmm?

3727. Re: 2600 Galaga

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 02:01:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <J6D5qB5w165w@cyberden.uucp>
Source record: 109530
Cross-posted to: rec.games.video,misc.forsale,misc.forsale.computers,comp.sys.atari.8bit

1) what "back doors" and "cheats"?! (sure, I'm an addict, but I don't play THAT much!!)

and 2) Gyruss I suppose was made for the XL/XE series, or ported from 5200, because I saw it once on AtariBase, but by the time I got disk space to download it, it and other pirated stuff was gone (thanks to my bitching...and possibly others.. ;)). I don't mind... I'd rather not have it if it's pirated.

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3728. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 02:07:40 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HFe5qB6w165w@cyberden.uucp>
Source record: 109527

borgen@stud.cs.uit.no (Boerge Noest) writes:

> Zeppelin also made Zybex. (I have one or both for the C= 64, came on a tape
> on a magazine)

Damn... i was hoping these awesome games would be treats for Atari
Classicer's only... oh well. So...what's the difference between the C=64
and 8-bit versions of these games? (by bro. has a c64 and some games on
it are actually pretty rude, but of course it's the >8-bit< that has 256
colors! muhahah)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3729. BTW: I'm back

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 02:09:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <ZHe5qB7w165w@cyberden.uucp>
Source record: 109528

After a long time of this place being down (and me loosing tons of
mail... ok...11 messages, only 4 of which were new, but still... grrr),
it's back up and I'm back here...

but for now, I must depart... got a wonderful caring person to call ;)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3730. Re: ASCII art

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 03:59:15 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep15.035915.9098@news.ysu.edu>
Source record: 109525

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```

GEE WILAKERS!

How's this for ascii art?

--
Joe Sabatino-->ab588@yfn.ysu.edu

3731. Zmag210 at the archives

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 05:07:25 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Sep15.050725.7973@cs.tulane.edu>
Source record: 109526

now at the Atari Archives (atari.archive.umich.edu) in the atari/8bit/new folder, Zmag210.arc. Zmag210.arc is the Sept 3 issue of ZmagOnline form ZnetOnline BBS.

Mike
WBUG Atari Archives
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

3732. Binary Group Vote Results

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 05:28:11 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep15.052811.29029@mnemosyne.cs.du.edu>
Source record: 109529

The binaries vote is in.
50 votes total. (including me, not listed)
Votes in favor of creation of binaries group: -> 46
Votes against creation of the binaries group: -> 4
All who voted (excepting me) are listed below.

Jody Lenn (lenn@mentor.cc.purdue.edu)
Jeff McWilliams (jjmcwill@mtus5.cts.mtu.edu)
Samuel Patton (patton@CS.ColoState.EDU)
Bob Hardy (hardy%acid-rain@lucid.com)
Eric Lundquist (eric@ocean.washington.edu)
(DUNHAM_JERRY@tandem.com)
(tgreen@iastate.edu)
Ryan 'Goz' Collings (RCOLLINS@MIAVX1.ACS.MUOHIO.EDU)
Mike Todd (snyder10@convex1.TCS.Tulane.EDU)
Robert A. Pickering Jr. (RAPICKERING@MIAVX1.ACS.MUOHIO.EDU)
Anthony Bufort (bufort@remus.rutgers.edu)
Lance Tatman (terapin!tatmanl@netcom.com)
(JCSCHINKER@MIAVX1.ACS.MUOHIO.EDU)
Jim Johnson (Jim_Johnson@abcd.Houghton.MI.US)
neb!jim (uplherc.upl.com!neb!jim)
Joseph Sabatino (ab588@yfn.ysu.edu)
Jeff Stolte (jss@stanley.nde.swri.edu)
Fredrik Lundholm (d1dol@dtek.chalmers.se)
(AKH104@PSUVM.PSU.EDU)
Detlef Johannsen (dinadan@mcshh.hanse.de)
BarryB (n8846069@henson.cc.wwu.edu)
(d87-psk@nada.kth.se)
(chase@physics.rutgers.edu)
Itay Chamie1 (bruck@brachot.jct.ac.il)
Ben Poehland (poehland%phvax.dnet@smithkline.com)
Garold Redenbaugh (garold@cbnewsk.att.com)
Marek Tomczyk (@vm.gmd.de:UJ1G@DKAUNI2.BITNET)
Duane Tribe (tribe@ted.cs.uidaho.edu)
Nick DiMasi (balr!vpnet!nickd@clout.chi.il.us)
Mike Jewison (@aurora.physics.utoronto.ca:jewison@physics.utoronto.ca.)
Michael Current (aa700@slc8.INS.CWRU.Edu)
Null Cypher (swoodwar@nike.calpoly.edu)
Bill Kendrick (cyberden!phbill@moon.nbn.com)
(2PEREIRA_F@spcvxa.spc.edu)
Michael Hill (hill@spot.Colorado.EDU)
Charles Berlinguette (charles.berlinguette@outlan.ersys.edmonton.ab.ca)
Rick_Michael_Cortese@cup.portal.com
Jeff Potter (potter@sunny0.dab.ge.com)

John Bunch (jbunch@nyx.cs.du.edu)
Joe Perkins (ac742@yfn.ysu.edu)
Louis E. Marcotte (marcotte@unixland.natick.ma.us)
Brent Buescher (buescher@ugcs.caltech.edu)
Dawn_Scotting@kcbbs.gen.nz
Miguel Farah (IIC1112@malloco.ing.puc.cl) (AyudantesIIC1112)
Andrew Huie (andrewh@panix.com)
Robert M. Funk (rfunk@magnus.acs.ohio-state.edu)
James Lebak (jlebak@cs.cornell.edu)
Frank E. Seipel (fseipel@magnus.acs.ohio-state.edu)
Olav Queseth (d0queset.@dtek.chalmers.se)

Thanks to all that participated!
We now know that we couldn't win because we
don't even have the minimum 100. Shucks.
But we'll think of something anyway, right?

Uncle Fester
--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3733. Re: Wanted-latest Zmagazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 07:12:22 UTC
From: jonc@status.gen.nz
Message-ID: <BFs4qB2w164w@status.gen.nz>
Source record: 109543

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Does anyone know of a BBS that regularly carries Zmagazine so that
> I can get ahold of #210 and upload it here?
>
>
> Jeff

Yes Jeff we do.. (grin) Ring +649 358-5543

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3734. Re: Falcon / binary postings to c.s.a.8

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 13:22:15 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209151122.AA14430@brachot.jct.ac.il>
Source record: 109536

```
:) You're missing the point. If you post binaries to the discussion group,
:) regardless of subject, they end up in the digest, and force digest
:) readers to either slog through lots of crud they don't want to see, or
:) cancel their subscriptions.

Well, my suggestion makes the file appear in the END of the digest, letting
Digest readers to just abort the read, with the knowledge that there is
nothing after it... the Digest is sorted alphabetically, which is why I
suggest "zzzz name".

-Itay

_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|

Disclaimer: I'm not a computer freak, but I play one on Usenet!!
_____________________________________________________________________________
```

3735. Re: Terminal Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 13:57:36 UTC
From: phile@pwcs.stpaul.gov
Message-ID: <9209151357.AA04965@pwcs.StPaul.GOV>
Source record: 109538

I asked for help on this newsgroup with modeming to my Unix account from home with my Atari 800. I am quite computer-illiterate, (my access to the account via Macintosh and telnet requires no Unix knowledge.)

```
_______ _____
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```

to lots of folks who helped me via Email, including:
Jim Johnson, Itay Chamiel, Bill Marcum, Nicholas J. DiMasi, Bob Hardy, Null Cypher, Chris Chiesa, Rob Funk, and Jeff McWilliams

Jeff Potter was able to supply an old termcap apparently written and posted by Howard S. Nichols. My Sysop was able to change it into a terminfo that gets me by for now.

The consensus is that I really need to use a program like Bobterm, VT10SQ, Kermit65 or Omnicom.

(The author of Bobterm was reportedly to speak at the SPACE meeting in the Twin Cities last Friday, but I was unable to attend.)

It looks like Kermit65 may be the best for me. There is no way I can ftp it to the Atari with my current setup. Is there any way I can get it on disk? I'd be happy to pay for the disk and the postage. Of course, I will need documentation understandable by an idiot...

Please reply via Email, as I seldom get to read newsgroups.

Phil Ethier, THE RIGHT LINE, 672 Orleans Street, Saint Paul, MN 55107-2676
h (612) 224-3105 w (612) 298-5324 phile@pwcs.stpaul.gov
"The workingman's GT-40" - Anthony Colin Bruce Chapman

3736. GOOD ANSI FOR YOUR ATARI !!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 14:17:32 UTC
From: bb099@cleveland.Freenet.Edu
Message-ID: <194r9sINNkpt@usenet.INS.CWRU.Edu>
Source record: 109531

Even though I no longer own an Atari 8-bit (I traded it in a
swap for a Commodore clone of an XT). I remember a program I used
called ANSITerm. It gave all of the ANSI functions except for extra
large and highlighted text (it gives GOOD graphix). I now use ANSI
on my MS-DOS system and I can tell you that ANSITerm is great, about as
good as it can ever be.

I used it with a small, sharp B&W TV and once I got used to it
it was rather easy to use, just takes a wee bit of time and you are off to
the races.

Also there is a program I used called "VT100". It gave a good
VT100 emulation. Even though it did not have the graphics of ANSITerm
, the version I used (a special vers. for my SX-212 modem) a screen
dump to my 1025 printer was a handy feature. Also, the letters on VT100
where a bit easier to read.

Note: ANSITerm also has 40 col. ascii mode and an ATACII mode

NOTE:VT100 does NOT run on the 1200xl, but ANSITerm does

If you are interested, drop me some E-mail and I will
try to get it too you......
--
"Speak to me in many voices, make them all sound like one.
Let me see your sacred mysteries, reveal to me the unknown tounge."--B.O.C.
A. Trent Phillips |personal E-mail:bb099@cleveland.freenet.edu
alias:White Rook | NWROC E-mail:usr6418a@tso.uc.edu

3737. Re: ANSI!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 14:30:43 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <194s2jINNn7c@usenet.INS.CWRU.Edu>
Source record: 109532

Ansit1.arc is now on Compuserv in the ATARI8 Sig. I am using it

right now. It is shareware . This program needs no, nada, zip,

hardware changes; but it does need at least 48k RAM.

It gives you a very readable 80 collum display

I would UUdecode it and send it to BART; but, one of my disk

drives is sick and I am only using one drive right now.

--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

3738. Re: Binary Group Vote Results

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 14:50:08 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <194t70INNr2d@usenet.INS.CWRU.Edu>
Source record: 109533

I should be shot for not voting on time; but, if ti does any good

count me as a yes vote.

--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

3739. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 14:57:38 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <65907@cup.portal.com>
Source record: 109534

Ryan; I believe Wooley did a 2nd GTIA with it's own ram. He said it was so easy that Atari should have thought about doing it. I can't remember many of the details, but I think he did stuff like had one in displaying 16 lums while the other displayed 16 colors => 256 colors W/O DLI's. But I don't think many people jumped on the bandwagon so no drawing program or pictures were ever done on it. I think someone was going to GIF viewer, but I never heard if it got finished.
Jeff; I started out doing everything on the bus, but then from the surveys I've seen, only about 40% of us have 800XL's. It's no big thing, every signal on the bus can be had in the computer & every signal in the computer can be brought out to the buss. The only thing I'm sort'a worried about is if we start going to far from the original hardware design we will lose our ability to understand what each other is talking about. For instance, I think everyone in the sig can just say, "Yeah, another PIA at $D700, I know how to work that." without even seeing the schematic. Even something like a PIA @ $D320 wouldn't be a problem for most people that can read a joystick from hardware. As long as nobody designs something that goes out of the original hardware area or needs something like a one of a kind PROM, we're all right. I've got to admit though, I'm thinking a 34 pin expansion via a $3 disk drive cable would give me more then enough signals for anything I'd need, & 3 edge card connectors to boot!

3740. WANTED: Atari, Colecovision, Intellivision carts - buy/trade/sell

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 16:08:34 UTC
From: bs066@cleveland.Freenet.Edu
Message-ID: <1951q5INNcnq@usenet.INS.CWRU.Edu>
Source record: 109535
Cross-posted to: rec.games.video,comp.sys.atari.8bit,misc.forsale,misc.forsale.computers,misc.wanted

```
** Wanted: Used/new Atari 2600/5200/7800 games, Intellivision,Colecivision **
** and XEGS/Atari computer cartridge games. Will trade new/used/rare **
** games or buy games. **

Wanted: Atari 7800/5200/2600/8-bit computer, Intellivision, and Colecovision
video game cartridges. I would like to trade/buy/sell games. I have some
new and used games for those systems and would like to trade for games
that I do not have. I will also sell games (both new and used).

I will also pay a reasonable price for the games (depends on the game) and
pay shipping if you do not wish to trade. I will also buy games in sets
with the hardware if you are trying to get rid of an old system.

Please send me a list of the games that you would like to trade/sell and
what games you want in trade or the prices of the games you are selling.

Here is a list of the games that I have available for trade/sale for
2600/5200/7800, Intellivision, and Colecovision games. If you are interested
in trading, ask and I can send you an up-to-date (more or less) list of what
I have extras of. I also have a few rare titles for trade only.

New Atari 7800 games for trade/sale: (All by Atari)

------------------------------------
Ballblazer ($10) Tower Toppler ($20) Donkey Kong ($10)
Donkey Kong Jr. ($10) Joust ($10) Dark Chambers ($18)
Pole Position II ($6) Asteroids ($12) One-on-One Basketball ($10)
Robotron: 2084 ($10) Crossbow ($16) Touchdown Football ($18)
Xevious ($10) Choplifter ($18) Karateka ($18)
Dig-Dug ($8) Hat Trick ($12) Realsports Baseball ($18)
Jinks ($16) Galaga ($10) Impossible Mission ($28)
Food Fight ($10) Barnyard Blaster ($16) (light gun required)
Centipede ($12) Fight Night ($16) Ace of Aces ($24)

New Atari 2600 games for trade/sale: (All by Atari, except Starpath SC)

------------------------------------
---------> Starpath Super Charger with Games 1-4 <---------- ($30) ----------
Desert Falcon ($12) Gravitar ($24) Pole Position ($8) Venture ($10)
Sprint Master ($16) Super Football ($12) Jungle Hunt ($14) Centipede ($16)
Crossbow ($18) Crystal Castles ($12) Super Breakout($12)Battlezone ($14)
Jr. Pac-Man ($12) Solaris ($8) Kangaroo ($10) R.S. V-ball($12)
Secret Quest ($24) Space Invaders ($12) Asteroids ($14) Ms.Pac-Man ($18)
Vanguard ($20) Dark Chambers ($20)

New XEGS games for trade/sale: (All by Atari)

-----------------------------
```

Rescue on Fractalus ($24) Archon ($32) Ball Blazer($24)
Gato ($36) Barnyard Blaster ($36)

*** Note: Some of the new games may be out of stock and unavailable.
*** Some of the used games may have already been sold/traded.

Wondering why the prices are so high? -- Well, I spend quite a lot of time searching for these cartridges. My ultimate goal is to collect as many different cartridges for the above systems as possible. So, I greatly prefer to trade for games rather than sell them. When I sell them, I have to in some way justify all of the time I have put into finding that cartridge, that means I have to charge more $$$. If I trade for another cartridge(s) that I do not have, then I consider it even and I am happy.

Haggeling: Feel free. If you are buying multiple games, the chances are that I can give you a better deal than what is listed above. If you are just buying one. It's very unlikely.

Postage: Postage included when buying games and trading games (Except Intellivision games and all hardware).

Partial list if Atari 2600 USED games for trade (no manual/box):

Taz Tunnel Runner Steeplechase
Stellar Track Krull Basic Prog.
Dolphin Oink! Radar Lock (Many more....)

Partial list if Atari 5200 USED games for trade (no manual/box):

Miner 2049er Star Wars: The Arcade Game (Many more....)

Used Hardware for Trade/Sale (Shipping not included)

Systems:
Atari 2600, 2 Joysticks, 1 set of Paddles, Power Supply, Switch box, $25
Parts:
Atari 2600 (6 switch) Console only, $35
Atari 2600A (4 switch) Console only, $15
Atari 2600 power supply, $10
Atari 5200, 4 port model, Power Supply, Switchbox, $45 (No joysticks)
Atari 5200, 4 joystick port, console only, $10 (not sure if it works)
Atari 7800 Console only, $25

Used Super Nintendo games available for trade only

PilotWings R.P.M. Racing Super Ghouls and Ghosts

I am also interested in used video game hardware. Please also send a list of what you have and the prices.

Here is a PARTIAL list of the games that I am looking for. If you have any of these games for sale/trade, please write back and we can make a deal. But since this is just a partial list, if you are interested in trading at

all please write and I can send you the whole list.

Atari 2600 games wanted:

Roadrunner Atari# CX2663 Frog Pond Atari# CX2665
Swordquest Airworld Atari# CX2672 Dukes of Hazzard Atari# CX2678
Quadrun Atari# CX2686 Tempest Atari# CX2687
Pengo Atari# CX2690 Food Fight Atari# CX2693
Xevious Atari# CX2695 Asterix Atari# CX2696
Rubik's Cube Atari# CX2698 3-D Asteroids Atari# CX26105
Galaga Atari# CX26116 Obelix Atari# CX26117
Saboteur Atari# CX26119 Zookeeper Atari# CX26121
Choplifter! Atari# CX26124 BMX Atari# CX26190
Elevator Action Atari# CX26126 Gremlins Atari# CX26127
Boing Atari# CX26128 Honker Bonker Atari# CX26130
The Last Starfighter Atari# CX26134 Super Soccer Atari# CX26138
Motorcycle Atari# CX26141 Crack'ed Atari# CX26142
Jinks Atari# CX26165 Street Fight Atari# CX26167
Motorodeo Atari# CX26171 Xenophobe Atari# CX26172
Ikari Warriors Atari# CX26177 White Water Madness Atari# CX26184
KLAX Atari# CX26?? Shooting Gallery Atari# CX26??
Saving Mary Atari# CX26?? Adventures of Max Atari# CX26??

Looping Coleco# 2654 Mr. Do! Coleco# 2656
Time Pilot Coleco# 2663 Mr. Do's Castle Coleco# ????

Ewok Adventure Parker Bros.# PB5065
Q*bert's Qubes Parker Bros.# PB5550
Frogger II: Threedeep!Parker Bros.# PB5590

Atari 5200 games wanted:

Beamrider Gyruss Meteorites Spitfire
Return of the Jedi Roadrunner XARI Arena Black Belt
Ball Blazer Gremlins Basketball Track & Field
Xevious Looney Tunes Hotel Pac Man Jr. Sport Goofy
Miniature Golf Meebzork Tempest Mr. Do!'s Castle
Rescue on Fractalus

Atari 7800 games wanted:

Ikari Warriors Atari# CX7862 Mat Mania Challenge Atari# CX7863
Ninja Golf Atari# CX7870 Meltdown Atari# CX7875
Scrapyard Dog Atari# CX7879 Midnight Mutants Atari# CX7889
KLAX Atari# CX78?? Rescue on Fractalus Atari# CX7816
Tank Command Froggo# ????? Water Skiing Froggo# ?????

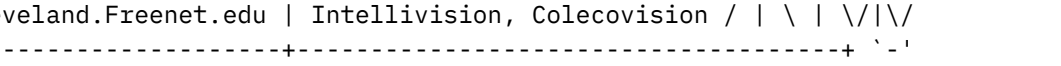
Colecovision Games Wanted:

Motocross Racer Beamrider H.E.R.O. Rock 'N Bolt
Zenji Bump 'n Jump Frenzy Frontline
Burger Time Congo Bongo Dambusters Donkey Kong III

Tarzan Boulder Dash Mountain King
Montezuma'sRevenge Star Wars: The Arcade Game

Intellivision Games Wanted:

Swords and Serpents Minoutar Hover Force Sewer Sam

Thanks,
Jeff Scott
--
Jeff Scott | Classic Video Game Collector |||
usr5271a@tso.uc.edu | Atari (2600/5200/7800/XEGS) |||
bs066@cleveland.Freenet.edu | Intellivision, Colecovision


3741. VT100 instruction-codes, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 16:08:53 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209151408.AA16458@brachot.jct.ac.il>
Source record: 109537

```
Can anyone mail me an online copy of the VT100 instruction codes?
I have no FTP, and have no idea of where to look..
And the faster the better, since I'm trying to write a REAL vt-100 emulator.
(remember col80? good, it'll write at the same speed.)
-Itay

_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

_____________________________________________________________________________
```

3742. Searcing for Aztec Warrior...old game

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 17:19:15 UTC
From: 2pereira_f@spcvxb.spc.edu
Message-ID: <1992Sep15.131915.3881@spcvxb.spc.edu>
Source record: 109540

Hey all you 8-bit freaks out there!

I am looking for an old..old ..old game
called Aztec Warrior an 8-bit game which i lost .....
I just wanted to know if anyone has it out there
or where can i find it....
I believe there was no cartrige for it ..
is it in the archives....
can anyone help!

Has anyone heard of it! It ws my favorite game of that type...
let me know..

Thanks,
Felix

3743. Fan Mail From a Flounder

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 18:06:05 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep15.180605.19171@mnemosyne.cs.du.edu>
Source record: 109539

Excuse me for bringing this to the net, but I feel that this is
where it belongs. I have not done anything about posting binaries
other than take a vote to find out if it was at all possible for
us to create a separate group for that purpose. I don't pretend
to know everything about Internet and never will. Neither do
I pretend to know how everyone feels about binaries. I am just
a lowly user that likes to explore possibilities. Now I am
informed that it will be impossible to post binaries to this
group without coming off as a "fascist". Well excuse me folks,
but I thought we were trying to come up with a workable solution.
Had I known it would be a total waste of time and energy, I
never would have entered this fray in the first place.
Do not send me email about this subject. Period. If you wish
to berate me for attempting to bring some sort of consensus to
this newsgroup regarding binaries, do it here where it belongs.
That's the way us "fascists" do things.

The following is an abbreviated account via email between me
and an un-named dissenter. If he doesn't like me posting this
here then too bad. But then, again that's simply because
I am a "fascist" and that's the way we are. I don't have the
text of my replies to him in full here. That's because I
didn't think things were going to get this far and didn't save
them. If he wants to put 'em here he can.

REGARDING THE BINARIE VOTE

He says:

>Whichever way it turns out, please don't encourage folk to post binaries
>to the regular group.

To which I reply:

Now, I hardly think this is fair. The vote is at 46 for, 4 against.
We will definitely _not_ have a separate group for this.
I don't see your vote on my list, but that wouldn't change anything.
The upshot of it is, there will be few postings, and we will come up with
a protocol to best handle the annoyance to people that don't want them.
I can't think of one reason other than the subscribers to the digest
format of this group, that it shouldn't be done. Even in that case, there
has to be a way around it.
Sorry, but I _do_ plan to encourage it, and I myself plan to post binarie
uuencoded files. But not until the protocol is arrived at.
For a machine that is all but dead, (most won't admit this) any and all
sources available should be utilized.

His response:

It's a shame you feel that way. There are lots of ways to treat this
problem in an inclusive way, but you're apparently dead set on forging
ahead with a course that will alienate some of the readers. If you're
really interested in supporting an almost dead machine as much as
possible, I would think it would be a goal to keep eveybody on board as
long as possible. Apparently the real goal it to take your own favorite
way of doing something and shoving it down the throats of everyone who
disagrees.

Date: Tue, 15 Sep 1992 11:15 EDT
From: thester@nyx.cs.du.edu (Uncle Fester)

I said:

I would hardly call 46 votes for the binaries against 4 no votes "shoving
it down the throats of everyone who disagrees."
As I said (since you didn't seem to catch it), I plan to post binaries
when a protocol is reached. If you are a digest subscriber then I am
sorry that you feel as if your "reading" will be somehow ruined.

To which he replies:

I've been running the digest and the archives for 5 years. I *do* have
some experience of how this all works, and I've seen firsthand the
flurry of requests for unsubscription that arrive whenever somebody who
believes that netnews is the way of the whole world starts posting
binaries. We lost ~15 subscribers last time, and if you persist in
doing this, we'll eventually lose a lot of the rest.

** I have to add here that I was ignorant to the fact that he is **
** responsible for the digest form of this newsgroup. **

(he continues):

You're obviously intent on doing things your own way without considering
whether there's a way to do things that does a better job of serving
everyone's needs. So be it, I don't own the newsgroup any more than you
do. I'm merely suggesting that you can be a fascist and proclaim that
it's the right thing simply because a bunch of people say so, or you can
do things a different way. It's no skin off my nose, as I have other
means of reading the stuff that aren't impacted by binaries. It *does*
impact people who read the digests over slow lines.

... obstructive.

Uncle Fester

You're the expert. {HIS WORDS}

Yes! I'm EXPERT-MAN! Able to shove things down throats in a
single posting! Faster than a speeding binarie! Bend logic
in my bare hands! Fighting for the Fascist Way!

Pardon me, but the last time I checked, my 'things-to-do' file
didn't include forcing anything on anyone. If there is not
to be binaries postings, then I can live with that. What I
can't stand though is to be termed a 'fascist' for simply
exploring the idea that it might be nice to have the option
of posting binaries. Where was your email back when this
started, eh? While there is admittedly overwhelming support
for the idea of a separate group, there is no clear idea yet
as to how we could possibly do such a thing here. Is it
impossible for the reasons given by no-name above? Does
anyone know? Has anyone tried to find a way for a few
binaries to coexist with the least amount of disruption?
I haven't been in this group for 5 years, so how the heck
should I know? I thought that's what a forum was for; an
assembly for discussion of public affairs. This is the
forum for the Atari 8-bit computer. I don't run things here.
YOU PEOPLE DO. Post. Don't post. I don't care what you
decide. I am _not_ a fascist and never dreamed of aspiring (!?)
to that mentality.
I know that I am being harsh with this. I can't help that.
I'm sorry. I don't accept that something can't be done just
because so-and-so says it can't. I have seen only one
constructive suggestion regarding the conflict between the
digest subscribers and those that wish to post binaries.
That was from Itay Chamiel. And you know what? Nobody has
said anything about it! Why? Apparently because no-one gives
a damn, that's why!
I may come off as a screaming, fascist lunatic here, but at
least I give a damn about whether something should even be
worthy of scrutiny in the first place.

No apologies for anything I said.
Fascists don't apologize unless it's needed.

Uncle Fester
(I'm the expert. NOT)

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3744. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 19:53:51 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92259.145351JJMCWILL@MTUS5.BITNET>
Source record: 109541

Rick,

Okay, I hear from where you are coming from. If we can get somebody
to help out with schematics for the other 8 bits, we can find out if
this easy PIA upgrade could be done in the other XL/XE machines as well.
Any takers?

Jeff

3745. Re: Fan Mail From a Flounder

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 20:00:18 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92259.150018JJMCWILL@MTUS5.BITNET>
Source record: 109542

Hmm, well, in the words of Treebeard, let's not all get hasty!

Perhaps we should call for input from those who depend on the digest, to tell what they think of all this. I think there are those, like Dawn Scotting, who have to really watch how much mail comes their way, as they pay for it. I know that when I get really long digests, or AEO posts, I sometimes have serious problems getting rid of the darn thing.

Why is this so? Even if I tell my mailer to delete it, it has to twice as much space as my UNREAD mail file takes up. Often I've had to spend hours Kermitting files off of my account, just so there is room for the mailer to erase large digests and AEO issues. The Consultants are fairly helpless about my room shortage, and won't give me more breathing room in my account to alleviate the problem.

I am wondering, if the program that creates the digest has source code available, if it would be possible to omit C.S.A.8 posts that have a zzzz in the subject line. That way, the binary files would appear in c.s.a.8., but not in the Digest echo of it. I think the person responsible for creating the digests needs to respond to this idea. If it's not possible or feasible for one reason or another, that is fine. At least we explored the idea.

True, comp.sys.atari.8bit and the Digest aren't perfect, but for most of us, they are FREE, so let's not get too worked up about all this, and try to get along.

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3746. ANTICs for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 22:12:26 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <5681@ucsbcsl.ucsb.edu>
Source record: 109545

I have a giant stack of Antic magazines for sale. A total
of 35 magazine ranging from 1984 to 1987. I'd like to
sell the whole stack for about $40 (and this is a DEAL
because the postage is going to be high) including
postage. I just don't want to throw them out because they
are full of Atari 8-bit information. Send me e-mail
if you are interested, and wish to know the specific
issues I have.

3747. Re: Fan Mail From a Flounder

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-15 22:38:25 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep15.223825.26863@mnemosyne.cs.du.edu>
Source record: 109544

Jeff McWilliams had a good idea back there!
I had previously discussed this with Itay Chamiel about the program that creates the digest ignoring 'zzzz' in the subject line.
It should be relatively easy. Just as there are scripts for people that use the alt.binaries.pictures groups and other binaries groups to automagically cull subjects with 'gif' or 'jpg' in them, it should be just as easy to script for 'zzzz'.
Myself, I don't use one of those. (yet) I just use my 'n' key, but I do understand that those that get the digest don't have that option.
These are computers after all, for Pete's sake! What good is it if they can't address a problem that seems to be as simple as the one at hand?

What's (who) Treebeard? :-)

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3748. Re: ANTICs for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 00:49:08 UTC
From: ericl@milton.u.washington.edu
Message-ID: <1992Sep16.004908.11357@u.washington.edu>
Source record: 109546

In article <5681@ucsbcsl.ucsb.edu> 6500dtpt@ucsbuxa.ucsb.edu (David Tipton) writes:
>I have a giant stack of Antic magazines for sale. A total
>of 35 magazine ranging from 1984 to 1987. I'd like to
>sell the whole stack for about $40 (and this is a DEAL
>because the postage is going to be high) including
>postage. I just don't want to throw them out because they

Remember, if you are going to mail a lot of books or magazines within the US, use USPS 4th Class Book Rate, it's really cheap. You can get 50 lbs across the country for around $15... Just be sure to package them fairly securely, because the Postal service treats them a lot rougher than 1st class mail...

Eric Lundquist
University of Washington, Seattle, WA, USA
ericl@ocean.washington.edu

3749. Re: Atari binaries postings. A comment...

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 01:19:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <JV76qB1w165w@cyberden.uucp>
Source record: 109550

rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:

> just an annoyance to those who are not interested in it. When
> there is a text message that seems uninteresting, at least it is readable.
> With a binary newsgroup, one could just read the titles, then go back and
> save those messages/files that were desired.

Why not just do this?: Here is my blurb about a file:

blah blah blah blah...
blah blah.. that's all I got to say...

abort message now if you don't want it!!
<---snip--->

begin somefile.uue part 1/1
Table:
ABCDEFG

etc.etc.etc.... and if you don't want it.. skip it.

simple enough. When I read other groups, I always scan what I want to
read, but here, i read all messages no matter WHAT (unLESS they have to
do with...say...IBM->8-bit xfer or something extremely technical that I
don't need to know (yet)).

Is this sufficient?

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3750. Re: Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 01:24:41 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <u476qB2w165w@cyberden.uucp>
Source record: 109551

un035513@wvnvms.wvnet.edu writes:

> My biggest beef with Kermit-65 is the fact that it's scrolling tends to lose
> lines of text when it tries to scroll the screen when the cursor reaches the
> bottom. Could be that I'm using an older v., though. For VT100 you cant bea
> V10^2. Pretty solid little program aside from a couple of bugs. I log onto
> VAX with it all of the time.
>
> a.centofanti

Ah.. this looks like a job for Itay Chamiel's little 80 column scroll
ditty.... ANSITerm has the same quirk...
THat's why (for now) I stick with BobTerm.. 80 column is too
slow.

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3751. Re: Fan Mail From a Flounder

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 02:34:37 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92259.213437JJMCWILL@MTUS5.BITNET>
Source record: 109547

Uncle Fester,

Well, the I think the idea would have to be implemented at the site
where the digest is composed, not by each individual receiver.
I know there are programming languages on this system, but how to write
a program to automatically exclude a binary from an incoming mail file
would be way beyond me. I don't have the time to research into such a thing.

Don't know who Treebeard is? OBVIOUSLY not a Tolkien fan! Hmmph!

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3752. Atari Koala Format & RGB

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 02:54:28 UTC
From: dlread@uuisis.isis.org
Message-ID: <D0a7qB4w164w@uuisis.isis.org>
Source record: 109405

What a nice thing to find on the internet - an Atari 8-bit newsgroup. It fills me with nostalgia. By coincidence, nostalgia is the reason I am writing an Atari Koala -> GIF 87a file converter on my PC clone.

I think I have it pretty much figured out, but does anybody know of a definitive and complete specification of the Atari 8-bit Koala file format?

What I don't have figured out at all (but am getting help with on Compuserve) is an Atari hue/luminance -> RGB colour map. Did Atari or anybody ever document such a thing? How would I go about generating such a map?

Any help would be appreciated,

3753. Re: Fan Mail From a Flounder

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 03:27:16 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep16.032716.8774@mnemosyne.cs.du.edu>
Source record: 109552

In article <92259.213437JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@
TUS5.BITNET> writes:
>Uncle Fester,
>
>Well, the I think the idea would have to be implemented at the site
>where the digest is composed, not by each individual receiver.
>I know there are programming languages on this system, but how to write
>a program to automatically exclude a binary from an incoming mail file
>would be way beyond me. I don't have the time to research into such a t
ing.
>
>Don't know who Treebeard is? OBVIOUSLY not a Tolkien fan! Hmmph!
>
>
>Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
>jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
>cd827@cleveland.freenet.edu
>cd827%cleveland.freenet.edu@cunyvm

Yes, that is what I meant. But if it is a Unix system, it should be very
easy for Mr. Dunning to create a script to sift the 'zzzz' files.
I'm not a programmer (I dabble), but if 5 years experience is worth
anything, (the Digest'er himself) it couldn't hurt to try it.
(Tryyyyy it! You'll liiiiiike it!) I know I would.

?W
Well, I kind of figured Treebeard must be something of a Fantasy nature.
Now I know. Thank you. And keep him around in case he's needed again.
Nothing like a little wisdom to keep things on track.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3754. Sombody wanted ANSI codes?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 04:18:22 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Sep16.041822.24663@msuinfo.cl.msu.edu>
Source record: 109553

```
ANSI Control Sequences

ESC (A Designate UK character set as G0
ESC (B Designate ASCII character set as G0
ESC (0 Designate graphics character set as G0
ESC (1 Designate alternate character set as G0
ESC (2 Designate alternate graphics set as G0
ESC )A Designate UK character set as G1
ESC )B Designate ASCII character set as G1
ESC )0 Designate graphics character set as G1
ESC )1 Designate alternate character set as G1
ESC )2 Designate alternate graphics set as G1
ESC 7 Save cursor and attributes
ESC 8 Restore cursor and attributes
ESC = Enter keypad application mode
ESC > Enter keypad numeric mode
ESC D Move cursor down one line
ESC E Move cursor to first character position next line down
ESC H Set tab at current column
ESC M Move cursor up one line
ESC Z Transmit identity sequence (non-standard ANSI)
ESC c Reset terminal to initial state
ESC [PnA Move cursor up n lines (1)
ESC [PnB Move cursor down n lines (1)
ESC [PnC Move cursor forward (right) n places (1)
ESC [PnD Move cursor back (left) n lines (1)
ESC [pn;pnH Position cursor to row n, column n (1,1)
ESC 0J Erase from cursor to end of display
ESC 1J Erase from beginning of display to cursor
ESC 2J Erase entire display
ESC [>3;TR;LC;BR;RCJ Erase all within top row (TR), left column (LC),
bottom row (BR), right column (RC)
ESC 0K Erase from cursor to end of line
ESC 1K Erase from beginning of line to cursor
ESC 2K Erase entire line
ESC [>3;LC;RCK Erase within line from left column (LC) to right
column (RC)
ESC [PnL Insert n lines.
ESC [PnM Delete n lines.
ESC [PnP Delete n characters.
ESC [c Report device attributes. Response: ESC [?1;2c
ESC [Pn;Pnf Same as ESC [Pn;PnH
ESC [0g Clear tab at cursor position
ESC [3g Clear all tabs
```

```
ESC [>5g Set tabs every 8 columns
ESC [20h Set auto line feed mode
ESC [?1h Set cursor key application mode
ESC [?2h Set ANSI mode
ESC [?5h Set light screen mode
ESC [?6h Set origin mode
ESC [?7h Set auto wrap mode
ESC [?8h Set auto repeat mode
ESC [?1l Reset cursor key application mode
ESC [?2l Reset to VT-52 mode
ESC [?5l Reset to dark screen mode
ESC [?6l Reset to cursor origin mode
ESC [?7l Clear auto wrap mode
ESC [?8l Clear auto repeat mode
ESC [>3h Set hex keypad mode
ESC [>4h Set clear screen on form feed
ESC [>5h Set control characters visible
ESC [>6h Set ignore incoming XOFF
ESC [>12h Set convert tabs to spaces mode
ESC [>13h Set CRT saver mode
ESC [>14h Set half duplex mode
ESC [>3l Set normal keypad mode
ESC [>4l Set form feed is line feed mode
ESC [>5l Set control characters invisible
ESC [>6l Set enable incoming XOFF
ESC [>12l Clear convert tabs to spaces mode
ESC [>13l Clear CRT saver mode
ESC [>14l Clear half duplex mode
ESC [0m Select normal graphic rendition
ESC [1m Select bold character attribute
ESC [4m Select underlined character attribute
ESC [5m Select blinking character attribute
ESC [7m Select reverse video character attribute
ESC [5n Report terminal status
ESC [6n Report cursor position
ESC [TR;BRr Set scrolling region at top row (TR) and bottom row
(BR) (1,24)
ESC [HH;MM;SS;YY;MO;DDt Set time of day clock to hours (HH), minutes (MM),
seconds (SS), and optionally year(YY), month
(MO), day (DD)
ESC [0v Set visible cursor
ESC [1v Set invisible cursor
ESC [2v Set underline cursor
ESC [3v Set block cursor
ESC [4v Set steady cursor
ESC [5v Set blinking cursor
ESC [0x Request terminal parameters, set unsolicited reports
ESC [1x Request terminal parameters, stop unsolicited reports
```

3755. ATASCII Termcap?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 04:19:22 UTC
From: orange@uumeme.chi.il.us
Message-ID: <1992Sep16.041922.14780@uumeme.chi.il.us>
Source record: 109554

Hello.. A friend of mine is currently looking for some way to use ATASCII for unix.. the only reference of Atari in the entire /etc/termcap file here is for Atari St (which is Rom-based vt52). Basically I'm wondering if anyone has constructed a special entry for 8bit atari's (ie: ATASCII) for unix..

Please send replies to the following address:
clout.chi.il.us!gagme.chi.il.us!uumeme.chi.il.us!orange

Thanks!

--
Karl Meiser orange@uumeme.chi.il.us

I said it, but I might not have meant it. Good enough? (shrug)

3756. Re: Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 06:34:54 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92260.013454JJMCWILL@MTUS5.BITNET>
Source record: 109548

Well, Itay was gonna incorporate his fast 80 column handler into Omnicom.
But in searching for the sources, I finally got ahold of the author,
David Young. He said there was no way he could provide me with the sources.
He was totally vague as to why, but the feeling I got from the brief, terse
conversation was something on the order of he didn't have the sources,
or perhaps he no longer had any 8 bit period. I was totally bummed by the
conversation, it really ruined my evening.
SOMEBODY on the Internet has the sources, I remember the person mentioning
them sometime last year, but I can't for the life of me remember who it
was. Would the lucky party please raise their hand?

Jeff

3757. Re: Fan Mail From a Flounder

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 06:38:46 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92260.013846JJMCWILL@MTUS5.BITNET>
Source record: 109549

Uncle Fester,

Yeah, okay, now I see what you are getting at. UNIX from the limited exposure I've had to it, seems able to do just about anything if you put your mind to programming it to do so. Mr. Dunning must be listening in, and I'm sure he'll reply to this soon. So what do you think, John? Are we all just babbling idiots?

Jeff

3758. post the binaries already

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 17:36:47 UTC
From: conklin@theclub.UUCP
Message-ID: <9209161736.AA18880@forest.egr.msu.edu>
Source record: 109406

This entire discussion about posting binaries is assinine. I'm a digest reader who totally depends on the digest for ia8 news. What binaries have come across I have had no interest in, but GET REAL PEOPLE! There is so little new software for the 8-bit you should be killing yourselves for every morsel, and cherish what files you are fortunate enough to pick up.

Above and beyond all of that, 45 to 5? This is the United States, right? The _convenience_ of the few does NOT outweigh the votes of the many!

Ignore the vote. Ignore the complaints. Post what you will.

Terry Conklin conklin@egr.msu.edu 313-334-8877 << short .sigs, try em!

3759. Re: post the binaries already

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-16 18:19:00 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Sep16.181900.2709@mnemosyne.cs.du.edu>
Source record: 109407

In article <9209161736.AA18880@forest.egr.msu.edu> conklin@theclub.UUCP writes:

>Ignore the vote. Ignore the complaints. Post what you will.

Finally... somebody more constructive than me!!!
I second the motion.. and the "zzzz" idea is not to chuck the thing
out of the digest, but to put it at the end, so if the guy's interested,
he can keep it.

-Itay

3760. Re: Wanted-latest Zmagazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 00:50:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <198kpbINNore@usenet.INS.CWRU.Edu>
Source record: 109408

In a previous article, jonc@status.gen.nz (Jon Clarke) says:

>Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:
>
>> Does anyone know of a BBS that regularly carries Zmagazine so that
>> I can get ahold of #210 and upload it here?
>>
>>
>> Jeff
>
>
> Yes Jeff we do.. (grin) Ring +649 358-5543

<no grin> You have e-mail access, Jon, and you have access to the new
Z*Mags as they come out, I presume. If you're really interested in
distribution of your mag on the Internet, why don't you get it out to us?
Send it to weiner@atari.archive.umich.edu for the atari.archive, or send it
to Ryan "Goz" Collins for his Z*Mag distribution list, or send it to me and
I'll FTP it up to the archive and post it on the Cleveland Free-Net.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3761. Re: Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 01:34:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <66012@cup.portal.com>
Source record: 109409

In a recent posting, Itay Chamiel writes:

>If Atari makes a 16-Mhz computer in 1992, then something is definately
>not computing!! Come on! We have 50-Mhz PCs around here.. and we will soon
>have 100-Mhz (in a while, not yet) !!!!! How does Atari expect anyone to
>buy a 16Mhz thing, when he can buy a 50-Mhz, or more, PC??
>Is it because they figure it's cheaper to make it slow, and the ST user will
>just have no choice but to get it? I think THAT stinks.

Personally, I think it's quite possible that a 50MHz PC could get so bogged down trying to run Windows and OS/2 and whatnot, that it could conceivably end up running SLOWER than a more straightforward OS at 16MHz. The PC philosophy is clearly "why code efficiently when you can just throw a faster CPU in the box?" Yeah, but I want my faster CPU available for COMPUTING, not wasted driving the stupid SCREEN...

Anyway, it's still an open question as to whether ATARI is going to be the one to develop an EFFICIENT system that gets a realistic amount of power out of that 16MHz. What, Atari do something RIGHT for once? I sneer in the general direction of Tramiel-land...

Chris
Chris_F_Chiesa@cup.portal.com

3762. Re: Fan Mail From a Flounder

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 01:52:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <198ocdINN14l@usenet.INS.CWRU.Edu>
Source record: 109410

Perhaps a UNIX guru-type could even teach the digestifier to search for what looks like a binary uuencoded file and delete it from the message, eliminating the need for "zzzz" or something in the subject. Is the digestifier even running on a UNIX system, JRD?

While we're at fixing the digestifier, it would certainly be nice if somebody could make mail sent to info-atar8@naucse.cse.nau.edu automatically be posted to c.s.a.8 like it's supposed to work. Sending to ucbvax.berkeley is admittedly less than 100% reliable.

Anyway, here's how I look at the binaries issue. Certainly we want to keep everyone happy as best we can, but we ought not to diminish our file-sharing ability at the expense of the whole group in order to do it.

Everyone fits into one of the following 3 categories:

1) If you can FTP you upload and download directly to atari.archive.umich.edu, no problem. (This group is made up of both c.s.a.8 and IA8 readers.)

2) If you can't do that, but you can e-mail, you send files to upload to weiner@atari.archive.umich.edu who puts them in the archive for you. You can download all files from the archive using the BART mailer. No problem. (This group contains the remainder of IA8 readers.)

3) You can only access c.s.a.8 (no FTP, no mail). If this is you, then the only way you can share files is to post to the discussion group. And, unfortunately, you have no way to get at the archive. (This group contains the remainder of c.s.a.8 readers.)

Assuming the situation does not change (i.e., we do not create a binaries group, we do not create a smarter digestifier, etc.), we must simply make the best compromise we can. Confining uploads to the archive makes them unavailable to those of group #3 above, but posting them to the discussion group can turn away IA8 subscribers. (Itay, even with the "zzzzz" idea to force binaries to the end of the digest, huge mail messages can wreak havoc on an account with a small disk quota.)

I submit it is less undesirable to not provide for file-sharing for those with only c.s.a.8 access(no FTP, no mail) than it is to turn away IA8 subscribers altogether. In addition, I believe that this group #3 is the smallest of the three. This is the compromise as long adopted by this group; this is the compromise described in my FAQ List for the group.

I applaud Uncle Fester's attempts to solve the file-sharing dilemma. As we search for a better solution, I hope all will keep in mind the various degrees of Net access represented by the readers of this group.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3763. Re: Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 01:55:34 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <B838qB4w165w@cyberden.uucp>
Source record: 109412

ichamiel@nyx.cs.du.edu (Itay Chamiel) writes:

> In article <92248.164046U39648@uicvm.uic.edu> Darius Vaskelis <U39648@uicvm.u
> >[...]
>
> >(Also programmable LEDs above the keyboard!)
>
> And why weren't they used as CAPS-lock or INVERSE indicators??
> Like all the big computers..
> -Itay Chamiel
>

Couldn't one simply program a VBI or something that jabs itself in the way during a keypress to handle this? That would be pretty spiffy. For now, all the L1 and L2 lights do are go on and off when you [^F1] lock the keyboard and [^F4] go into Int'nat'l ch-set mode. hmmmmmmmmm

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3764. Re: Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 01:58:42 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Jc48qB5w165w@cyberden.uucp>
Source record: 109411

As to the 16mhz slow thing that itay was saying...

think about all the handy dandy coprocessors they have in it? I mean, compared to the IIGS, the Atari 8-bit is a lightspeed computer (at least looking at some of the software I've seen on the two). I saw some video game on the IIGS and since it had a bunch of enemies on the screen, all animated, it was going.....................................s....l...o..w! The 8-bit, on the other hand, would use some chset manipulation, or some other funky stuff (like Zybex & Draconus do for their animation) to speed the thing up... all handled by efficient programming and awesome graphics chips.

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3765. 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 13:06:23 UTC
From: kcd@defender.ecn.purdue.edu
Message-ID: <kcd.716735183@defender.ecn.purdue.edu>
Source record: 109413

I'm looking for any help/advice/suggestions regarding the following problem:

My brother has two Atari 130XE's on which two columns of keys have stopped working. One column is the 2, W, S, and X and I don't remember exactly what the other column is, but its on the right hand side of the keyboard and includes some of the arrow keys. On one of machines the option keys (START, OPTION, etc.) across the top have also stopped working. I thought the problem was probably a broken trace on the keyboard so he opened one of them up and was able to detect keypresses on the mother board side of the keyboard to mother board contection so it seems that the keyboard traces are OK.

Anyone else have this problem and know what the fix is? Any ideas as to where he could send the machines to be fixed? Any and all help/advice will be greatly appreciated. --Kent

---
Kent C. De La Croix Engineering Computer Network (ECN)
Purdue University EMAIL: kcd@ecn.purdue.edu
1285 Electrical Engineering Building ...!rutgers!pur-ee!kcd
West Lafayette, IN 47907-1285 USA PHONE:(317)494-3546 FAX:(317)494-6440

3766. Re: post the binaries already

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 13:16:53 UTC
From: bbs@neb
Message-ID: <1992Sep17.131653.8149@neb>
Source record: 109422

I would have to agree with you. 45:5 would seem to indicate that the majority is in favor of binaries. What are we waiting for folks? Lets not dawdle around -- as the man said: There just isnt that much 8 bit stuff floating around out there anymore. Lets distribute what is left..
/
Binaries!!
/
Replies to: uplherc.upl.com!neb!bbs!1fa
/
James King aka Kamaro Kid

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-967-8072 v.32/v.42(bis)/PEP

3767. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 18:11:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep17.131108.12966@miavx1.acs.muohio.edu>
Source record: 109414

In article <65907@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
> Ryan; I believe Wooley did a 2nd GTIA with it's own ram. He said it was so
> easy that Atari should have thought about doing it. I can't remember many
> of the details, but I think he did stuff like had one in displaying 16
> lums while the other displayed 16 colors => 256 colors W/O DLI's. But I
> don't think many people jumped on the bandwagon so no drawing program or
> pictures were ever done on it. I think someone was going to GIF viewer, but
> I never heard if it got finished.

Wow, I think more than I would be interested in this!

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 17-SEP-1992
```

3768. Re: Adding a 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-17 18:12:38 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep17.131238.12967@miavx1.acs.muohio.edu>
Source record: 109415

In article <92259.145351JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> Rick,
>
>
> Okay, I hear from where you are coming from. If we can get somebody
> to help out with schematics for the other 8 bits, we can find out if
> this easy PIA upgrade could be done in the other XL/XE machines as well.
> Any takers?
>
> Jeff

I've got an Atari hardware manual that has the schematics for the
400/800, if anyone needs them.

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 17-SEP-1992
```

3769. XE for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 00:59:17 UTC
From: U54136@uicvm.uic.edu
Message-ID: <92261.195917U54136@uicvm.uic.edu>
Source record: 109416

I've got an XE system for sale.

Its a fully functional ATARI computer and its in excellent shape.

I am willing to sell it cheap. Make me an offer.

Thanks,

Tim Southern

3770. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 06:46:51 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.716798811@garbod20>
Source record: 109417

kcd@defender.ecn.purdue.edu (Kent C De La Croix) writes:

> [stuff deleted]
>
>My brother has two Atari 130XE's on which two columns of keys have
>stopped working. One column is the 2, W, S, and X and I don't remember
>exactly what the other column is, but its on the right hand side of the
>keyboard and includes some of the arrow keys. On one of machines the
>option keys (START, OPTION, etc.) across the top have also stopped
>working. I thought the problem was probably a broken trace on the
>keyboard so he opened one of them up and was able to detect keypresses
>on the mother board side of the keyboard to mother board contection so
>it seems that the keyboard traces are OK.
>

I could be wrong, but I'm pretty sure there is a problem with the
keyboard traces even if it's possible to detect keypresses.

Since you've got two computers and the fault isn't exactly the same
on both of them, try swapping keyboards to check if the problem
is in the keyboards or in the computers.

I tried to repair a 130XE keyboard with with damaged traces on
the thin plastic film once, but I failed.

It should be possible to buy a non-Atari keyboard with similar
layout, cut the existing pattern, and copy the 130XE's keyboard
matrix logic.

> [...]

Hope this helps,
Anders Skelander

3771. Re: Wanted-latest Zmagazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 09:54:18 UTC
From: jonc@status.gen.nz
Message-ID: <8wJ0qB1w164w@status.gen.nz>
Source record: 109429

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> Z*Mags as they come out, I presume. If you're really interested in
> distribution of your mag on the Internet, why don't you get it out to us?
> Send it to weiner@atari.archive.umich.edu for the atari.archive, or send it
> to Ryan "Goz" Collins for his Z*Mag distribution list, or send it to me and
> I'll FTP it up to the archive and post it on the Cleveland Free-Net.

Michael,

Thank you for your comments. While I see what you are saying the reality of this is not so clear. As you are aware I am domiciled here in New Zealand, over 8,000 miles from New Jersey where Z*NET and Z*MAG is produced.

While I have no problem posting them to GEnie or Compuserve I do incurr large and I mean very LARGE email bills for the internet for both incoming and outgoing mail. As this site is funded from my own pocket I am unable to offer regular email to your archive.

This is a situation that does rile me a little. While I want to be able to do all this $900 to $1,000 email bills per month are a little over the top. There are users here on the net who do have access to GEnie and can download it direct to you Mike, and there are also users in this newsgroup who have full access to FNET where it is distrubuted to BBS's USA wide who could equally distribute it to you Mike.

On the other hand this is why I polled for posting it direct to the net as I do not pay for the email costs but people decided they did not want it. So we have created the alt.znet groups that carry most of the magazines and some limited fnet and fido traffic.

Mike I think what must happen here is the readers of this news group must sort there collective acts out and decide what they want to do not rely on others to do it for them. I would hope that some users in the USA would offer to be of assistance here for you Mike and the Atari section of the Free Net. (we live in hope).

Kind regards,

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

3772. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 12:31:44 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1992Sep18.123144.5695@news.uit.no>
Source record: 109420

In article <HFe5qB6w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>So...what's the difference between the C=64
>and 8-bit versions of these games?

Dunno, haven't seen the Atari versions. Come to think of it, I'm not sure
if I've seen Zybex other than in magazine screenshots. Zybex was as far as
I remember some sideways scrolling shooter. Draconus was some running game
without scrolling, but shooting nasties.

Are we talking about the same games?

>PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
Tilbyr News/email til hele Nord-Norge: Ta kontakt

3773. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 13:17:15 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1992Sep18.131715.5255@ists.ists.ca>
Source record: 109421

In article <etxansk.716798811@garbod20> etxansk@garbo.ericsson.se writes:
>kcd@defender.ecn.purdue.edu (Kent C De La Croix) writes:
>
>> [stuff deleted about a bad 130XE keyboard]
>>
>
> [more stuff deleted about troubleshooting the problem]
>
> I tried to repair a 130XE keyboard with with damaged traces on
>the thin plastic film once, but I failed.
>
> It should be possible to buy a non-Atari keyboard with similar
>layout, cut the existing pattern, and copy the 130XE's keyboard
>matrix logic.
>
> Hope this helps,
> Anders Skelander

Oh, yuck. There are better ways than this to fix an XE keyboard. I also had similar problems with my 130XE and was able to trace (pun intended) the problem to two bad traces on the film. I was able to repair the damage with the liquid metal stuff, available at any auto parts store (at least in North America), to repair damaged rear window defrosters.

If that isn't feasible, I'm pretty sure that Best Electronics sells the plastic films as a separate item; their address is available from the vendor list which periodically gets posted here.

- Mike Jewison, Systems Manager
Space Astrophysics Lab
Institute for Space and Terrestrial Science
mjewison@nereid.sal.ists.ca
jewison@centaur.astro.utoronto.ca

*** DISCLAIMER: I'm not an astronomer, but I play one on TV. ***

3774. A NEW COL80!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 14:09:16 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209181209.AA07089@brachot.jct.ac.il>
Source record: 109418

A new col80 is available at /atari/8bit/utilities at the Archive - col80.arc
This ARC, ver 1.5, includes:
New Col80 - Addition of directory listing!
New docs to document changes.
Sources - barely commented, but they're there. Assembled using A65.
The character set, which is needed for creating the final file, was <blush>
accidently ommitted.. Sorry! I'll get to it as soon as I can.
No big change.. but it's there for all to use and enjoy!

-Itay

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|
```

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

3775. 130xe for cheap, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 14:14:49 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209181214.AA07156@brachot.jct.ac.il>
Source record: 109419

A month or so ago, someone was offering a 130xe for $40. I read his message
too late, and somebody got it before me. Question: Is there anybody else
with such an offer? Anybody? Hello?
Please!!??!! -Itay

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

_____________________________________________________________________________
```

3776. Re: Falcon??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 15:31:34 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Sep18.153134.18760@zip.eecs.umich.edu>
Source record: 109423

In article <Jc48qB5w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>As to the 16mhz slow thing that itay was saying...
>
>think about all the handy dandy coprocessors they have in it? I mean,
>compared to the IIGS, the Atari 8-bit is a lightspeed computer (at least

Hey! That's my other computer you're talking about!
Actually, the Apple IIgs is a pretty fast machine when you consider it
only runs at about 2.5MHz (or 1 MHz depending on the settings) and has
NO sprite handlers. Because of the more efficient 6500-based architecture
it can actually run circles around some comprable processes on a Mac.

>looking at some of the software I've seen on the two). I saw some video
>game on the IIGS and since it had a bunch of enemies on the screen, all
>animated, it was going.....................................s....l...o..w!

I don't know what program this was, but I could show you some that run just
fine. Perhaps it was set on 1Mhz. (I grant you that arcade games may not
be it's strong suit, which is what I mainly use my 800 for.)
--

__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__

3777. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 16:47:37 UTC
From: insomnia@carson.u.washington.edu
Message-ID: <1992Sep18.164737.2121@u.washington.edu>
Source record: 109424

> I tried to repair a 130XE keyboard with with damaged traces on
>the thin plastic film once, but I failed.

The only way I know how to fix traces is with either window defoger trace repair, or there is also a pc board trace repair soulution out there, but I've never come across it. (This can be a *very* difficult repair, at least with the defoger stuff).

> It should be possible to buy a non-Atari keyboard with similar
>layout, cut the existing pattern, and copy the 130XE's keyboard
>matrix logic.
>
>> [...]

Anybody else done this? I was thinking of doing something similar, but from my little understanding of keyboards on the pc, it would entail building a circuit to decode the pc's keyboard output. Any other good keyboards out there to use?

> Hope this helps,
> Anders Skelander

Also, the owner of Xanth Corp. in Bellview, Washington told me that the XE keyboards have a 90% failure rate (at least this was for the single layered keyboard, don't remember if this also was the same for the two layered keyboard).

Ryan Klemmer

3778. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 17:27:17 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92262.122717JJMCWILL@MTUS5.BITNET>
Source record: 109428

Date: Fri, 18 Sep 92 12:24:44 EST
From: Jeff McWilliams <JJMCWILL@MTUS5.cts.mtu.edu>
Subject: Re: 130XE keyboard reading problems
To: mjewison@nereid.sal.ists.ca

I agree with Mike Jewison, first try to repair the damaged traces with
some sort of liquid metal. If that doesn't work, try ordering just
the membrane from Best, and if that doesn`t work, next would be to
get a new keyboard. Or you could get the Transkey board, if Dataque
still sells them, and hook up an IBM keyboard. ;)

Jeff

3779. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 17:42:34 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Sep18.174234.21795@rz.uni-karlsruhe.de>
Source record: 109425

> Kent C De La Croix has problems with his 130XE keyboard.

Sometimes the connection between the keyboard and the mother board
could cause the problem. Have you tried cleaning the connector
on the mother board and the flat keyboard cable?

Marek Tomczyk

3780. a test

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 18:33:47 UTC
From: jjmcwill@MTU.EDU
Message-ID: <9209181833.AA24152@mtu.edu>
Source record: 109426

From the Desk of Jeff McWilliams... EE Engineer at Michigan Tech.
X-Mailer: ELM [version 2.3 PL11]

Sorry guys, this is just a test to see if this message gets posted to the
c.s.a.8. thanks.

Jeff McWilliams

3781. Re: Terminal emulator help, please

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-18 22:38:29 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Sep18.223829.14284@vpnet.chi.il.us>
Source record: 109430

About Kermit-65 losing text when scrolling:

I haven't used K65, but OmniCom also can have trouble keeping up with
continuous output when the characters are coming in at >1200bps.
(The program does not have built-in speeds above 1200bps, but can be
run at higher speeds using the Custom setting, where you give hex
values for the XIO call(s) to set up the 850/etc. interface.)
OmniCom (OC) gets around this by sending a ^S to tell the host to stop
output, until OC can display the contents of its buffer, then it sends
a ^Q. Of course, this only works if the host supports this form of
flow control (which is very common but, so I have heard, not universal).
Also, I had a problem with one BBS which does not paginate (output a
screenful at a time), when I would use ^S and ^Q myself to pause and
resume output. OmniCom and I sort of got into a 'competition' and OC
would often send a ^Q (I guess) that would resume my ^S-pause. I got
around it by using the HELP key (equivalent of ^1 on an OmniView-equipped
8-bit) to pause and resume locallly, and OmniCom handled it fine.

Nick DiMasi

nickd@vpnet.chi.il.us

3782. Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-19 02:47:11 UTC
From: chase@electron.rutgers.edu
Message-ID: <Sep.18.22.47.10.1992.5215@electron.rutgers.edu>
Source record: 109427

I was just reading through some old Analog magazines and came across an article about the history of AtariWriter Plus. Apparently the original AtariWriter had several easter eggs which could be accessed by shorting certain joystick pins together. There is, according to the article, a game and a couple of demos that exist inside the code. Has anyone seen these before?

Anyhow, Atari was understandably upset when they found out about these "features" Still, 80000 carts of AtariWriter were sold before they caught it. I wonder how to tell the versions apart.

Anyone else know of any unusual easter eggs. I know this subject gets covered every once in a while but I don't remember anything quite like this one. Most of the ones I've heard of are games within games. Still, with carts having a fixed memory, if you prog is 10K, that extra 6K looks tempting for a clever hack.

--
||| ! Atari 800/XE ! Kevin Chase ! If it's good,
||| ! Apple II+/Mac ! chase@physics.rutgers.edu !
/ | \ ! 2600/7800/NES ! Classic Game Collector ! It's classic!

3783. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-19 18:11:45 UTC
From: chase@electron.rutgers.edu
Message-ID: <Sep.19.14.11.43.1992.12406@electron.rutgers.edu>
Source record: 109431

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

>Date: Fri, 18 Sep 92 12:24:44 EST
>From: Jeff McWilliams <JJMCWILL@MTUS5.cts.mtu.edu>
>Subject: Re: 130XE keyboard reading problems
>To: mjewison@nereid.sal.ists.ca

>I agree with Mike Jewison, first try to repair the damaged traces with
>some sort of liquid metal. If that doesn't work, try ordering just
>the membrane from Best, and if that doesn`t work, next would be to
>get a new keyboard. Or you could get the Transkey board, if Dataque
>still sells them, and hook up an IBM keyboard. ;)

>Jeff

Trying to repair the traces is delicate work, and likely not to work
I tried using silver paint on a single spot on my traces once, but was unable
to improve the situation. In addition, while doing the work, I think I
caused another trace to break. I ordered a replacement sheet and was much
happier.
--
||| ! Atari 800/XE ! Kevin Chase ! If it's good,
||| ! Apple II+/Mac ! chase@physics.rutgers.edu !
/ | \ ! 2600/7800/NES ! Classic Game Collector ! It's classic!

3784. Re: Wanted-latest Zmagazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-19 20:04:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <19g13jINN92i@usenet.INS.CWRU.Edu>
Source record: 109432

In a previous article, jonc@status.gen.nz (Jon Clarke) says:

> Thank you for your comments. While I see what you are saying the reality
> of this is not so clear. As you are aware I am domiciled here in
> New Zealand, over 8,000 miles from New Jersey where Z*NET and Z*MAG is
> produced.
>
> While I have no problem posting them to GEnie or Compuserve I do
> incurr large and I mean very LARGE email bills for the internet for
> both incoming and outgoing mail. As this site is funded from my own
> pocket I am unable to offer regular email to your archive.

Okay, I didn't realize you had a prohibitively large bill to pay, even for sending mail. It can be tough for some of us to keep in mind the many levels of Internet access people have.

As you probably know, I've been long frustrated by the lag time between when an issue of Z*Mag is released and when someone takes the time and effort to get it out to the Internet. Note that #208 never did make it out to us, for example. Though we do have the latest, #210, thanks to Mike Todd.

Yes people, we have a Z*Mag Distribution List and we have Z*Mags at the atari.archive, but only when one of us that has access to it from another source takes the time to transfer it here. They don't appear on the Internet magically by themselves.

Sorry for the ranting, maybe it was something I ate...
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3785. Re: Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-19 20:22:37 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep19.152237.13007@miavx1.acs.muohio.edu>
Source record: 109433

In article <Sep.18.22.47.10.1992.5215@electron.rutgers.edu>, chase@electron.rutgers.edu (Kevin Chase) writes:
> I was just reading through some old Analog magazines and came across
> an article about the history of AtariWriter Plus. Apparently the original
> AtariWriter had several easter eggs which could be accessed by shorting
> certain joystick pins together. There is, according to the article, a game
> and a couple of demos that exist inside the code. Has anyone seen these
> before?
>
> Anyhow, Atari was understandably upset when they found out about these
> "features" Still, 80000 carts of AtariWriter were sold before they caught
> it. I wonder how to tell the versions apart.

So what is the Easter Eggs then?

> Anyone else know of any unusual easter eggs. I know this subject gets
> covered every once in a while but I don't remember anything quite like
> this one. Most of the ones I've heard of are games within games. Still,
> with carts having a fixed memory, if you prog is 10K, that extra 6K looks
> tempting for a clever hack.

I know of one for the orignal Atariwriter. It is possible to do a mail-merge. What you do is create a text file with the information you want merged into your letter, or whatever. You then create your letter, with the insert text command where you want information from the text file inserted. Then when you print the letter, and it asks you to enter the text, you hit <CNTRL>V, and then type the pathname of the text file. It will then add the information from the text file.

It works really well. I used this to make up 80 letters and envelopes for my girlfriend when she started job hunting. It was very easy! (Now I only need some sort of database program to create the addresses!)

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 19-SEP-1992

3786. Need 6551 datasheets

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-20 18:33:09 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Sep20.183309.11986@mtu.edu>
Source record: 109434

I am looking for someone who has data sheets on the 6551.
I can't seem to locate any place that sells data books for these anymore,
and if someone could send me a xeroxed copy, I would be most grateful.

--
Jeff McWilliams
EE Engineer --> Michigan Tech. University jjmcwill@mtu.edu

Treebeard says: "Let's not be hasty!"

3787. Re: Need 6551 datasheets

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-20 22:15:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66239@cup.portal.com>
Source record: 109435

It's operation is almost identical to the other chips in the family
as far as putting it on the buss. Pin outs are
1 gnd 20 R/!W
2 CS0 27 phase2 clk
3 !CS1 26 !IRQ
4 !RES 25 DB&
5 RxC 24 DB6 (25=>DB7 opps)
6 XTAL1 23 DB5
7 XTAL2 22 DB4
8 !RTS 21 DB3
9 !CTS 20 DB2
10 TxD 19 DB1
11 !DTR 18 DB0
12 RxD 17 !DSR
13 RS0 16 !DCD
14 RS1 15 Vcc

Remember the PIA has RS0 tied to A1 7RS1 tied to A0 though. The only
thing you need to know about the crystal is to tie a 1.8432 MHz
crystal across it to get all the standard baud rates. You let one
pin float if you want to use an external clock for faster baud rates,
but who needs more the 19,200. <g> The registers are:
RS1 RS0 Write Read
0 0 transmit data recieve data
0 1 program reset status register
1 0 command register
1 1 control register
The control register's bit 7=># stop bits 0=1
bits 5 & 6 are word length 00=>8 bits, 01=>7 bits etc.
bit 4 is reciever clock source (?) 1=>BAUD rate generator 0=>clock
bits 0-3 =>BAUD rate with 1.8432 MHz crystal, one of 16, but
0110=300 1000=1200 1010=2400 1110=9600 1111=19200
The command register's bits 5-7 are for parity XX0=>no parity
bit 4=0=> normal, 1=>echo if bits 2&3=0
bits 3&2 are transmit interupt & !RTS
00 disabled & !RTS high
01 enabled & !RTS low
10 disabled & !RTS=low
bit 1 is to enable/disable !IRQ 0=>enabled
bit 0 is for the !DTR 0=>!DTR high
The status register bits 0-2 are just for errors in parity etc.
bit 3=>recieve register full
bit 4=>transmit data empty a 1 in either case means it's ready to
be read or written to.

bits 5,6,7 are !DCD, !DSR, IRQ respectively.
So it looks like to wet it up for let's say 2400 baud 8N1 with no
checks on the status lines it's just poke a 00011010 into the control
register, 00000101 into the command register then read or write
(make that read) the status register until something is rady to
go. Read or write to the data register when appropriate.

3788. Re: Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 01:36:49 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0938@abcd.Houghton.MI.US>
Source record: 109436

I've heard several stories about "hidden" features in the AtariWriter cart. About the only one that I KNOW is true is its mail merge feature. This is not a feature originally documented by Atari. AtariWriter can't create its own database as can AtariWriter+, but several database applications could be used with the AW cart to perform mailmerge functions.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3789. WANTED: Back issue of Analog, Antic and Compute.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 03:39:19 UTC
From: insomnia@carson.u.washington.edu
Message-ID: <1992Sep21.033919.22188@u.washington.edu>
Source record: 109437

If anybody has any of these magazines that they are intrested in
giving away or selling, send me some E-mail.

thanks in advance,

ryan (insomnia@u.washington.edu)

3790. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 03:55:06 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Sep21.035506.6745@vpnet.chi.il.us>
Source record: 109453

Someone stated that "the owner of Xanth computers" (a computer dealer?) told them that XE keyboards have a "90% failure rate." IMHO, taken by itself, that number doesn't mean anything. I could state that _all_ keyboards have a 100% failure rate, which would be a true statement: If you use a keyboard (or just about anything) long enough, it will eventually fail. I'm not an expert at this kind of analysis, but in documents I have read that talked about hardware reliability, the concept of Mean Time Between Failure (MBTF) was used. No, I don't know any MBTF stats for _any_ Atari or other keyboards. I have seen _old_ ADM1/1A terminal keyboards (back in the late '70s) that were still working, and had been used so much that the edges of the keycaps were severely worn down (that was as much/more from _heavy_ use as _long_ use, but that's another variable).

If someone wants to say that "XE keyboards have a 90% failure rate," it ought to be qualified by a time span, like "90% of them fail within the first year of use," or something like that. Anecdotal evidence (:-]): my 130XE has been used for over five years by two people, with no keyboard problems. (Watch it fail tomorrow, now that I've said that :-)

Nick DiMasi
nickd@vpnet.chi.il.us Delphi: TURBONICK

3791. Re: Old software

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 12:54:45 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.717080085@garbod20>
Source record: 109438

borgen@stud.cs.uit.no (Boerge Noest) writes:

>In article <HFe5qB6w165w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>>So...what's the difference between the C=64
>>and 8-bit versions of these games?

>Dunno, haven't seen the Atari versions. Come to think of it, I'm not sure
>if I've seen Zybex other than in magazine screenshots. Zybex was as far as
>I remember some sideways scrolling shooter. Draconus was some running game
>without scrolling, but shooting nasties.

>Are we talking about the same games?

I've seen the original packages for the XL/XE, there are screenshots
from the Atari XL/XE, C64/128, and Sinclair/Timex ZX Spectrum
computers on the cover and the games are almost identical with the usual
exceptions: Larger number of simultaneous colours on the C64, better
resolution on the Sinclair, better colour shading on the Atari.

Zeppelin Games released them in the late 80s or maybe in 1990. Btw I
read in Atari User that they were planning a release of Shadow of the
Beast for the XL/XE.

Anders Skelander

3792. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 13:10:12 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.717081012@garbod20>
Source record: 109439

mjewison@nereid.sal.ists.ca (Michael Jewison) writes:

>In article <etxansk.716798811@garbod20> etxansk@garbo.ericsson.se writes:
>>
>> It should be possible to buy a non-Atari keyboard with similar
>>layout, cut the existing pattern, and copy the 130XE's keyboard
>>matrix logic.
>>

>Oh, yuck. There are better ways than this to fix an XE keyboard. I
>also had similar problems with my 130XE and was able to trace (pun
>intended) the problem to two bad traces on the film. I was able to
>repair the damage with the liquid metal stuff, available at any
>auto parts store (at least in North America), to repair damaged rear
>window defrosters.

Well, I did replace my dad's crappy TV/video remote control
"keyboard" once. Lots of work, but it was definitely worth it, now
he's got a sturdy but still convenient control device that'll
survive a fall off the table in their living room.

I started doing the same with my damaged XE computer, but I
couldn't find a good keyboard in my huge pile of broken
computer/video game stuff.

It requires some boring work, and I have to add that I wouldn't
try anything like this if there were replacement parts available,
but for the remote control there weren't, and there weren't
any for the XE either. Perhaps the situation is better in the
US.

There's (almost) nothing I wouldn't do to keep my 8-bit alive.

Anders Skelander

3793. Re: Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 15:36:26 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Sep21.153626.27879@ge-dab.GE.COM>
Source record: 109446

In article <Sep.18.22.47.10.1992.5215@electron.rutgers.edu>, chase@electron.rutg
ers.edu (Kevin Chase) writes:
|> an article about the history of AtariWriter Plus. Apparently the original
|> AtariWriter had several easter eggs which could be accessed by shorting
|> certain joystick pins together. There is, according to the article, a game
|> and a couple of demos that exist inside the code. Has anyone seen these
|> before?

Someone asked me about this, so earlier this year I dumped my AtariWriter
cartridge and pored over the assembly code with CodeBuster. Apparently mine
was a fixed version. I did see some references to the joystick ports, and
the code should cause the colors to perform a rainbow effect. But the code
I discovered is apparently "cut off" from the main stuff (you never JMP or
JSR to that part of the ROM). I tried doing what the code wanted, and
nothing happens.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

3794. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 16:09:50 UTC
From: bbs@neb
Message-ID: <1992Sep21.160950.5545@neb>
Source record: 109451

Have you tried to just unplug and reinsert the ribbon cable from the
keyboard to the motherboard? Perhaps those connections have simply
worked themselves loose.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-967-8072 v.32/v.42(bis)/PEP

3795. 5200 an 8bit machine?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 16:12:42 UTC
From: andrews@msdrl.com
Message-ID: <1992Sep21.161242.24119@msdrl.com>
Source record: 109440

Is the Atari 5200 an 8bit machine?

If so, does anyone have a list of cartridges that were produced for it?

-rla

3796. Re: 130XE keyboard reading problems

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 18:08:56 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep21.180856.6751@news.ysu.edu>
Source record: 109443

Has anyone thought of using that thin aluminum tape to repair
traces?....you know the tape that you use to change tracks on an
8 track tape.
******
I went to "Big Lots" yesterday and they had 1000s of 2600, 5200 and
7800 carts for $2 and $3 each. Anyone interested in a list of the
carts they have on hand? They sell close-out stock.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3797. Anyone want Atari tech stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 18:24:43 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209211624.AA13415@brachot.jct.ac.il>
Source record: 109445

Hi,
I have a long manual for those who are interested in technical stuff
for the 8bit. It's from the Cleveland Freenet, so I can post here OR
send to anyone who asks me.. I won't post it here since it's already
at the Freenet.. but if anybody wants it, mail me.. This offer will
last for around a week, and then I delete it, as it eats alot of
space, and I'm on what's more like a guest account..

It's the Atari Techincal Reference Manual by Bob Duhamel, from 1987..
Anyone interested please mail to any of the addresses below.

-Itay

____
Itay "Bruck" (??) Chamiel	bruck@brachot.jct.ac.il --> Jerusalem!!
The Parasite!!	ichamiel@nyx.cs.du.edu Nyx-Public Access Unix
____________________________	____

Disclaimer: I'm not a computer freak, but I play one on Usenet!!

____

3798. Re: Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 18:26:01 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep21.182601.7431@news.ysu.edu>
Source record: 109444

>
> So what is the Easter Eggs then?

>> Anyone else know of any unusual easter eggs. I know this subject gets

stuff deleted
> mail-merge. What you do is create a text file with the information you
>want merged into your letter, or whatever. You then create your letter,
>with the insert text command where you want information from the text
>file inserted. Then when you print the letter, and it asks you to enter
>the text, you hit <CNTRL>V, and then type the pathname of the text file.
>It will then add the information from the text file.

stuff deleted

>It was very easy! (Now I
>only need some sort of database program to create the addresses!)

I used to teach a word processing class at the public library
using atariwriter cart and use this method as lesson #8.
For a good data base that will format a file like you want use one of
the report options in Synfile and Synfile+
--
Joe Sabatino-->ab588@yfn.ysu.edu

3799. Mailing list instead of new group??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 19:23:17 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209211723.AA14161@brachot.jct.ac.il>
Source record: 109441

I just got this idea..
Since we can't get a binaries group, why don't we make a binary- mailing list? Just like the digest, only each file to be posted gets mailed someplace, and it automagically gets mailed to all recipients..

Who'd like to be in charge of handling such a thing?

-Itay

```
_____________________________________________________________________________
| Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
| The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
|____________________________|_____________________________________________|

Disclaimer: I'm not a computer freak, but I play one on Usenet!!
_____________________________________________________________________________
```

3800. Re: in-at-8 digest (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 19:35:37 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209211735.AA14282@brachot.jct.ac.il>
Source record: 109442

Here is a little discussion between me and John Dunning:

John:
after all, if the discussion group has enough readers to justify
remaining in existence, we ought to be able to get a binary group
created along side it. Even if that fails, there are other options.

Me:
It did, as we don't have the required 100 votes.. we barely have 50.

John:
So the next step, if I were doing it, would be to ask the guys that can
create newsgroups for an exception. It isn't the case here that you've
got a large number of people for it and a large number against it, but
rather than you've got a small but vociferous population on one
newsgroup, which wants to start another. If it is really the case that
there isn't enough interest to justify comp.sys.atari.8bit.binaries, why
is there enough interest to justify comp.sys.atari.8bit? That's not
rhetorical, it's a serious question. I would put it to the guys that
can create newsgroups.

End of the discussion.
The rest is up to whoever knows the guys who can make the newsgroups,
and can persuade them with the vote Uncle Fester managed..

-Itay
bruck@brachot.jct.ac.il

3801. Re: in-at-8 digest (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 20:39:49 UTC
From: dmb@case.ai.mit.edu
Message-ID: <28120@life.ai.mit.edu>
Source record: 109447

In article <9209211735.AA14282@brachot.jct.ac.il> bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) writes:
>
>John:
>
>So the next step, if I were doing it, would be to ask the guys that can
>create newsgroups for an exception. It isn't the case here that you've
>got a large number of people for it and a large number against it, but
>rather than you've got a small but vociferous population on one
>newsgroup, which wants to start another. If it is really the case that
>there isn't enough interest to justify comp.sys.atari.8bit.binaries, why
>is there enough interest to justify comp.sys.atari.8bit? That's not
>rhetorical, it's a serious question. I would put it to the guys that
>can create newsgroups.

I can't remember any instance in the past 6 years where the guidelines have been waived. If you really want to start a discussion about a potential petition, ask in news.groups. You'll be sure to be royally flamed. (Everyone who posts there is.) :-)

The answer to John's non-rhetorical question will probably be "then comp.sys.atari.8bit should be rmgrouped and relegated to a mailing list itself."

All processes associated with newsgroup creation are incredibly annoying, and almost invariably incite flame wars. (Welcome to Usenet, I suppose.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

3802. Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 21:56:09 UTC
From: jjmcwill@MTU.EDU
Message-ID: <9209212156.AA10075@mtu.edu>
Source record: 109448

From the Desk of Jeff McWilliams...
X-Mailer: ELM [version 2.3 PL11]

Newsgroups: comp.sys.atari.8bit
Subject: The quest for refresh
Summary: DRAM refreshing on the 65816
Sender: Jeff McWilliams (jjmcwill@mtu.edu)
Distribution: comp.sys.atari.8bit
Organization: Michigan Technological University

Lately I've been looking at the 65816 microprocessor, which is a 16 bit
version of the 6502 we all know and love. I've been thinking of purchasing
a 10mHz part and adding up to 6 megabytes of RAM to it, and having it
act as a slave processor for the Atari, doing everything from hardware
interfacing, graphics processing, floating point math, to program
multitasking. The biggest hang up is designing circuitry that will refresh
the DRAM memory. SRAM memory could be used to avoid the problem, but costs
on the order of 4 times as much per megabyte as DRAM does. I placed a call
to WDC today, the makers of the 65816. Their engineer was out for the day,
so I was told to try a firm that was familiar with the '816 and had
cooperatively worked with WDC in the past. I explained I was an engineering
student, researching the possibilities of using the '816 in a slave
processor type situation, and that I was having difficulty coming up with
some info on DRAM refreshing. There are commercial chips available from
several companies, including National Semiconductor, which handle DRAM
refresh for CPUs. The problem is such microprocessors, as the Intel 80x87
series, and the 68000 series from Motorola are asynchronous, whereas the
6502 and 65816 are synchronous processors. This is a term relating to
how the system clock relates to data transfer to/from the chip.
What the gentle man told me was not totally encouraging. What they did
when they looked at the 65816 when it first came out,... way back...
was to have the CPU do the refresh. An external hardware timer would
interrupt the CPU when the DRAM needed refreshing. The CPU would then
do a long series of reads to the DRAm, which essentially refreshes the
circuitry inside the DRAM. When it was all over, the CPU could continue
on its way. Well, I suppose it could be done that way. I was hoping
the refresh could be handled transparantly. He commented that at 8 or 10mHz,
you would need really fast RAM, and the timing would be horribly tight
to accomplish this. I hadn't thought of that, when I had read the specs for
DRAM refresh in my Motorola databook, I had been thinking in terms of the good
old 1.8mHz clock of the 6502.

need pricing for 65816 processors? The dynamic version runs $42.40 for
8mHz, in a 40pin DIP. the Static version at 10mHz runs $14.91. Is there
a misquote here? No, I asked Deb at WDC about it, and she said the price

difference was due to one chip being produced locally, while the other wasn't.
Go figure. How fast can a 65816 go? WDC has pulled the high quality
10mHz 65816s from their process, and tested some of them reliably at
14mHz, in a PLCC package. The cost of this chip is $95.00. I think that at
that price, I can settle for 10mHz for $14.91 instead.
even with the delay caused by manual refresh, 10mhz
still makes a zippy CPU! Oh, mimimum order is $100.00 from WDC, in case
you're gonna run out and order from them. I am gonna talk to the WDC
engineer tomorrow to see if they have anything further on this, and beg
for some application notes regarding this refresh as well. I still
don't know how to wire up CAS and RAS! Time to crack the databooks again...

Anybody got data on SIMM modules?

Jeff McWilliams
EE Engineer --> Michigan Tech. University jjmcwill@mtu.edu

Treebeard says: "Let's not be hasty!"

3803. atari 400 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-21 22:00:12 UTC
From: graham@gamera.hri.com
Message-ID: <7279@bigbird.hri.com.hri.com>
Source record: 109449

I have an atari 400 with 48K for sale, it includes
9 game carts:

Jumpan Jr., Asteroids, Platter Mania, Fraction Fever,
Basketball, Night Strike, Krazy Shootout, Fun with Art,
and computer war.

$75/bo.

Ed

3804. Re: Mailing list instead of new group??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-22 00:44:56 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <19lqa8INNbbf@usenet.INS.CWRU.Edu>
Source record: 109450

In a previous article, bruck@BRACHOT.JCT.AC.IL (Itay Chamie1) says:

>
>I just got this idea..
>Since we can't get a binaries group, why don't we make a binary- mailing
>list? Just like the digest, only each file to be posted gets mailed
>someplace, and it automagically gets mailed to all recipients..

That wouldn't solve anything. Those people that can receive mail lists
should be ablw to receive files from BART already.

And those people that have no access to the Archive through BART would have
no access to such a binaries mail list either.

We seem to have decided we don't have the numbers for a regular binaries
group, but is there anything preventing us from an alt.binaries type group?
I understand that alt. groups are easier to create; the disadvantage would
be that many Usenet sites don't carry the alt.* hierarchy.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3805. Re: Mailing list instead of new group??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-22 16:15:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66354@cup.portal.com>
Source record: 109452

Just an odd question, is there anyway we could tag along with the ST groups?

3806. Re: Falcon graphics.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-22 19:31:02 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Sep22.193102.5699@cbnewsc.cb.att.com>
Source record: 109454

From article <9209091705.AA20074@brachot.jct.ac.il>, by (Itay Chamie1):
>
> Atari... WAKE UP!!
> ____
> | Itay "Bruck" (??) Chamiel | bruck@brachot.jct.ac.il --> Jerusalem!! |
> | The Parasite!! | ichamiel@nyx.cs.du.edu Nyx-Public Access Unix |
> |____________________________|____|
>
> Disclaimer: I'm not a computer freak, but I play one on Usenet!!

Hey Itay,

I think that should read:

"Disclaimer: I'm not Ralph Mariano@STReport but I play one on Usenet"

:-) :-) :-)

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

3807. New Carts for 2600 & 7800

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-22 21:04:46 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep22.210446.451@news.ysu.edu>
Source record: 109355

New 2600 and 7800 cartridges $1.50 to $3.50 each. Still in sealed packages.
Leave e-mail to this message if interested.

2600 Serial # Price
---- -------- -----
Secret Quest cx26170 $3.50
Super Football cx26154 3.50
Graviar cx2685 3.50
Battle Zone cx2681 2.50
Asteroids cx2649 3.50
Venture cx26135 3.50
Space Invaders cx2632 3.50
Crossbow cx26139 3.50
Crystal Castles cx26110 3.50
Jr. Pac-Man cx26123 3.50
Moon Patrol cx2692 3.50
Sprint Master cx26155 3.50
Ms. Pac-Man cx2675 3.50
Realsports Football cx2668 3.50
Pole Plsition cx2694 3.50
Centipede cx2676 3.50
Solaris cx26136 3.50
Desert Falcon cx26140 2.50
Kangaroo cx2689 3.50
Super Breakout cx2608 3.50
Galaxian cx2684 3.50
Realsports Baseball cx2640 2.50
Vangard cx2669 3.50
Double Dunk BasketB.cx26159 2.50
Q*Bert cx26150 3.50

7800 Serial # Price
---- -------- -----
Robotron:2084 cx7809 $3.50
Crossbow cx7844 3.50
Donky Konk Jr. cx7849 3.50
One on One BasketB. cx7824 3.50
Pole Position II cx7808 3.50
Hat Trick cx7829 3.50
Donky Kong cx7848 3.50
Dig Dug cx7803 2.50
Tower Toppler cx7856 3.50
Ace of Aces cx7846 3.50
Jinks cx7857 3.50
Joust cx7806 2.50

Centipede cx7801 2.50
Ball Blazer cx7815 2.50
Xevious cx7818 2.50
Crack'ed cx7836 3.50
Dark Chambers cx7837 2.50
Asteroids cx7802 3.50
Karateka cx7822 1.50
Touch Football cx7823 2.50
Fight Night cx7851 2.50

Orders of 1-7 carts you pay shipping
8+ carts FREE shipping
All orders COD or send Money Order for total plus $3/1-3 carts; $6/4-7 carts.
Specify Parcel Post or UPS.
Please reply to this msg if interested.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3808. Re: Mailing list instead of new group??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-22 23:45:14 UTC
From: dunham@mpd.tandem.com
Message-ID: <2497@devnull.mpd.tandem.com>
Source record: 109356

In article <66354@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>Just an odd question, is there anyway we could tag along with the ST groups?

I like this one! There is already an ST binaries group, and the traffic level is quite low. Why not have all Ataris share one binary group? A convention for prefacing subject lines would aid in sorting out whose is which. What would it take to make this idea happen?

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3809. Re: Mailing list instead of new group??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 03:27:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <19oo7nINNbri@usenet.INS.CWRU.Edu>
Source record: 109357

In a previous article, dunham@mpd.tandem.com (Jerry Dunham) says:

>In article <66354@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>>Just an odd question, is there anyway we could tag along with the ST groups?
>
>I like this one! There is already an ST binaries group, and the traffic
>level is quite low. Why not have all Ataris share one binary group? A
>convention for prefacing subject lines would aid in sorting out whose is
>which. What would it take to make this idea happen?

I thought this idea was rather brilliant also. I e-mailed Rick asking if
he wanted to look into what it would take; I offered to try to find out
myself if he didn't want to. If anyone else wants to take a shot at learning
the ropes of comp.binaries.atari.st and seeing if they'll let us use the
group also, go for it! Post here first so we don't all bother them at
once. (I'm too busy at the moment.)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3810. Atari Classics User Group list (A-K)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 08:46:00 UTC
From: 0005441819@MCIMAIL.COM
Message-ID: <23920923084632.0005441819PK1EM@mcimail.com>
Source record: 109365

```
--------------------------------------------------------------------------------
Atari Classics Atari User Group Listing (listings A-K) Updated: 09/15/92
Compiled by: Lawrence Estep, Atari Classics Telecommunications Editor
CompuServe: 71450,1050, Delphi: LESTEP, GEnie: L.ESTEP1,
Internet: 71450.1050@COMPUSERVE.COM,
MCI Mail: 544-1819@MCIMAIL.COM
--------------------------------------------------------------------------------

ALABAMA (Sorted by ZIP code)

ALABAMA ACE*
PO BOX 1205
TUSCALOOSA AL 35403-1205

Joe Moudry (205) 556-1781

HAUG*
3911 W CRESTVIEW
HUNTSVILLE AL 35816

Levin Soule (205) 534-1815
BBS (205) 722-0900

ARIZONA (Sorted by ZIP code)

NPAC*
PO BOX 36364
PHOENIX AZ 85067

Paul Parks (602) 278-2375

SVAC
PO BOX 662
CHANDLER AZ 85224

Tim Barr (602) 821-1200
Meetings: 3rd Sat., 10 AM
3234 S. Fair Lane, Tempe AZ

AIM newsletter participant

TAC*
1426 W KILBURN RD
TUCSON AZ 85705-9232

Ray Waters (602) 887-4196

ARKANSAS
```

LRAA*
28 JOHN HANCOCK CIR
JACKSONVILLE AR 72076

Keith Steensma (501) 985-2131

CALIFORNIA (Sorted by ZIP code)

(ZIP codes 90000-90999):

ICE
PO BOX 5085
TWO HARBORS CA 90704

William D. Peterson (213) 510-1807

Atari ST support
Meetings: 2nd Wed., 8 PM

LBACE*
PO BOX 92812
LONG BEACH CA 90809-2812

Lee Curtis (213) 423-2758

(ZIP codes 91000-91999):

HACKS*
249 N BRAND BLVD #321
GLENDALE CA 91206

John King Tarpinian (818) 246-7286

SCVACE
19449 NADAL ST
CANYON COUNTRY CA 91351

Mark Ostrove (805) 252-6881

8-bit meeting on 1st Thursday, 16-bit meeting on 3rd Thursday

AAUG*
PO BOX 1433
UPLAND CA 91786-1433

Todd Bane (714) 737-4329
BBS (714) 625-4251

(ZIP codes 92000-92999):

SAN DIEGO ST USERS WORKSHOP*
902 NOLAN WAY
CHULA VISTA CA 92011

Chester Edwards (619) 224-5090

ERACE*
1906 AVINEDA DEL DIABLO
ESCONDIDO CA 92025

Gary Martin (619) 489-9872

SDACE*
PO BOX 900076
SAN DIEGO CA 92120

Mike Bergman (619) 558-7866
BBS (619) 558-7866

The Desert Atarians
47-800 MADISON St #53
INDIO CA 92201

Lee Ellis (619) 342-1600
BBS (619) 342-1647

Pass Area ST Enthusiasts*
1145 WEST WESTWARD
BANNING CA 92220

Steve Miller (714) 849-7927

AUGIE*
3905 N LUGO AVE
SAN BERNARDINO CA 92404

CAJON COMPUTER CLUB*
639 W 36TH ST
SAN BERNARDINO CA 92405

Tim Adams (714) 882-6784

ACAOC
PO BOX 9419
FOUNTAIN VALLEY CA 92708

Larry Weinheimer (714) 969-9053
BBS (714) 778-1228

Meetings : 2nd Sunday at 1:00 P.M.
Fellowship Room of the North Orange Christian Church
16561 Lincoln Avenue (between Tustin Ave. & Orange-Olive Rd.)

CompuServe contact : Rick Meredith [76157,30]
GEnie address: TOPNOTCH

BBS (714) 778-1228

NOCCC ST-SIG*
3852 BALSA
IRVINE CA 92714

Dain Leese (714) 552-5185

(ZIP codes 93000-93999):

RAM OF VENTURA COUNTY*
PO Box 112
CAMARILLO CA 93011

Tim McCoy (805) 482-4788
BBS (805) 987-6985

SBACE*
PO BOX 3678
SANTA BARBARA CA 93130-3678

Avery Galbraith (805) 687-1075

BAKERSFIELD ACE*
PO BOX 40203
BAKERSFIELD CA 93308

Anthony Garcia (805) 397-9566

ATARI FEDERATION*
PO BOX 5367
VANDERBERG AFB CA 93437

Chester Hadely (805) 733-4177

SMLACE*
PO BOX 2286
ORCUTT CA 93457-2286

Eric A. Daniels (805) 929-3296

AVACE*
PO BOX 512
PALMDALE CA 93590

(805) 945-9780
BBS (805) 723-0093

SVACE
672 E ROMIE LN
SALINAS CA 93901

President: Gary Klugman [70277,1000]
Meetings : 1st Tuesday of each month
Salinas Community Center, 7:30 P.M.

BitStream BBS (408) 449-2150

(ZIP codes 94000-94999):

ABACUS
PO BOX 22212
SAN FRANCISCO CA 94122

Roger Sinasohn (415) 469-7924

GEnie contact: B.MCCLELLIN

Meetings: 1st Saturday, 10 AM Atari 8-bit, 11:30 AM General, 1 PM Atari ST
SIG's include Desktop Publishing, Hacker's, and MIDI

Membership: $20/yr full membership or $7.50 BBS

ABACUS BBS (415) 587-8062
The Owl's Nest BBS (510) 785-1290

SLCC
PO BOX 1506
SAN LEANDRO CA 94577-0374

President: Bob Barton
Meetings 1st Tuesday, ST SIG 2nd Monday
Newsletter : SLCC Journal (monthly)
Member Dues: $20/yr
Key System 8-bit BBS (415) 352-5528, Stu's Place ST BBS (415) 782-4023

CompuServe contact: Bob Wooley [75126,3446]

(ZIP codes 95000-95999):

ATARI USERS GROUP OF SOUTH SANTA CLARA COUNTY
52222 CARRYBACK AVE
SAN JOSE CA 95111

Ron Reade (408) 225-7162

Meetings 2nd Wed at San Jose Computer

BBS (408) 848-6032 Atari ST support

ST ACE OF SONOMA COUNTY*
PO BOX 4916
SANTA ROSA CA 95402

Hal Anderson (707) 542-1745

ACCESS
PO BOX 1354
SACRAMENTO CA 95812-1354

President: Mark O'Connell
All Atari 8-bit user group

CANADA

KWEST
CO MR DANI A ROLOSON
#8 - 43 BENTON ST
KITCHENER, ONTARIO
CANADA N2G 3H1

Meetings 2nd Wednesday, DCS Course Room 2009, 2nd Floor, Math & Computer Bldg,
U of Waterloo at 7:30 P.M.

Dues: $15/yr. per family

RASTA
3711 GORDON RD
REGINA, SASKATCHEWAN
CANADA S4S 5XE

Sewer's Rat Domain BBS (306) 586-9412

COLORADO (Sorted by ZIP code)

FRAUG*
3012 ROCKBOROUGH CT
FORT COLLINS CO 80525

Jerry Belfor (303) 223-2604
BBS (303) 223-1297

PIKES PEEK AND POKE ACE*
PO BOX 17779
COLORADO SPRINGS CO 80935-7779

Rick Reaser

CONNECTICUT (Sorted by ZIP code)

AUGOGH
PO BOX 289
WINDSOR LOCKS CT 06096-0289

William Midyette (203) 870-7034, CompuServe [76406,455], GEnie W.A.MIDYETTE
1 Abbott Rd, #78, Ellington CT 06029-9501

BBS (203) 871-0696

STAUS*
176 BURNSIDE
E HARTFORD CT 06180

Brian Rufini (203) 289-7903

FCACE*
362 HATTERTOWN RD
MONROE CT 06468

Paula Burton (203) 452-1716

STAR ATARI ST ROAD RUNNERS
263 GUINEVERE RIDGE
CHESHIRE CT 06492

Lou Demetriou (203) 271 0452
BBS (203) 421-4861

DELAWARE

CDACC*
PO BOX 545
CAMDEN DE 19934

Tom Baldwin (302) 678-9411

FLORIDA (Sorted by ZIP code)

ABLE
CO HADLEY NELSON
PO BOX 1172
WINTER PARK FL 32790

PACE
12500 ULMERTON RD LOT 196
LARGO FL 34644

President: Joan Raia
Meetings: 1st Saturday, 2 P.M., Largo Public Library, 351 E. Bay Dr.
Dues: $10/yr per family

Hacker's Zone BBS (813) 584-2425, Tut's BBS (813) 797-8449

Newsletter: The PACESetter
4663 60th Street North
Kenneth City FL 33709

GEORGIA

MGAUG*
CO PETE MILLER
115 FEAGIN MILL RD
WARNER ROBINS GA 31088

(912) 328-8758

IDAHO (Sorted by ZIP code)

RACE
301 BIRCH ST
MOUNTAIN HOME ID 83647

Meetings: 3rd Tuesday, 7 P.M.-Pizza Express

Carson Walden (208) 587-7476
Dues: $10/yr w/1 free PD disk

Rattlesnake STation BBS (208) 587-7603

BAUG
CO FRANK CHAN
3073 S RIBA RIDGE WAY
BOISE ID 83709

(208) 376-5603
BBS (208) 362-2243

ILLINOIS (Sorted by ZIP code)

SCAT
CO ALVIN RIESBECK
PO BOX 7226
ROSELLE IL 60172

(708) 985-0693
BBS (708) 231-7227

LCACE
PO BOX 8788
WAUKEGAN IL 60079-8788

(312) 623-3815
Pegasus BBS (708) 623-9570
Python BBS (312) 680-5105

Dues: $20/yr per family
Meetings: 2nd Saturday, 11 A.M.
Warren-Newport Public Library, 244 O'Plains Road, Gurnee,IL

Newsletter : LCACE News Journal

GAUG*
CO MICHAEL BURKLEY
PO BOX 55
VIOLA IL 61486

(309) 596-4152

ST INFORMATION GROUP*
CO JOE LAMBERT
1116 WOODLAWN CT
PEKIN IL 61554

CIAUG*
CO ROBERT HANDLEY
1920 E CROXTON AVE
BLOOMINGTON IL 61701-5702

(309) 828-4661

CUSTUG
PO BOX 3442
CHAMPAIGN IL 61826

(217) 356-7916

Meetings 2nd Wednesday at Urbana Free Library, Race and Elm Streets, 7:00 P.M.
Dues: $16/yr.
President: Lee Johnson
GEnie: L.JOHNSON13

EAUG
1811 SEMINOLE LN

GODFREY IL 62035

BBS (618) 254-6077
GEnie Address: H.VIZE (Hank Vize, VP)

Meetings: 1st Monday, 7 PM at Wood River Public Library, 326 E. Ferguson Ave,
Wood River, IL

INDIANA (Sorted by ZIP code)

ASCII
CO DAN WARD
1752 ALIMINGO DR
INDIANAPOLIS IN 46260

(317) 254-0031
ST Archive BBS (317) 353-9326

GEnie contact: D.WARD10

IMAGE
PO BOX 1742
SOUTH BEND IN 46634-1742

Stephen Elek, Jr. (219) 291-0550, GEnie address: S.ELEK
Dues: $10/yr. per family

8-bit meetings 2nd Monday, 6 P.M.
Mishawaka-Penn Public Library, 209 E. Lincolnway, Mishawaka, IN

ST meetings 3rd Monday, 7 P.M.
St. Joseph County Public Library LaSalle Branch, 3232 W Ardmore Trail, S. Bend

MOUSE BBS (219) 674-5947

ACORN
CO KEN HELMS
3627 IOWA CT
FT WAYNE IN 46815

Meetings 1st Saturday at Shawnee Branch of Allen County Public Library, 10 AM

BBS (219) 744-1396
Dues: $18/yr.

Delphi contact: KENHELMS
GEnie contact: K.HELMS

BlAST
CO BILL LORING
PO BOX 1111
BLOOMINGTON IN 47402

(812) 336-8103
BBS (812) 332-0573

GEnie contact: W.LORING1

CRAG*
CO JEFF COE
PO BOX 10995
MERRILLVILLE IN 46411-0995

IOWA

MIDWEST ATARI GROUP IOWA CHAPTER*
CO GORDIE MEYER
PO BOX 1982
AMES IA 50010

(515) 232-1252

KANSAS (Sorted by ZIP code)

FLAG*
PO BOX 3233
FORT LEAVENWORTH KS 66027

LACC*
PO BOX 1415
LAWRENCE KS 66044

Robert Drake (913) 842-5961

MIDWEST ST ATARI RESOURCE*
CO GARY LEACH
7213 MASTIN
MERRIAM KS 66203

WACE*
CO MARILYN MERICA
501 TROTTER
MAIZE KS 67101

(316) 722-1078

KENTUCKY (Sorted by ZIP Code)

AEL
PO BOX 34183
LOUISVILLE KY 40232

Contact: Lawrence Estep (812) 944-8997

Atari Scene! BBS (502) 456-4292

Dues: $20/yr per family (includes AIM subscription)
AELien Transmissions newsletter (bi-monthly): $1.74/yr w/membership

Meetings
Location: South Central Jefferson County Government Center, 7201 Outer Loop

General Meeting 2nd Saturday, 11:30 A.M.

DC (8-bit) Sig meetings 1st Wednesday, 7:30 P.M., Leader: Rich Link

ASTRO (ST) Sig meetings 4th Wednesday, 7:30 P.M., Leader: Jan Wilt

Online contact addresses:

Compuserve: 71450,1050, Delphi: L.ESTEP, GEnie: L.ESTEP1,
Internet: 71450.1050@COMPUSERVE.COM, MCI Mail: 544-1819@MCIMAIL.COM

SOMERSET COMPUTER USERS GROUP
RT 7 BOX 135
SOMERSET KY 42501

Joe Burton (606) 382-5371, GEnie: J.M.BURTON
Meetings 2nd Monday at 7 P.M. in Math lab of Somerset Community College
Dues: $10/yr.

3811. Atari Classics magazine User Group list (L-Z)

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 08:49:00 UTC
From: 0005441819@MCIMAIL.COM
Message-ID: <20920923084902.0005441819PK1EM@mcimail.com>
Source record: 109366

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Atari Classics Atari User Group Listing (listings L-Z) Updated: 09/15/92
Compiled by: Lawrence Estep, Atari Classics Telecommunications Editor
CompuServe: 71450,1050, Delphi: LESTEP, GEnie: L.ESTEP1,
Internet: 71450.1050@COMPUSERVE.COM,
MCI Mail: 544-1819@MCIMAIL.COM
--------------------------------------------------------------------------------

LOUISIANIA

NOACE
CO DAVE PORTER
PO BOX 73236
METAIRIE LA 70033

(504) 887-7505

MARYLAND (Sorted by ZIP code)

MAST*
CO BOB JOHNSON
1616B FORREST AVE
FT MEADE MD 20755

AURA*
PO BOX 7761
SILVER SPRING MD 20910

Steve Duggan (301) 890-3889

MARYLAND ATARI COMPUTER CLUB*
CO JAMES HILL
8591 WHEATFIELD WAY
ELLICOTT CITY MD 21043

(301) 461-7556

FREDERICK ATARI COMPUTER ENTHUSIASTS*
CO BUDDY SMALLWOOD
923 N MARKET ST
FREDERICK MD 21701

MASSACHUSETTS (Sorted by ZIP code)

WMAUG*
CO DAVID SCARPA
285-A GATES ST
PALMER MA 01069-9617
```

BBS (413) 589-1382

NVACUS
CO RAY WALLACE
PO BOX 456
MAYNARD MA 01754

(508) 534-0699

BACS*
1 CENTER PlAZA
BOSTON MA 02108

Jerry Feldman (617) 244-3025
BBS (617) 396-4607

SSAG
PO BOX 129
HYDE PARK MA 02136

Meetings 3rd Friday at Harbour Campus of U Of MA, McCormick Hall, Room 207,
1st Floor at 7:00 P.M.

Dues: $12/yr. single or $18/yr. family

Question Mark BBS (617) 328-9230
Norman Boucher, Jr. (617) 361-0590

NAACC
CO COMPUTER ZONE
28 E WASHINGTON ST
N ATTLEBORO MA 02760

Contacts: Joe Heroux/Secretary (508) 533-2619 GEnie address: JOE.HEROUX
Bob Levetin/President (508) 699-0430

Meetings last Tuesday except July and December at the Computer Zone on Route 1
in North Attleboro

MICHIGAN (Sorted by ZIP code)

MACE
PO BOX 2785
SOUTHFIELD MI 48037

President: Ed Hanson (313) 675-0044

Meetings 3rd Tuesday, 7:30 P.M. at:
Southfield Civic Center, Evergreen & 10 1/2 Mile Rd

MAGIC
13900 MASONIC BLVD
WARREN MI 48093

GREAT LAKES ATARI ST SUPPORT*
CO BYRON JOHNSON
PO BOX 99737

TROY MI 48099

GENESEE ATARI GROUP
PO BOX E
FLINT MI 48507

Meetings 2nd Wednesday at GMI institute, Corner of Dupont at 3rd Ave., 6:30 PM
Dues : $15/yr.
Send $1 postage or large SASE for 8-bit or ST PD catalog

Jerry Cross (313) 736-4544, CompuServe [75046,467]

FACTS BBS (313) 736-3920

CHAOS
PO BOX 16132
LANSING MI 48901

President: Leo Sell
BBS (517) 394-6852

Meetings 3rd Saturday, 10 A.M. at Capitol Federal, 250 E. Saginaw

STING*
CO RON SCHULTHEIS
PO BOX 321
MARNE MI 49435-0321

MINNESOTA

SPACE
PO BOX 120016
NEW BRIGHTON MN 55112

President: Nathan Block

BBS (612) 488-5973

Meetings 2nd Friday, 7:30 P.M. at Falcon Heights Community Center, 2077
W. Larpenter.

MISSISSIPPI

CAAUG
CO LOWEN OVERBY
PO BOX 5098
BILOXI MS 39534

(601) 388-1515

MISSOURI (Sorted by ZIP code)

ACE ST LOUIS*
PO BOX 6783
ST LOUIS MO 63144

Joan Ryan (314) 645-6431

KCAC
7837B WORNALL RD
KANSAS CITY MO 64114

(816) 363-2814

Meetings at Baptist Medical Center, 66th and Rockhill Rd. on first Tuesday

MONTANA

RATTLESNAKE ACE*
CO TOM TUCKER
PO BOX 9457
MISSOULA MT 59807

(406) 626-4410
BBS (406) 777-3992

NEBRASKA

O-ACES
PO BOX 723
PAPILLION NE 68046

Peter Killian (402) 592-542 or (402) 294-6232 (day)
CompuServe User I.D. [72017,72], GEnie: P.KILLIAN

Meetings on second and LAST Wednesday (except Nov/Dec when only 2nd Wed.) at
La Vista Recreation Center, 8116 Parkview Blvd., La Vista, NE 68128

Dues: $18.00/yr (AIM included in dues)

NEVADA (Sorted by ZIP Code)

DUST
PO BOX 19672
LAS VEGAS NV 89132-9672

Meetings 2nd Tuesday at 7 P.M. at Spring Valley Library
Last Wednesday at 7 P.M. at Nevada Power building

Bud Lite BBS (702) 870-4750
Wildlife BBS (702) 645-7579

HiSUG
4857 HELLS BELLS RD
CARSON CITY NV 89701

Gary Marston (702) 885-2081

Meetings 3rd Tuesday at 6:30 P.M. at Round Table Pizza in Baring Village,
Sparks, Nevada

NEW HAMPSHIRE

NASTUS
CO DON PETERS
51 CHEYENNE DR
NASHUA NH 03063

(603) 883-0347

NEW JERSEY

JACG*
PO BOX 5206
NEWARK NJ 07105-0206

(201) 241-4554

NEW YORK (Sorted by ZIP code)

ATARI COMPUTER USERS GROUP OF WESTCHESTER*
4 CHARLOTTE ST
WHITE PLAINS NY 10606

Roland Herman (914) 946-4134

RACUG*
CO RICHARD BLOCH
29 RIVERGLEN DR
THIELLS NY 10984

(914) 429-5283

LIAUG
PO BOX 92
ISLIP NY 11751

President: John Aalto Jt. (516) 589-6754
Meetings: 1st Saturday at Nesconset branch of Smithtown, NY Public Library community room
Dues: $25/yr.

New West BBS (516) 234-4943

CDACE*
PO BOX 511
DELMAR NY 12054

Joe Boggard (518) 785-4071
BBS (518) 237-1232

ACE OF SYRACUSE*
204 E PATRICIA Ln
N SYRACUSE NY 13212-3218

Kenneth Wickert (315) 458-6077

Backstairs BBS (315) 458-0118

ACORN
PO BOX 24920
ROCHESTER NY 14624

President: Don Allis (716) 293-3415

Dimension's End BBS (716) 436-3078

NORTH CAROLINA (Sorted by ZIP Code)

TCC*
CO DONALD NELSON
RT 3 BOX 760
HILLSBOROUGH NC 27278

(919) 942-2764

PTAUG
PO BOX 1073
GREENSBORO NC 27402

Meetings are on the last Wednesday of each month (except July and December)
at Folk Recreation Center, 3910 Clifton Road, Greensboro NC 27402

Dues: $15/yr
President: Danny Hartman (919) 722-9902
Co-sponsored by the Greensboro Parks & Recreation Department.

BRACE*
CO SHELDON WINICK
40 WESTGATE PARKWAY #F
ASHEVILLE NC 28806

(704) 251-0201

GACE*
CO MARY ANNE TERMINATO
19 ALPINE WAY
GREENVILLE NC 29609

(803) 292-2690

OHIO (Sorted by ZIP code)

CACE*
PO BOX 93034
CLEVELAND OH 44101-5034

John Savarda

NOAH*
CO DOUG NOVAK
5538 PEARL RD
PARMA OH 44129

Doug Novak (216) 845-6260
BBS (216) 582-1904

CINTARI
PO BOX 14959
CINCINNATI OH 45214

Roger Miller (513) 367-6842
Meetings 2nd Saturday

MVACE*
PO BOX 24221
DAYTON OH 45424

Joe Lovett (513) 847-3970

OKLAHOMA

STIE
CO STEVE BALCH
PO BOX 161
NICOMA PARK OK 73066

(405) 340-9233

OREGON

PAC*
PO BOX 1692
BEAVERTON OR 97005

David Moore (503) 240-1913

PENNSYLVANIA (Sorted by ZIP code)

PACE
PO BOX 13435
PITTSBURGH PA 15208

GEnie contact: R.GIERL
BBS (412) 481-5002

WAO*
230 CLAIRMONT St
N HUNTINGTON PA 15642

Keith Krause (412) 834-5678

SAGE*
PO BOX 10562
ERIE PA 16514-0562

Earl Hill (814) 833-9905
BBS (814) 833-4073

SPACE
PO BOX 11446
HARRISBURG PA 17108-1446

Richard Basso (717) 761-3755

ABEACE*
PO BOX 2830
LEHIGH VALLEY PA 18001

(215) 868-4856

LVAUG
PO BOX 796
WHITEHALL PA 18052-0796

General meeting 1st Thursday, SIG meeting 3rd Thursday

Jonathan Mordosky, GEnie address : J.C.MORDOSKY

A.C.U.T.E. BBS (215) 261-0620
Westex BBS (215) 776-7495

SCRANTON AREA ATARI USERS GROUP
10 4TH ST
PITTSTON PA 18640

Atari ST/TT support

Dennis Peters (717) 655-7797
GEnie address : D.PETERS18

NATUG*
PO BOX 18150
PHILADELPHIA PA 19116-0150

Allan Zaluda (215) 677-6751
BBS (215) 677-1370

RHODE ISLAND

RIACE*
CO STEVE DUNPHY
192 WEBSTER AVE
PROVIDENCE RI 02909

(401) 621-5359

SOUTH DAKOTA

RACE*
CO KENNETH KAYL
902 VIRGINIA LN
RAPID CITY SD 57701

(605) 343-7289

TENNESSEE (Sorted by ZIP Code)

CAOS*
PO BOX 80101
CHATTANOOGA TN 37411

Phil Snider

KAUG*
CO JOHN COLE
9109 PARKTOP LN APT C
KNOXVILLE TN 37923

(615) 691-4435
BBS (615) 691-0113

CACE*
CO ROBERT PECORA
280 CAPSHAW DR
COOKEVILLE TN 38501

(615) 528-7116

TEXAS (Sorted by ZIP Code)

DAL-ACE*
PO BOX 851872
RICHARDSON TX 75085-1872

Rachel Duke (214) 429-6134

AUNT
PO BOX 515006
DALLAS TX 75251-5006

President: Kevin Rudolph (214) 238-8103 (Daytime)
GEnie address: K.RUDOLPH
Dues: $20/yr. Supporting the ST and TT computers.

AAAUA*
PO BOX 79-1426
SAN ANTONIO TX 78279-1426

Al Sherrill (512) 492-6633

ATARI ST CLUB OF EL PASO*
CO TIM HOLT
10953 YOGI BERRA
EL PASO TX 79934

(915) 821-2048

VIRGINIA (Sorted By ZIP Code)

NOVATARI*
PO BOX 4076
MERRIFIELD VA 22116

Earl Lilley (703) 281-9017

WACUG*
13408 MARUMSCO DR
WOODBRIDGE VA 22191

Ron Dunn (703) 494-4260

GRASP
CO MICKEY ANGELL
3024 SHILOH CHURCH RD
MIDLOTHIAN VA 23112

Delphi/GEnie contact: MICKEYANGELL
BBS (804) 744-8022

STATUS*
CO BUCK MADDREY
5425 SHENSTONE CIR
VIRGINIA BEACH VA 23455

(804) 464-2100
BBS (804) 495-3905

WASHINGTON (Sorted By ZIP Code)

BRACE*
PO BOX 70097
BELLEVUE WA 98007

Joe Mraz (206) 747-2433

STDIO*
CO RALPH PLAGGENBURG
904 N 33RD PL
RENTON WA 98056

(206) 228-5303

STarBase*
CO STEVE DRAKE
8307 27TH NW
SEATTLE WA 98117

(206) 782-3691

R-AUG*
PO BOX 845
OAK HARBOR WA 98277

Mike Barret (206) 675-7167

TRACE*
CO TERY SCHREIBER
BOX 2037
POINT ROBERTS WA 98281

(604) 943-4786

KCACE*
PO BOX 2333
BREMERTON WA 98310

Bill Penner (206) 373-4840

SPSACE*
CO NICK BERRY
BOX 110576
TACOMA WA 98411-0576

(206) 759-1473

SWAG*
PO BOX 1515
VANCOUVER WA 98668-1515

Allan Cokes
BBS (206) 574-1146

ATARI ASSOCIATION OF DESERT DWELLERS*
CO RICK RAYMOND
RT 1 PO BOX 5296
RICHLAND WA 99352

WISCONSIN (Sorted By ZIP Code)

PACUS*
CO PETER SCHEFSKY
2714 S 11TH PL
SHEBOYGAN WI 53081

MAAUG*
PO BOX 14038
W ALLIS WI 53214

Linda Heinrich (414) 421-2376

MASTUG*
PO BOX 25679
MILWAUKEE WI 53225

Bruce Welsch (414) 463-9662

CWAUG*
CO THOMAS PTAK
217 S SCHMIDT AVE
MARSHFIELD WI 54449

(715) 387-4512

To add your user group to this listing, please send the following information to the online service addresses listed at the top of this list, via E-Mail to LAWRENCE ESTEP on The Atari Scene! BBS at (502) 456-4292, or call our 24 hour voice mailbox and leave your update info at (812) 948-6278. Your information will be added to the listing when the next update is made.

Information needed:

Group name/address

Name and phone number of contact person(s)
Online service id(s) (if applicable) of contact person(s)

Meeting time(s)/location(s)

Support provided for which computers (8-bit, ST, etc.)

Additional information if available
(Bulletin Board System number, newsletter information, yearly dues, etc.).

Atari Classics is not responsible for errors or omissions to this listing.
We will make every effort to correct this list in a timely manner if updates
are provided via the methods mentioned above.

On behalf of the entire Atari community, I thank you for helping to keep this
list as accuarate as possible.

-Lawrence Estep
Atari Classics Telecommunications Editor

3812. Atari Classics magazine National BBS listing

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 08:51:00 UTC
From: 0005441819@MCIMAIL.COM
Message-ID: <61920923085116.0005441819PK1EM@mcimail.com>
Source record: 109367

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--------------------------------------------------------------------------
ATARI CLASSICS Atari Bulletin Board System listing Updated: 9/15/92
Compiled by: Lawrence Estep, Atari Classics Telecommunications Editor
CompuServe: 71450,1050, Delphi: LESTEP, GEnie L.ESTEP1,
Internet: 71450.1050@COMPUSERVE.COM,
MCI Mail: 544-1819@MCIMAIL.COM
--------------------------------------------------------------------------

Editor's note: This listing is now a product of Atari Classics magazine, and
will be printed in the mag on a regular basis. Updated editions will be
uploaded to CompuServe, Delphi, GEnie, and Internet as changes come in between
issues.

Minimum/Maximum baud listed before each number.

Alabama-(AL)-----------------------------------------------------------------
HAUG 3/24 (205) 722-0900

Arizona-(AZ)-----------------------------------------------------------------
Danish Tower 3/24 (602) 459-6514 Star-Linx 3/24 (602) 464-4817

California-(CA)--------------------------------------------------------------
AAUG 3/24 (714) 625-4251 ABACUS 3/24 (415) 587-8062
ACAOC 3/24 (714) 778-1228 AVACE 3/24 (805) 723-0093
BAAUG 3/24 (408) 986-0215 BitStream 3/24 (408) 449-2150
Crime Bytes 3/24 (408) 287-8399 Desert Atarians 3/24 (619) 342-1647
Key System 3/24 (415) 352-5528 Owl's Nest 3/96 (510) 785-1290
RAM Of Ventura 3/24 (805) 987-6985 SCCAUG 3/24 (408) 848-6032
SDACE 3/24 (619) 558-7866 Sierra Online 3/24 (209) 683-4463
STu's Place 3/24 (415) 782-4023 West Coast Synd. 3/24 (510) 438-9387
Z*Net Golden Gate 12/144(510) 373-6792

CANADA-----------------------------------------------------------------------
Rat III 3/144(306) 949-6105

Colorado-(CO)----------------------------------------------------------------
FRAUG 3/24 (303) 223-1297

Connecticut-(CT)-------------------------------------------------------------
AUGOGH 3/24 (203) 871-0696 New Haven 3/24 (203) 776-9723
Silicon Palace 3/12 (203) 871-0696 Sinkhole Utopia 3/24 (203) 873-8518
Star 3/24 (203) 421-4861

Florida-(FL)-----------------------------------------------------------------
Hacker's Zone 3/24 (813) 584-2425 Harbor Lights 3/24 (813) 726-3449
MegaPlex 3/24 (813) 823-1471 St. Pete PO 3/24 (813) 821-3188
Tut's 3/24 (813) 797-8449
```

Georgia-(GA)----------
U Want What 3/24 (912) 471-7629

Hawaii-(HI)----------
Dragon Masters 3/24 (808) 531-4805 Town Crier 3/24 (808) 488-8838

Idaho (ID)----------
BAUG 3/24 (208) 362-2243 RattleSnake STat. 3/24 (208) 587-7603

Illinois-(IL)----------
Blue Moon 3/24 (708) 457-2219 EAUG 3/24 (618) 254-6077
ICD 3/24 (815) 968-2229 Network:Atari 3/24 (815) 962-3084
Northwest Passage 3/24 (708) 213-9299 Pegasus (LCACE) 3/24 (708) 623-9570
Python (LCACE) 3/96 (708) 680-5105 SCAT 3/24 (708) 231-7227

Indiana-(IN)----------
ACORN 3/144 (219) 744-1396 BlAST 3/24 (812) 332-0573
Data Central 3/24 (317) 543-2007 IndyServe 3/24 (317) 849-4007
MOUSE 3/24 (219) 674-5947 ST Archive 3/24 (317) 353-9326

Iowa-(IA)----------
Maligned ST 3/96 (515) 253-9530

Kentucky-(KY)----------
Atari Scene! 3/24 (502) 456-4292 JCPD Cop Shop 3/24 (502) 933-3481
Kentucky Online 3/24 (502) 895-1590 LFPL Freeboard 3/24 (502) 584-4162
TrivAtari 3/24 (502) 245-0386 Twilight Zone 3/24 (502) 897-1589

Louisiana-(LA)----------
STarship 3/24 (318) 535-9684

Massachusetts-(MA)----------
Argus Exchange 3/24 (617) 674-2345 BCS 12/24 (617) 391-6745
BCS 9600 (617) 396-4607 Cookie Shop 3/24 (508) 226-8028
Microsystems softw 3/24 (508) 875-8009 Outer City Limits 3/24 (617) 665-0977
Question Mark-SSAG 3/24 (617) 328-9230 Toad Hall 3/24 (617) 567-8642
WMAUG 3/24 (413) 589-1382

Michigan-(MI)----------
CACE 3/24 (517) 787-5061 Carnival 3/24 (313) 235-0158
CHAOS 3/24 (517) 394-6852 EXTE 3/24 (616) 245-8259
FACTS 3/24 (313) 736-3920 I.C. 3/24 (313) 978-1685
Molin's Den 3/24 (313) 451-0524 Nine Planes 3/24 (313) 233-6095
RIP 24/144(616) 235-2313 STing 3/24 (616) 532-5736
Treasure CheST 3/24 (313) 973-9137

Minnesota-(MN)----------
MAST 3/24 (612) 472-6582 SPACE 3/24 (612) 488-5973

Missouri-(MO)----------
Outer Zone 3/24 (314) 291-2488

Montana-(MT)----------
Flying Dutchman 3/96 (406) 452-5025 Rattlesnake ACE 3/24 (406) 777-3992

Nevada-(NV)----------
Bud Lite 3/144 (702) 870-4750 Ground Zer0 3/24 (702) 435-7919
Wildlife 3/144 (702) 645-7579

New Jersey-(NJ)----------
Aces High 3/144 (908) 290-1133 Ankh-Morpork 12/24 (201) 402-1956
Hologram 3/24 (908) 727-1914 JACS 3/24 (609) 346-1224
Z*NET 3/24 (908) 968-8148

New Mexico-(NM)----------
Asylum 3/96 (505) 897-4080

New York-(NY)----------
BACK 3/24 (516) 937-1455 Backstairs 3/24 (315) 458-0118
CDACE 3/24 (518) 237-1232 Cobblestone Manor 3/24 (716) 334-8232
Computer World 3/24 (716) 247-8355 Corner Pub 3/24 (718) 351-4304
CSS Support 3/24 (716) 247-7157 Dimension's End 3/24 (716) 436-3078
Moose 3/24 (716) 381-5139 New West 3/24 (516) 234-4943
Soccer Base 3/24 (518) 475-1446

North Dakota-(ND)----------
Above Board 3/24 (701) 727-4049

Ohio-(OH)----------
Closer To Home 3/96 (419) 368-4413 Cool Wave 3/24 (614) 870-0085
Magic Kingdom 3/24 (513) 574-5660 NOAH 3/24 (216) 582-1904
Pirate Busters 3/24 (216) 545-4817

Pennsylvania-(PA)----------
ACUTE 3/24 (215) 261-0620 Excalibur 3/24 (215) 488-9194
NATUG 3/24 (215) 677-1370 PACE 3/24 (412) 481-5002
SAAUG 3/24 (717) 655-6483 SAGE 3/24 (814) 833-4073
Warp 10 3/24 (612) 778-9034 Westex 3/24 (215) 776-7495

South Dakota-(SD)----------
Sonny's Garage 12/96 (605) 232-3170

Tennessee-(TN)----------
Doghouse-8 3/24 (901) 873-3244 KAUG 3/24 (615) 691-0113
MASH-COM 3/24 (901) 377-1904

Virginia-(VA)----------
Corporate Network 12/24 (703) 548-4349 Dreaming City 12/144 (703) 354-6368
Gallifrey 3/24 (703) 641-9769 GRASP 3/24 (804) 744-8022
STATUS 3/24 (804) 495-3905

Washington-(WA)----------
Callahan's Place 3/144 (206) 569-2911 SWAG 3/24 (206) 574-1146

Wisconsin-(WI)----------
MAST 3/24 (414) 461-1730 MilAtari (MAUG) 3/24 (414) 476-9229

We would appreciate your comments and updates on this listing. Please forward them to the online service addresses listed at the top of this list, send E-Mail to LAWRENCE ESTEP on The Atari Scene! BBS at (502) 456-4292, or call our

24 hour voice mailbox at (812) 948-6278 and leave your update info.

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3813. Re: New Carts for 2600 & 7800

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 13:03:45 UTC
From: smith@acpy01.att.com
Message-ID: <1992Sep23.130345.22565@devildog.att.com>
Source record: 109400

In article <1992Sep22.210446.451@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
> 2600 Serial # Price
> ---- -------- -----
>Secret Quest cx26170 $3.50 *
>Jr. Pac-Man cx26123 3.50 *
>Moon Patrol cx2692 3.50 *
>Realsports Football cx2668 3.50 *
>Desert Falcon cx26140 2.50 *
>Realsports Baseball cx2640 2.50 *
>
> 7800 Serial # Price
> ---- -------- -----
>Donky Konk Jr. cx7849 3.50 *
>Donky Kong cx7848 3.50 *
>Dig Dug cx7803 2.50 *
>Ball Blazer cx7815 2.50 *
>Dark Chambers cx7837 2.50 *
>

Joe,

Sorry I had to post this way, but I am unable to reply to your article.
I've made my selections. Please contact me as to availability and cost.
Thanks.

~~~~~~
Bob Smith Voice : (908) 457-6833
AT&T Internet: smith@acpy01.ATT.COM
Room D33 Attmail : attmail!rsmithjr
180 Centennial Avenue Home : (908) 359-4120
Piscataway, NJ 08854
~~~~~~

3814. Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 14:35:36 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1992Sep23.143536.10352@tolten.puc.cl>
Source record: 109360

>I would have to agree with you. 45:5 would seem to indicate that the
>majority is in favor of binaries. What are we waiting for folks? Lets
>not dawdle around -- as the man said: There just isnt that much 8 bit
>stuff floating around out there anymore. Lets distribute what is
>left..
>/
>Binaries!!

Well, what I say is SEND THE BINARIES IN THIS VERY GROUP.

WE SHOULD UUENCODE THEM AND THEN SEND THE UUENCODED FILES.
(UNIX- or Atari- uuencoded?)

Anyway, I voted NO on the separate group for binaries - I think (and
that is what I said) that one group is enough (we are few persons in
here and traffic is not going to get unacceptably huge).

--
****
* MIGUEL FARAH F. * mbfarah@isluga.puc.cl *
****
#include <disclaimer.h>

3815. FAQ correction

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 14:41:07 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1992Sep23.144107.15842@tolten.puc.cl>
Source record: 109361

I got a little piece of info to correct the FAQ:

a friend of mine bought in 1986 an ATARI XM301 modem --- it is 300 baud
and has a terminal program: "XE TERM".
It also comes with a VERY long text file (296 (DOS 2.5) sectors) which
is a tech manual.

--
****
* MIGUEL FARAH F. * mbfarah@isluga.puc.cl *
****
#include <disclaimer.h>

3816. Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 16:46:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <19q70bINNdrp@usenet.INS.CWRU.Edu>
Source record: 109358

I have just e-mailed Steve Grimm, who appears to be the moderator of
comp.binaries.atari.st about sharing that group with us, with the hope that
he will post a response here on c.s.a.8/IA8.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3817. Rana 1000 getting wild!! AArrgghh!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 18:40:06 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9209231640.AA20768@brachot.jct.ac.il>
Source record: 109359

My Rana 1000 disk drive is dying.. I'll soon be totally out from my Atari,
so help please!!
Fixed problems:
A) The power switch flied out of place. I now cover the what's
left of the pins with a piece of metal..

B) The write protect sensor flied out as well, so I shorted it
so I'll be able to write on the disks (I was out for a long
time before I thot of doing it!! Imagine, not being able to
save anything... AAArrrrggghhh!)
and now only the "protect" switch in the front of the drive
works to change it.

And now C), which is my current, horrifying problem:

The drive motor (NOT the stepper motor) makes funny noises when it turns,
as if something which is turning is hitting something inside. The noise
is a very fast click - maybe 10 clicks per second. Worse, none of my
disks will read unless I press down on the center of the motor. The black
dot. I can't feel anything change when I do it, but it A) makes it quiet
B) Makes it faster (you can hear, the sectors come in faster) and C) the
drive becomes alot more error-proof.
When I let go, the noise comes back, and the errors return.
Yes, I did clean the heads.

btw, Rana 1000 came in 2 flavors, one with the turn-open door (like the
Indus GT) and one with a push in-up door, which is what I have (I hate
it.)...

Anyone knows what I can do??

-Itay

3818. 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 19:12:42 UTC
From: caudle@owlnet.rice.edu
Message-ID: <Bv1pD7.Js8@rice.edu>
Source record: 109362

I have a 1050 drive for sale. It hasn't been used
in over 2 years, but it worked then.
It is already boxed, ready to ship, with a 130XE
which cannot read from the serial port.

Make me an offer to ship them COD.

Chris Caudle
caudle@owlnet.rice.edu

3819. Re: Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 20:31:54 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GP4N1SAPPU8WW9PD@carleton.edu>
Source record: 109363

BEGIN FORWARDED MESSAGE FROM STEVE GRIMM (koreth@spud.hyperion.com)

I would rather not use comp.binaries.atari.st for binaries that don't run
on the Atari ST. The best approach is probably to create a new newsgroup
comp.binaries.atari.8bit (and probably comp.sources.atari.8bit as well.)
Presumably the folks at atari.archive would be willing to pick up whatever
went across the group. I'm not sure what they do about comp.*.atari.st
at the moment.

Feel free to pass that on to the newsgroup (my site doesn't get it, though
I suppose we probably should.)

END FORWARDED MESSAGE

I will write to Steve again in e-mail explaining that we don't believe we have
the numbers to create a comp.binaries.atari.8bit...

(I will also point out he could post to c.s.a.8/IA8 through ucbvax.berkeley)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3820. Re: Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-23 20:45:20 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Sep23.204520.217@dartvax.dartmouth.edu>
Source record: 109369

I suppose that we could also use something like misc.misc and post a notice to this group when we put something there. Or if you really want to get flammed, you could try taking over some other group. There must be some group out there that isn't really being used. :-)

Actually, I'm still confused as to the need--it seems so weird to have access to UseNet newsgroups but not have some sort of E-mail or FTP access, both of which are sufficient for use of the archive (though I admit using E-mail may be awkward).

Oh well.

--PC

--
\ He presented the tribute to Eglon king of Moab, who was a very fat man. ...\
\Ehud reached with his left hand, drew the sword from his right thigh and \
\ plunged it into the king's belly. Even the handle sank in after the blade, \
\which came out his back. Ehud did not pull the sword out, and the fat \ closed in over it.
--Judges chapter 3

3821. Re: Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 01:19:30 UTC
From: bmarcum@world.std.com
Message-ID: <Bv26CI.5HE@world.std.com>
Source record: 109372

In article <1992Sep23.143536.10352@tolten.puc.cl> mbfarah@isluga.puc.cl (Miguel Braxton Farah) writes:
>
>Well, what I say is SEND THE BINARIES IN THIS VERY GROUP.
>
>WE SHOULD UUENCODE THEM AND THEN SEND THE UUENCODED FILES.
>(UNIX- or Atari- uuencoded?)
There should be no difference between the two, other than the end-of-line characters, which would have to be converted, and Atari term programs do that automatically. Is there a difference between Atari and Unix uuencoding? If so, we should write a new Atari program that conforms to the Unix standard. Those of us on Unix systems can uudecode or encode a file on-line in seconds.

Bill Marcum bmarcum@world.std.com b.marcum@genie.geis.com

3822. Searcing for Aztec Warrior...old game

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 01:28:02 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <717359330.AA00000@tdkt.kksys.com>
Source record: 109392

Are you talking about Aztec challenge or Aztec? I think your talking about Aztec. Ive got that game. Its where you walk around and pick up stuff, check boxes, and if you go down anuf levels you look for the idol. yep, that is a neat game. I especialy like the hi-resolution grafix(obviously ported from the apple 2 version.) and animation.
Maybe I can get it to you but I dont know how to send binary files. I know your supposed to have some BASIC program to make them ASCII but how do you get it? Why cant someone just list the program as a message?

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3823. Issue 8 of the NewsDisk

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 01:48:47 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Sep24.014847.15742@cs.tulane.edu>
Source record: 109370

Issue 8 of Dean Garraghty's NewsDisk has been sent to the archive. Also
at the archives, Dean Garraghty's PD software list...(pdlist2.arc)

If you are not able to get these files, drop me a note e-mail, and I'll
send you a copy.

Mike
WBUG Atari Archive
Louiaiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

3824. Re: Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 02:27:20 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <19r928INNr0u@spud.Hyperion.COM>
Source record: 109371

Okay, I'm here now. My site wasn't getting comp.sys.atari.8bit until I requested it this morning.

Here are a few reasons I think using comp.binaries.atari.st for 8-bit binaries is a bad idea.

1. CBAS has a few thousand readers. As indicated by the recent poll here, only a small fraction of them would be interested in 8-bit binaries; many of the rest would just be annoyed by them. I have to consider what the readers want, and my intuition is that a majority of them would be against including 8-bit stuff in CBAS. (But see below.)

2. Some sites archive CBAS, and if both architectures' binaries were in the same group, these sites would hold a mishmash of programs, with no easy way to tell (short of transferring them to a local host) which ones were for which systems. One could alleviate this to some extent with good index files, but that won't help the people who ftp to an archive, browse around, and grab something that looks interesting. They would generate untold numbers of "I got this program from the archives, but I can't get it to work" messages on both discussion groups.

3. I'm not really set up to test out 8-bit software before posting it to the group. This could be solved with a co-moderator, a solution which causes some problems of its own.

Those are the top three reasons in my mind. Now, if someone takes a poll on comp.sys.atari.st, and the majority of the responses are positive, I'll carry 8-bit software despite all this. But for 40 or 50 people, a mailing list (or a moderated alt group) seems far more appropriate to me.

-Steve

3825. WANTED: 8-bit BBS numbers.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 02:44:16 UTC
From: chase@electron.rutgers.edu
Message-ID: <Sep.23.22.44.15.1992.27200@electron.rutgers.edu>
Source record: 109364

Does anyone have a list of BBS's that still support the old
Atari 8-bits. I seem to remember a list being posted a long time
ago, but I didn't save it.

--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Ballblazer
/ | \ ! Apple][+/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-

3826. Re: Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 03:06:28 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Sep24.030628.21212@mnemosyne.cs.du.edu>
Source record: 109368

Miguel B. Farah says:

>(UNIX- or Atari- uuencoded?)

What is the difference between the two?
IS there a difference?
I haven't used the Atari uudecoder, but every single 8-bit file I have
uudecode with UU510 for the MS-DOS machines has worked when transferred to
my Atari.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3827. printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 04:25:33 UTC
From: billt@NeoSoft.com
Message-ID: <1992Sep24.042533.24765@NeoSoft.com>
Source record: 109376

How can it be fixed so that a 130xe can send out a CR/LF much like
a IBM? I know the Black Box can be switched to send out a LF and I
have heard that a PR connection can be modified to do it (If anyone
knows about this please explain how it can be done). I have a 850
and I was wondering if there was something I could change there.
--

3828. >> CrashMan! << Please hold.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 05:15:25 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <e5aLRB5w165w@cyberden.uucp>
Source record: 109375

I was foolish in saying this game would be done by September. Sorry
everyone. I'm not going to guess when I WILL have it done, so you'll all
have to wait a while. The things that are slowing me down lately are:

1) school
2) sick
3) girlfriend/exgirlfriend (what will she be next!? ;-))

Life's less confusing in the summer. I wish it were summer
again. :)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3829. MAC

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 06:13:34 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.1lxu@terapin.com>
Source record: 109373

I just got an account at work which allows FTP access. Unfortunately, the site is long distance from my home and my atari, and the machine at work is a MAC. Anyone have any suggestions on getting 8bit files from the MAC to my Atari with incurring Large LD charges?

3830. xf highspeed 80DS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 07:21:37 UTC
From: The 8-bit Ruler <AKH104@psuvm.psu.edu>
Message-ID: <92268.032137AKH104@psuvm.psu.edu>
Source record: 109374

Just got me sparta x 4.19...is there anyway..program or other out there
that can format the xf in its high speed for 80 tracks double sided
instead of it only for 40?
Also, whats the difference between 4.19 and 4.20?
Andrew

Ah, love could you and I with fate conspire
to grasp the sorry scheme of things entire,
Would not we shatter it to bits, and then
re-mold it nearer to our heart's desire! - Omar Khayyam

3831. Re: Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 14:22:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <19sivgINNdrr@usenet.INS.CWRU.Edu>
Source record: 109377

In a previous article, bmarcum@world.std.com (Bill Marcum) says:

>automatically. Is there a difference between Atari and Unix uuencoding? If

Nope, they're completely compatible.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3832. Re: Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 14:39:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <19sjv2INNf9s@usenet.INS.CWRU.Edu>
Source record: 109378

In a previous article, koreth@spud.Hyperion.COM (Steven Grimm) says:

>Those are the top three reasons in my mind. Now, if someone takes a
>poll on comp.sys.atari.st, and the majority of the responses are positive,
>I'll carry 8-bit software despite all this. But for 40 or 50 people, a
>mailing list (or a moderated alt group) seems far more appropriate to me.

Note that a mailing list does not address our problem, being that those people that access c.s.a.8bit but cannot FTP nor e-mail (the people that are excluded from file-sharing in our present compromised situation) would not have access to such a mailing list either.

Unless others here can put up a good argument for Steve that he should allow us to use c.b.a.st (it doesn't look to me like we can), I still see two possibilities to explore:

1) As Steve suggests, a moderated alt group. The main problem with this that I can see is that not all Usenet sites carry alt groups.

2) Using a universally neutral group such as misc.misc.

What are people's preferences?

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3833. Re: Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 14:43:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66524@cup.portal.com>
Source record: 109379

I think there were a few articles in Antic, ANALOG, & Compute. I think one had a way to use the cart for file transfer over modems, another listed the different printer device numbers so you do something like have a 1020 & Centronics printer hooked up to an 850 on line at the same time, then just direct the print to P5: P2: etc. There's a +200K file on the system I use that has cheats & secret codes for different games. Most of the ones listed are for newer games.

3834. Don't used atari.st for binaries!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 14:50:32 UTC
From: jim@neb
Message-ID: <1992Sep24.145032.8762@neb>
Source record: 109320

```
>>I would rather not use comp.binaries.atari.st for binaries that don't run
>>on the Atari ST. The best approach is probably to create a new newsgroup
>>comp.binaries.atari.8bit (and probably comp.sources.atari.8bit as well.)
>>Presumably the folks at atari.archive would be willing to pick up whatever
>>went across the group. I'm not sure what they do about comp.*.atari.st
>>at the moment.
>
>I will write to Steve again in e-mail explaining that we don't believe we have
>the numbers to create a comp.binaries.atari.8bit...
>
>(I will also point out he could post to c.s.a.8/IA8 through ucbvax.berkeley)

I don't think that using comp.binaries.atari.st is a good idea. That group
by definition is for the ST. The ST people will get pissed that there is
8-bit stuff in there (I would if I had an ST) and 8-bit people that miss
this discussion will not know to go there. We should either have a
binary group with the name atari.8-bit or not, but using someone else's
groups is just not a good idea.

I'm the one that origionally asked about starting an 8-bit binaries group,
and if it ends up in the ST binaries area, I doubt I will use it.

-jim
--
*****************************************************************************
* Jim Hood | mail/uucp: ..!uunet!uplherc.upl.com!neb!jim *
* (alternate) | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* For you @ people | neb!jim@uplherc.upl.com *
*---------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs. *
*---------------------------------------------------------------------------*
* Nebula BBS | BBS :Public Node (801)-967-8072 (PEP/v.32/v.42/bis) *
* SLC Ut, USA | Numbers :Private Node (801)-969-9668 (PEP/v.32/v.42/bis) *
*****************************************************************************
```

3835. Re: Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 17:11:25 UTC
From: dunham@mpd.tandem.com
Message-ID: <2510@devnull.mpd.tandem.com>
Source record: 109380

In article <1992Sep23.143536.10352@tolten.puc.cl> mbfarah@isluga.puc.cl (Miguel Braxton Farah) writes:

>WE SHOULD UUENCODE THEM AND THEN SEND THE UUENCODED FILES.
>(UNIX- or Atari- uuencoded?)

I'm not aware of any hardware-specific aspect to uuencoding. I download 8-bit Atari software from the archive using BART to get it to my Tandem mainframe, use an MS-DOS machine to transfer it to a 3.5-inch floppy, uudecode it on my ST, and then move it to the 8-bit. I have also used the somewhat-more-finicky uudecode routine on my Unix system, and that works as well. It just requires a bit more preparation of the file.

>Anyway, I voted NO on the separate group for binaries - I think (and
>that is what I said) that one group is enough (we are few persons in
>here and traffic is not going to get unacceptably huge).

Traffic here isn't the only issue. People who receive this in digest form because they have no access to usenet have a problem with the large uuencoded files in the middle of their digests.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3836. Re: FAQ correction

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 17:46:33 UTC
From: dunham@mpd.tandem.com
Message-ID: <2512@devnull.mpd.tandem.com>
Source record: 109381

In article <1992Sep23.144107.15842@tolten.puc.cl} mbfarah@isluga.puc.cl (Miguel Braxton Farah) writes:

}I got a little piece of info to correct the FAQ:
}
}a friend of mine bought in 1986 an ATARI XM301 modem --- it is 300 baud
}and has a terminal program: "XE TERM".
} It also comes with a VERY long text file (296 (DOS 2.5) sectors) which
}is a tech manual.

I have exactly the same thing, purchased about the same time, so that was apparently the standard package. I used XE Term for about two weeks before someone told me about the 1030 Express! comm program; the XM301 got used about two years before I could afford a third-hand 1200-baud modem. Now it all sits in its package, waiting for a museum to call.

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

3837. Re: Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 17:58:15 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Sep24.175815.40024@news.th-darmstadt.de>
Source record: 109382

In article <19sjv2INNf9s@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, koreth@spud.Hyperion.COM (Steven Grimm) says:
>
>1) As Steve suggests, a moderated alt group. The main problem with this
>that I can see is that not all Usenet sites carry alt groups.
>
>2) Using a universally neutral group such as misc.misc.
>
>What are people's preferences?
This might be flamebait, but how about retaking a vote on
comp.sys.atari.8bit.binary ?
I didn't vote the last time 'coz I was on vacation. It occurs to me that a
few dozen more people were gone too. Since the semester at least in Germany
starts in oktober, the other countries should be well in their semesters
by then already, we have a better chance of making the "comp" mark, when
taking the vote at a time most people are sure to be on the net.

Else I'd be in favor of an alt group.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: "Psalm 69" Ministry

3838. Bootstrapping net access?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 19:04:18 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep24.190418.14245@a.cs.okstate.edu>
Source record: 109386

I have an 8bit and rudimentary (incompatable protocol) terminal software.
Is there a "text" file containing uudecode that I can "enter" into atari
BASIC?

So that I can uudecode "ARC" or LZH" or whatever...

So that I can unpack new terminal software.... and get rolling?
No xmodem on the mainframe... no decompreddion utilities on the 8bit...

Any ideas?
jc

3839. Re: printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 19:10:39 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92268.141039JJMCWILL@MTUS5.BITNET>
Source record: 109390

In article <1992Sep24.042533.24765@NeoSoft.com>, billt@NeoSoft.com (Bill Tart)
says:
>
>How can it be fixed so that a 130xe can send out a CR/LF much like
>a IBM? I know the Black Box can be switched to send out a LF and I
>have heard that a PR connection can be modified to do it (If anyone
>knows about this please explain how it can be done). I have a 850
>and I was wondering if there was something I could change there.
>--

Open up the P:R: connection and you will find some little jumper
blocks. One of these selects whether the interface sends just
Linefeeds, or Carriage Returns and Linefeeds.

One thing I want to do with my homebrew interface is code the driver
so that I can have it do heavy, light, or no translation.

Meaning the following:

Heavy: 155 converted to CR and LF
Light: 155 converted to CR
None: no conversion, file must have ASCII CRs and LFs in it.

This way, the old problem of watching out for 155s in a binary
screen dump won't occur.

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3840. Re: xf highspeed 80DS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 19:15:07 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92268.141508JJMCWILL@MTUS5.BITNET>
Source record: 109389

In article <92268.032137AKH104@psuvm.psu.edu>, The 8-bit Ruler
<AKH104@psuvm.psu.edu> says:
>
> Just got me sparta x 4.19...is there anyway..program or other out there
>that can format the xf in its high speed for 80 tracks double sided
>instead of it only for 40?
> Also, whats the difference between 4.19 and 4.20?
>Andrew
>_____
Andrew,

I think you are referring to the fact that If you have SD-X format 80
tracks in high speed mode, the last 40 tracks get formatted in
slow mode instead. Those silly ICD people!

Boot up a version of 3.2d SpartaDOS that has been modified for the
XF551, and format the disk with XINIT, and tell it not to use the
high speed sector skew when it asks. The disk will be formatted in
XF551 high speed mode, all 80 tracks.

Jeff
Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
cd827@cleveland.freenet.edu
cd827%cleveland.freenet.edu@cunyvm

3841. How to get SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 19:35:00 UTC
From: hrivnac@vxcrna.cern.ch
Message-ID: <24SEP199220355513@vxcrna.cern.ch>
Source record: 109383

Hello !

I have one simple question: How to get complete (ready-to-use) SIO2PC ?
Hardware and software.

Julius Hrivnac

##
E-mail - internet: hrivnac@cernvm.cern.ch <<<--- use this !!!
bitnet : hrivnac@cernvm <<<--- use this !!!
fz38@cspgas11
S-mail: PPE Division; bldg.602,R-023; CERN; 1211 Geneve; Switzerland
voice: (022)-767-3170
##

3842. Re: Distributing Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 20:18:19 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Sep24.201819.28848@cbnewsc.cb.att.com>
Source record: 109385

From article <198ocdINN14l@usenet.INS.CWRU.Edu>, by (Michael Current):
>
> 3) You can only access c.s.a.8 (no FTP, no mail). If this is you, then the
> only way you can share files is to post to the discussion group. And,
> unfortunately, you have no way to get at the archive. (This group contains
> the remainder of c.s.a.8 readers.)

This has GOT to be a pretty small group. It would seem to me that the best solution would be to set up a mailing list for just binaries. Ideally, it would be moderated by someone with the time and enough disk space to hold the binaries. He could then release them at a study flow rate so some small sites wouldn't be overwhelmed. A short note could be posted in c.s.a.8 and the digest that such & such a program was mailed out. To make it a little easier on the moderator, there would be no 'special orders'. You would either be on the mailing list or off. Since this would be separate from the digest, they wouldn't have cause to complain. There are TONS of great little programs available. We could have 'theme' months, i.e. music, where only music players and .AMP, .AMS, etc files are mailed out. The possibilities are endless.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

3843. Re: Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 21:31:20 UTC
From: dunham@mpd.tandem.com
Message-ID: <2519@devnull.mpd.tandem.com>
Source record: 109388

In article <19sjv2INNf9s@usenet.INS.CWRU.Edu} aa700@cleveland.Freenet.Edu (Michael Current) writes:

}In a previous article, koreth@spud.Hyperion.COM (Steven Grimm) says:

}>Those are the top three reasons in my mind. Now, if someone takes a
}>poll on comp.sys.atari.st, and the majority of the responses are positive,
}>I'll carry 8-bit software despite all this. But for 40 or 50 people, a
}>mailing list (or a moderated alt group) seems far more appropriate to me.

}Note that a mailing list does not address our problem, being that those
}people that access c.s.a.8bit but cannot FTP nor e-mail (the people that
}are excluded from file-sharing in our present compromised situation) would
}not have access to such a mailing list either.
}
}Unless others here can put up a good argument for Steve that he should
}allow us to use c.b.a.st (it doesn't look to me like we can), I still see
}two possibilities to explore:
}
}1) As Steve suggests, a moderated alt group. The main problem with this
}that I can see is that not all Usenet sites carry alt groups.
}
}2) Using a universally neutral group such as misc.misc.
}
}What are people's preferences?

I think we're giving up on sharing the ST binaries newsgroup too easily. It is really by far the best for the most people. I don't think Steve realizes how low the traffic would be in what is already a very low traffic group. Has someone presented to him just what the problems are with all the other solutions and indicated just how small the impact to the ST binaries group would be? Some excellent objections to the other solutions have been raised, and I'd collate them and make the case, but I've kept nothing.

Considering the problem all Atarians have with support, I would think it would be in the best interest of all Atarians if we made an effort to co-operate and pull together.

I guess I should admit here that I have a possibly biased view, since I am both an 8-bit and ST user.

400, 600XL, 800XL, 520ST, 1040STf (never mind the Sinclairs....)

--
Jerry Dunham dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598

This opinion intentionally left blank.

3844. Re: WANTED: 8-bit BBS numbers.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 21:56:05 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep24.215605.1043@news.ysu.edu>
Source record: 109384

This is a partial list of Atari 8bit BBSs that support CGS graphics:
This is a partial listing of Atari CGS (Color Graphics Systems) BBSs.

You may download CGS handlers from the 1st 2 BBSs on the following list and
from the atari@atari.archive.umich.edu in the 8bit/new directory.

CTH BBS (support BBS for CGS)
419-368-4413
300-9600 baud

Pirate Busters BBS
216-545-4817
300-2400 baud

Desert Illusion BBS
519-457-3998
300-2400 baud

Maniac Haven BBS
707-447-9668
300-2400 baud

--
Joe Sabatino-->ab588@yfn.ysu.edu

3845. Ammended 2600,7800 list for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-24 23:05:37 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep24.230537.4624@news.ysu.edu>
Source record: 109387

>Ammended<

New 2600 and 7800 cartridges $1.50 to $3.50 each. Still in sealed packages.
Leave e-mail to this message if interested.

2600 Serial # Price
---- -------- -----
Secret Quest cx26170 $3.50
Super Football cx26154 3.50
Graviar cx2685 3.50
Battle Zone cx2681 2.50
Asteroids cx2649 3.50
Venture cx26135 3.50
Space Invaders cx2632 3.50
Crossbow cx26139 3.50
Crystal Castles cx26110 3.50
Jr. Pac-Man cx26123 3.50
Moon Patrol cx2692 3.50
Sprint Master cx26155 3.50
Ms. Pac-Man cx2675 3.50
Realsports Football cx2668 3.50
Pole Plsition cx2694 3.50
Centipede cx2676 3.50
Solaris cx26136 3.50
Desert Falcon cx26140 2.50
Kangaroo cx2689 3.50
Super Breakout cx2608 3.50
Galaxian cx2684 3.50
Realsports Baseball cx2640 2.50
Vangard cx2669 3.50
Double Dunk BasketB.cx26159 2.50
Q*Bert cx26150 3.50

7800 Serial # Price
---- -------- -----
Robotron:2084 cx7809 $3.50
Crossbow cx7844 3.50
Donky Konk Jr. cx7849 3.50
One on One BasketB. cx7824 3.50
Pole Position II cx7808 3.50
Hat Trick cx7829 3.50
Donky Kong cx7848 3.50
Dig Dug cx7803 2.50
Tower Toppler cx7856 3.50
Ace of Aces cx7846 3.50

Jinks cx7857 3.50
Joust cx7806 2.50
Centipede cx7801 2.50
Ball Blazer cx7815 2.50
Xevious cx7818 2.50
Crack'ed cx7836 3.50
Dark Chambers cx7837 2.50
Asteroids cx7802 3.50
Karateka cx7822 1.50
Touch Football cx7823 2.50
Fight Night cx7851 2.50

Orders of 1-7 carts you pay shipping
8+ carts same as 7 carts
All orders COD or send Money Order for total plus $3/1-3 carts; $6/4-7 carts.
Specify Parcel Post or UPS.
Please send e-mail [R]eply.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3846. Manuals,Games,800XL,etc. all for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 01:30:14 UTC
From: 00kjfehn@bsu-ucs.uucp
Message-ID: <1992Sep24.203014.9871@bsu-ucs.uucp>
Source record: 109391

I Have an 800XL with a 1050 FDD and a 1030 cassette player.
I also have lots of games on disk and cart, a Supra 450 baud modem
w/ software, manuals(including an Atari produced manual on every memory
location in the older 400/800 series computers, and a neat do-it-yourself
graphics book), joysticks, etc.

Everything a stuck-in-the-80's-home-computing-freak-quasi-hack could
ever want!!

Interested?

I'll sell for the low, low price of....

You name the price.

KJ "00KJFEHN.BSU.EDU.BITNET"
It's the end of the world as we know it...
I don't feel so fine.

3847. Re: MAC

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 10:14:29 UTC
From: bmarcum@world.std.com
Message-ID: <Bv4ps5.BJs@world.std.com>
Source record: 109393

In article <tatmanl.1lxu@terapin.com> tatmanl@terapin.com (Lance Tatman) writes:
>I just got an account at work which allows FTP access. Unfortunately, the site
>is long distance from my home and my atari, and the machine at work is a MAC.
>Anyone have any suggestions on getting 8bit files from the MAC to my Atari with
>incurring Large LD charges?
(1) Bring the Atari to work and use a null modem cable
(2) Get PC Pursuit (if your workplace is in a Pursuitable city)
(3) Get an account on Compuserve, Genie or other commercial network and mail
the files to yourself
(4) Is the Atari the only computer you have at home? If you have a clone or
an ST, use the Mac to copy the files to an IBM-format disk, then use
your other computer to transfer them to the Atari.

Just a few ideas off the top of my head. Far as I know, nobody's written a
program like ATARIO for the Mac. Maybe, if it's a Mac that has MSDOS
emulation, and a 5.25 floppy drive...

Bill Marcum b.marcum@genie.geis.com bmarcum@world.std.com

3848. Re: Searcing for Aztec Warrior...old game

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 13:14:30 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.717426870@garbod20>
Source record: 109394

2pereira_f@spcvxb.spc.edu writes:

>Hey all you 8-bit freaks out there!

>I am looking for an old..old ..old game
>called Aztec Warrior an 8-bit game which i lost .....
>I just wanted to know if anyone has it out there
>or where can i find it....
>I believe there was no cartrige for it ..
>is it in the archives....
>can anyone help!
>-----------
>Has anyone heard of it! It ws my favorite game of that type...
>let me know..

I had two Aztec games, I think they were both named Aztec Challenge. One was written by Cosmi, the other one by another company.

The Cosmi game was a simple horizontal scrolling game where you had to, well, it was almost like jumping hurdles. I also had Aztec Challenge II.

Anders Skelander

3849. Re: Bootstrapping net access?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 15:25:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <19vb14INNbrc@usenet.INS.CWRU.Edu>
Source record: 109395

In a previous article, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) says:

>I have an 8bit and rudimentary (incompatable protocol) terminal software.
>Is there a "text" file containing uudecode that I can "enter" into atari
>BASIC?
>
>So that I can uudecode "ARC" or LZH" or whatever...
>
>So that I can unpack new terminal software.... and get rolling?
>No xmodem on the mainframe... no decompreddion utilities on the 8bit...

FTP to atari.archive.umich.edu, cd atari/8bit/archivers and get
uudecode.bas and uudecode.doc.

Or, send a message to atari@atari.archive.umich.edu that says:

send 8bit/archivers/uudecode.bas
send 8bit/archivers/uudecode.doc

uudecode.bas can be ENTERed right into BASIC.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3850. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 18:54:41 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep25.135445.13139@miavx1.acs.muohio.edu>
Source record: 109305

In article <9209212156.AA10075@mtu.edu>, jjmcwill@MTU.EDU (JEFFREY MCWILLIAMS) writes:
> Lately I've been looking at the 65816 microprocessor, which is a 16 bit
> version of the 6502 we all know and love. I've been thinking of purchasing
> a 10mHz part and adding up to 6 megabytes of RAM to it, and having it
> act as a slave processor for the Atari, doing everything from hardware
> interfacing, graphics processing, floating point math, to program
> multitasking. The biggest hang up is designing circuitry that will refresh
> the DRAM memory. SRAM memory could be used to avoid the problem, but costs
> on the order of 4 times as much per megabyte as DRAM does. I placed a call
> to WDC today, the makers of the 65816. Their engineer was out for the day,
> so I was told to try a firm that was familiar with the '816 and had
> cooperatively worked with WDC in the past. I explained I was an engineering
> student, researching the possibilities of using the '816 in a slave
> processor type situation, and that I was having difficulty coming up with
> some info on DRAM refreshing.

You might try posting in comp.sys.apple2, they are very
knowledgable in the 65816 category. (They'll either be very helpful or
they'll flame you. :-)

> Anybody got data on SIMM modules?

I have the pinouts somewhere for SIMMs, but that's about all I
have.

On another note, have you looked into the 65802? It is pin
compatible with the 6502, but has 16 bit registers. It unfortunately has
only 64k address space though. I know the Apple][people have been
replacing their 6502s with this and have no problems. I've been thinking
about doing it to my 400, but haven't got around to it yet. The XL/XE
series would probably require some daughterboard because of the 6502C.

It wouldn't give you that much of a speed increase, but it would
give you some more instructions and 16bit registers. (maybe if you gave
it some sort of cache and ran it faster, like the 16MHz accelerators for
the ST. I don't know how much of a speed increase this would give
you because of how tightly the CPU is coupled with ANTIC.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \

-----=======}}}}}}}}(((((((()))))))){{{{{{{{{=======----- 25-SEP-1992

3851. How can I print faster?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 19:01:52 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep25.140152.13140@miavx1.acs.muohio.edu>
Source record: 109404

I'm writing an envelope program in Turbo Basic, and it prints sideways so it is easier to load envelope. So, I'm doing everything in graphics mode, and it is slower then molassess. Right now I "OPEN" the printer, and then use PRINT #1; to output to the printer. Even compiled and with the screen off it is still too slow. Does anyone have a faster method?

I'm using the built in character set for the font, so does anyone else have some standard atari fonts they could send me? I want to be able to use multiple fonts. (Which will be trivial to add.)

Thanks!!!!!

Later.......

-----========{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----========{{{{{{{{(((((()))))))))}}}}}}}}=======----- 25-SEP-1992

3852. Using Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 19:05:11 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep25.140511.13141@miavx1.acs.muohio.edu>
Source record: 109306

I've recently acquired Action! and the Action! Toolkit. However, I
don't have a manual (yet!) and I want to start trying it out. Can anyone
give me a few pointers on using Action! ?

Thanks!!

Later.......

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 25-SEP-1992
```

3853. Re: Wanted-latest Zmagazine

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 19:05:48 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Sep25.190548.24849@cbnewsc.cb.att.com>
Source record: 109396

From article <19g13jINN92i@usenet.INS.CWRU.Edu>, by (Michael Current):
>
> As you probably know, I've been long frustrated by the lag time between
> when an issue of Z*Mag is released and when someone takes the time and
> effort to get it out to the Internet. Note that #208 never did make it out
> to us, for example. Though we do have the latest, #210, thanks to Mike
> Todd.

I email out the zmagazines to several people internal to Bell Labs and
to a few outside. I have volunteered before and I will do so again. I
usually rely on Ryan to email me a copy but if it takes him a while to
get a copy to me, I call Ron's BBS and download it myself. Note that
the operative word is 'aware'. Since the 8bit Zmag is so irregular, I'm
never sure when it is available unless someone mentions it.

RE: Zmag #208. I didn't email it out unless those on my mailing list
ask for it because it wasn't a normal zmag. It was just a collection
of files arced together. Most of them were LYNX game reviews. If you
want a copy, I'll send it.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

3854. 1200XL Help!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-25 21:22:54 UTC
From: graham@gamera.hri.com
Message-ID: <7299@bigbird.hri.com.hri.com>
Source record: 109397

I just purchased a 1200XL at a flea market, but unfortunately
it didn't come with any manuals, etc. If someone has any specs
or info on this system, I would appreciate it greatly!

Thanx in advance, Ed.

3855. Re: Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 02:09:59 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <cVRoRB1w165w@cyberden.uucp>
Source record: 109399

chase@electron.rutgers.edu (Kevin Chase) writes:

> Anyhow, Atari was understandably upset when they found out about these
> "features" Still, 80000 carts of AtariWriter were sold before they caught
> it. I wonder how to tell the versions apart.

Damn... not in the disk version, I suppose, eh?

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3856. Re: Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 03:08:09 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <66621@cup.portal.com>
Source record: 109398

The problem with, and distinction among, the various (Unix/MS-DOS/Atari/other)
implementations of UUencode/decode, as with any "de-facto standard" that peopl
pick up on and run with, is that not all versions were implemented correctly
or by programmers who understood what it was they were trying to do! I for
one have seen different implementations of UUencode for the same system (VMS)
which produced DIFFERENT UUencoded output when run against the SAME input
file. And I have a version on my Amiga which appends a "line checksum" byte
at the end of every line, but which seems happy to work quite nicely with
all other systems' versions of UUdecode. Go figure.
Anyway, yeah, there can be differences, but usually they're pretty minor.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3857. email to C.S.S. ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 16:26:57 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.717524817@vincent2.iastate.edu>
Source record: 109401

hi,

does anyone know if Computer Software Services (Bob Puff)
has an email address on the internet? I'm pretty
sure I've seen one on this group before, but I couldn't
find it back.

Thanks.

3858. Re: Mailing list instead of new group??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 16:28:11 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep26.112811.13152@miavx1.acs.muohio.edu>
Source record: 109313

In article <19lqa8INNbbf@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:
> We seem to have decided we don't have the numbers for a regular binaries
> group, but is there anything preventing us from an alt.binaries type group?
> I understand that alt. groups are easier to create; the disadvantage would
> be that many Usenet sites don't carry the alt.* hierarchy.

I suggested this a while ago, but maybe that message didn't get
out? I think an alt.binaries group would be a really good idea. I have
no idea on how to create a group though.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 26-SEP-1992

3859. Re: xf highspeed 80DS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 17:51:52 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66651@cup.portal.com>
Source record: 109402

Just double checking, you do have a modified XF right? The stock one only does 40 track DS. 4.19, which is what I have, will not do 80 tracks high speed with the Wooley modified drive, 4.20 will from what I've heard.

3860. Re: 1200XL Help!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 18:02:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66652@cup.portal.com>
Source record: 109403

The 1200XL was made after the 400/800 series & before the 800XL. They have 64k of ram & run most carts & disk based software. 15 graphic modes are available including a 320x192 graphics, 40 column text, etc. If you didn't get a power supply, it's just a 9VAC rated at 31VA. This was the last Atari W/O built in basic so you need a basic cart if you didn't get one.

3861. Re: How can I print faster?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 21:41:25 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92270.164125JJMCWILL@MTUS5.BITNET>
Source record: 109307

```
Ryan,

Set up the data you want to send to the printer in a String.
Then do a BPUT #1,ADR(a$),len(a$)

that is fast as it gets, what kind of interface are you using?

Jeff McWilliams
```

3862. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 21:43:44 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92270.164344JJMCWILL@MTUS5.BITNET>
Source record: 109308

In article <1992Sep25.135445.13139@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
>
> You might try posting in comp.sys.apple2, they are very
>knowledgable in the 65816 category. (They'll either be very helpful or
>they'll flame you. :-)
>
Yes, I've been over there lately.

>
> On another note, have you looked into the 65802? It is pin
ocompatible with the 6502, but has 16 bit registers. It unfortunately has
>only 64k address space though. I know the Apple][people have been
>replacing their 6502s with this and have no problems. I've been thinking
>about doing it to my 400, but haven't got around to it yet. The XL/XE
>series would probably require some daughterboard because of the 6502C.
>
> It wouldn't give you that much of a speed increase, but it would
>give you some more instructions and 16bit registers. (maybe if you gave
>it some sort of cache and ran it faster, like the 16MHz accelerators for
>the ST. I don't know how much of a speed increase this would give
>you because of how tightly the CPU is coupled with ANTIC.)
>
>Later.......
>

Yes, I am very familiar with all the 65xx chips, just got another
set of specs, for the 65802, 65816, 65816S, 65C22S and some other
stuff from WDC. I talked to Applied Engineering and Zip Technologies
the two companies who make the accelerator cards for the Apple II and
IIgs. ZIP technologies spent 30,000 bucks in R&D coming up with the
ASIC for their accelerator card. They said there's no way they would
consider doing it for another machine, it's a lot of hairy stuff.
The thing is when you run a high speed CPU, you have to use data and
program cache using high speed (expensive!) static RAM. You also
need to slow down the processor to the regular BUS speed when you
access DRAM memory, or anything in the Atari hardware.

Bob Puff said that because of the Antic GTIA, being as you said,
closely linked with the cpu, it wouldn't be practical to accelerate
the Atari. The board would end up costing at least $300.00, and unless
there's a ton of people willing to pay that, nobody is gonna make it.
Too bad though, WDC just put out a 14mHz chip, which the Apple IIgs
folks are putting in some of their accelerator cards.

It kinda makes me green with envy.

It would be nice to at least have something to support the 65816 card
that Dataque sells. There's no programming language for it, or anything.
Am I the only one left on the face of this earth who's interested
in running a 16 bit CPU in my 8 bit? Am I really all alone?

Jeff McWilliams

3863. Re: xf highspeed 80DS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-26 21:53:10 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92270.165310JJMCWILL@MTUS5.BITNET>
Source record: 109309

Rick,

Yeah, my drive uses the Innovative Concepts kit, which is basically the
Woolley modification. 4.19 won't even read/write high speed past
40 tracks?

Jeff

3864. computers for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 00:09:12 UTC
From: doug@eng.umd.edu
Message-ID: <1992Sep27.000912.28596@eng.umd.edu>
Source record: 109311
Cross-posted to: dc.forsale,misc.forsale,misc.forsale.computers,vmsnet.pdp-11,comp.sys.atari.8bit,comp.sys.hp,comp.sys.misc

excuse this interruption, however i was informed that there would
possibly be some interest in these groups for some of the equipment,
most notably the pdp systems. forgive me if i was mis-informed.

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-< * >-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

for sale:

computer systems:

1) atari 800XL $ 250.00
1050 diskdrive
1030 modem
tons of software
tons of documentation
atari 2600 game
all the cartridges

2) commodore 128/64 $200.00
1571 diskdrive
tons of software
tons of documentation

3) H.P. 150 touchscreen $250.00
built in terminal
640K ram (expandable to 1Meg)
2 - 3.5" floppy drives
P.A.M. operating system
ms dos 2.1 for H.P. touchscreens
applications and software

4) 2 each digital pdp 11/34 computers $500.00 for 1
700.00 for both.
(if you buy both for $1,200.00, all of the perriferals are included,
including disks, tapes, terminals, printers, diskdrives, boards,
cables, powersupplies and racks) *

5) 1 each digital pdp 11/23 computer $700.00
(with 2 harddrives, in 1/2 size rack - plug and load)
(for $500.00, all perriferals will be included as outlined
above) *

6) 6 harddrives, (could be used with either of the pdp configurations)
(including 2 - c3d 660Meg removable media harddrives)
4 + tapedrives
tons of disks

tons of tapes
tons of documentation
tons of extra boards
decwriter III
decprinter II
terminals (various states)
modems (at least three)
extra boards
other equipment....
all cables available

(i will break up some stuff, but not the atari, commodore or pdp 11/23
systems. i will add to them in any configuration that is reasonable)

i *MUST* get this stuff *OUT* of my garage, *immediately*!
i am amenable to trades, but have very specific needs. all items
can be shipped except the large systems. shipping in NOT included
in the price, and (due to the fact that i have been burned twice, now)
payment is certified before delivery. delivery is the responsibility of
the purchaser.

if you are interested, you may contact me at the addressses in my sig.
please designate the subject as 're.: computers for sale', otherwise i
may not get bact to you as quickly. all items will go on a 1st come,
1st served basis, and purchasers of complete systems will be considered
over partial pieces.

and, as always, i am/at:

doug: < doug@eng.umd.edu > : < doug@lpf.umd.edu >

-=-=-=-=-=-=-< a ghost in the machine >--=-=-=-=-=-=-

"presidential elections are planned distractions to divert
attention from the actions behind the scenes...."
greetings from timbuck three!

3865. Re: email to C.S.S. ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 00:33:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1a2vgnINNsth@usenet.INS.CWRU.Edu>
Source record: 109310

In a previous article, tgreen@iastate.edu (Todd Greenfield) says:

>does anyone know if Computer Software Services (Bob Puff)
>has an email address on the internet? I'm pretty
>sure I've seen one on this group before, but I couldn't
>find it back.

I have Bob Puff at 76702.1076@compuserve.com. I've never heard if he's
actually there or not, so if you do hear from him it might be useful to let
us know.

There's also Chris Fesmesser (sp) at CSS who posts here on occasion, but I
don't have his e-mail address.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3866. Re: Using Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 03:20:05 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66675@cup.portal.com>
Source record: 109312

Well, there has to be some allowance for style, I doubt if any two people program alike, but...
If you think of the language as being able to define your own commands like those in Atari basic you'll be a little ahead of the game. Most of the commands (built in!) are equivalent to basic commmands, but if you think of it as an extendable language, your final code will be much easier to read. I usually start with the thing as an outline with the functions I want not implemented i.e.

```
PROC Intro()
RETURN
PROC Loadchar()
RETURN
PROC Changset()
RETURN
PROC Saveit()
RETURN
PROC Main()
intro()
Loadchar()
Changset()
Saveit()
RETURN
```

Then I develop my code for each of the right after where they are called in Main. All routines in Action! are considered subroutines except the LAST one, traditionally called main(). For instance, after Loadchar() in Main() I would start off with something like:

```
Poke(106, 128)
Graphics(0)
Open(1, "D:EXP.FNT", 4, 0)
for cnt=128*256 to 128*256+1023
do
x=GetD(1)
Poke(cnt,x)
od
Close(1)
```

Assume that there was a Card cnt and a Byte s declared globally somewhere & ingnore the fact you'd use pointers verses the Poke command. I don't think anyone but me is a regular Action! user & there's only a few hotdogs that would critisize you for "POOR FORM". Whoops! That's Byte X above. Anyway, once I have the routine debugged in Main(), I just use the editor to cut & paste it between the Loadchar() and RETURN. The Biggest mistake I made was trying to do things with only one function, Main(). you end up writting code that looks worse then basic! I just didn't know better. Things will

be confusing for about a month, & then it should dawn on you that this is the way to go ala "I see the light!" You'll start to see how it's really a pain to have to use 'A=INT(X)' in basic. The manual isn't the greatest & there's no begining Action! book like basic, but it's worth it. I'll see if I've got some old Action! code lying around somewhere. I know I've still got that 80 column terminal program that I never got around to writting faster screen scroll routines for <sigh>. It's not pretty, just fuctional. Maybe I'll U/L it here & if enough people complain about the speed I'll do something with it.

3867. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 18:03:24 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep27.180324.10582@news.ysu.edu>
Source record: 109316

Jeff, I was interested in running the 65816 board until I heard
it was incompatible with the MIO...Is there any truth in this?
--
Joe Sabatino-->ab588@yfn.ysu.edu

3868. Re: computers for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 18:10:23 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Sep27.181023.10777@news.ysu.edu>
Source record: 109317

Excuse my ignorence but what is a "pdp" computer?
--
Joe Sabatino-->ab588@yfn.ysu.edu

3869. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 18:14:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66704@cup.portal.com>
Source record: 109314

I've got nothing against a 16 bit version of the 6502, it's just that I don't see it as adding that much enjoyment to the type of computing I do now. For instance, I though it was really neat when Steve Cicara added a dozen or so 8031's to a clone to act as a math engine, but I didn't run out and buy one because I don't have a need for it. I could add a math co-processor to my clone for less then $80, but I won't do it because I don't run that many math intensive programs. A 65816 with a couple of static RAMs & one ROM would be interesting since it would cost less then $30, but things like 6 megs of DRAM would only be good for a ramdisk & I don't think I'd ever use one that big. James Hague is right, at least in this case, when he says "application". If you haven't taken them yet, I believe you may take alot of computer graphic programming classes requiring 3D imaging etc. If you had a GREAT application for the thingie, I'd get a little more excited. Personally, I'm a little dry. 20 years ago I new I needed computing power for what eventually became spreadsheets & word processors, now I'm a little lost as to what they can do that they aren't doing yet. But then you're the EE so you're suppose to figure that out right<g>! Even adding a plain vanilla 6502 would more then double the processing power of a 800 since it wouldn't have to be interupted for screen refresh or do update during VBI, that's enough to put a xl in about the same computing class as an AT, but I still don't know what I'd do with it.

3870. Re: xf highspeed 80DS

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 18:22:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66705@cup.portal.com>
Source record: 109315

4.19 just doesn't give you the option of 80 track HS. 4.2 (I've heard) has it built in. I haven't booted 2.3 for a while to check if it'd do it. I don't have 3.2 so I've never had a chance to use the Wooley method. I wish I had the ability to do 80 tracks HS, but the longest program I've ever done had about 90k of include files (mostly just byte arrays) & even that would compile in 6 minutes.

3871. email to C.S.S. ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-27 22:04:03 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <717627296.F00001@tdkt.kksys.com>
Source record: 109318

```
TG> does anyone know if Computer Software Services (Bob Puff)
TG> has an email address on the internet? I'm pretty
TG> sure I've seen one on this group before, but I couldn't
TG> find it back.

Nope, He doesn't have time to get on the Internet. Sorry.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)
```

3872. Re: SDX 4.19 -> 4.20

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 03:34:34 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09ck@abcd.Houghton.MI.US>
Source record: 109239

Someone asked what was different between SpartaDOS X version 4.19 and 4.20:
The only difference is the ATARIDOS.SYS which fixes an apparently rare bug
with Atari DOS 2.x style disk support.
ICD upgraded to 4.20 very shortly after shipping 4.19. They provided the
new ATARIDOS.SYS free of charge via their BBS. To "upgrade" from 4.19 to
4.20, get a copy of ATARIDOS.SYS version 4.20 on your boot disk (either
find someone with it already on disk, or someone with cart version 4.20 and
TYPE ATARIDOS.SYS >>D1:ATARIDOS.SYS
Next, change your CONFIG.SYS file and include the line
DEVICE=D1:ATARIDOS.SYS

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3873. System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 06:02:41 UTC
From: seldon@milton.u.washington.edu
Message-ID: <1992Sep28.060241.11080@u.washington.edu>
Source record: 109319

I moved into the PC world about 6 years ago, but never could give up my atari system. I haven't used it, but I was sentimental. Now I think I am ready to give it up (*sniff*). I have a lot of stuff here, and I will be vague about some things, since I am writing this from memory, if interested, I can be more specific, (in other words, unpack it and look). Anyway here goes:

Atari 130XE Stock, No mods.
Atari 600XL w/256k ram, standard mod

The 130XE has power supply, the 600XL does not.

Atari 1050 Drive with ICD doubler
ICD P:R: Connection w/printer and serial cable
Atari XM301 300 Baud modem (Iknow

Atari TouchTablet
Atari Trackball

8 Cartridges: Atari Assembler/Editor, AtariArtist, PILOT language, Star Raiders, Star Trek, Basic XE, Missle Command, Centipede

About 60 Assorted Disks, Games, Programs, etc...
A big pile of assorted manuals, on languages, hardware specs, etc.
If interested, I will even throw in all my back issues of ANTIC, and PSAN
PSAN was a local washington user groups magazine, lots of info in them.

I am asking $200.00 for the whole lot, obo.
I am not planning on breaking down, but might be convinced to do so, on some items..

Reply email seldon@milton.u.washington.edu

3874. Re: Easter Eggs in Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 06:51:55 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Sep28.065155.15355@ra.msstate.edu>
Source record: 109321

It seems like there was an "Easter Egg" in the old game called Super-
Breakout. There was a key sequence that would, If memory serves, bring up a
detication or the authors name. I think that it was a CTRL something...

John

--
_____________ _------_ |||IBM & | EE majors Do it Best 8-)
--------\\ ] ~-______-~ |||Atari |~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / | \Rules!jdz1@ra.MsState.edu jdz1@MsState.bitnet
______| (/ | \ |AOL: zitt@aol.com jdz1@isis.MsState.edu

3875. tech manual

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 07:35:02 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <717697229.F00001@tdkt.kksys.com>
Source record: 109332

OK. Im interested. You almost talk about the thing like its a text file. Infact it sounds like it is. I cannot use Net-mail since it dont work. If it is a text file, just post it as a regular message.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3876. crashman

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 07:38:03 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <717697229.F00002@tdkt.kksys.com>
Source record: 109333

What language are you writing in?
Im in the process of writing a game up myself. Its nearly done.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3877. Aztec

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 07:45:04 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <717697229.F00003@tdkt.kksys.com>
Source record: 109331

I dont think my first reply got thru because I didnt use 'ALL' for who im sending to. (damn usenet!)
I have the game Aztec which is what your probably talking about. Its made by 'Datamost' and it looks like its been ported from an apple 2 game.
If you really want it,I dont know how to get it to you or im unable to do it convienently. I wish I had that darn uunencode thing. how come noone can just post a listing of the f**king thing?!

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3878. Logo or Docs

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 11:52:00 UTC
From: lanmaint@nssdca.gsfc.nasa.gov
Message-ID: <28SEP199206522239@nssdca.gsfc.nasa.gov>
Source record: 109322
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

I am searching for a version of Logo for the Atari 8 bit (400/800). I would like to either find a PD/Shareware version, or purchase a commercial copy with documentation that is either still sold commercially (prefered) or is being sold used by an individual who no longer uses it.

If none of the above are available, I have seen an 8bit Logo called ATARI LOGO released in 1983. (Blue screen, Turtle icon for the TG, etc.) I'm interested in communicating with someone who might have documentation for this product.

Dave Yoest
LAN Ops & Eng Supervisor
NASA/Goddard Space Flight Center
Greenbelt, Md.

DYOEST@zaphod.gsfc.nasa.gov

3879. A New old user looking for info

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 12:07:49 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.26.717682069@kilcom1.ucis.dal.ca>
Source record: 109323

Hello Atari followers/gurus.

Its great to see that there are still people interested in one of
the most fasinating little 8-bit home computers in the world.

I bought my first 800 in '83 - sold it in '87. I've always
regretted giving it up ... so I bought a complete system again this
weekend.

Could anyone update me on what's going on in this group? Has
anyone figured out how to transfer 8-bit files over the internet? Are there
any ftp sites or BBS's which still have Public Domain software availible? I'
m also looking for any info on good technical reference material. I used to
be right into programming with BASIC/assembly using Display list
interrupts, PM Graphics, swapping memory (graphics screens) to disk files,
etc.? I'd like to get back into playing around again but I need help.

Any help would be appreciated ...

Thanks..

3880. Wanted - carts w/ children's games, 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 14:10:31 UTC
From: blk@mitre.org
Message-ID: <BLK.92Sep28091031@vanity.mitre.org>
Source record: 109324

I've got an Atari 400 with junk for games. Since the atari takes carts, my 4 yr old is able to work the system - but I don't have anything she wants to play. Anyone have some old carts for sale?

--
B< Brian Kahn blk@mitre.org "may the farce be with you"

3881. I'm back! New deal on Digi-Studio!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 15:05:35 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Sep28.150535.561@aber.ac.uk>
Source record: 109325

Hello everyone! I'm back at university after my summer break, so I can now accept email again. Over the summer I was working on package 2 for Digi-Studio. But, due to various problems, it is not quite ready for release. This is the info on it so far:

Package 2 is being developed in the form of a language called LIDS (Language for Instructing Digitizes Sound). LIDS is really easy to use, because I've made all the commands relate directly to sheet music. Here is a typical LIDS program:

```
START TEST
SPEED .7
RS
C3 Q
D3 M
C3 DQ
TS
A2 Q
M
C
TF
RF
```

START is always the first line. The name following is the name of the tune file to create.

SPEED is a facility for using time signitures like 6/8. Basically you can speed up or slow done the tune. SPEED can appear any number of times during the program, just in case the music changes tempo.

RS/RF all music in between these two commands will be repeated.

TS/TF this is used for tied notes.

The notes themselves are just made up of the pitch/octave followed by the duration (in English notation). E.g. D3 M means play a D in octave 3 for a Minim (1/2 note in US music). Q is a quaver (1/8 note), S semibreve (whole note), and so on. Sharps and flats are also available.

A text editor has been written, and this will be part of the LIDS compiler. You will be able to compile straight from RAM or from disk. The LIDS compiler then turns your progam into a .DMS file for use with the tune player on package 1, and the tune compiler (for Basic) on 1.5.

This is the special deal for people in the US who might want Digi-Studio. You can just pay for packages 1 and 1.5 now (which will be mailed straight to you) and get a FREE copy of the new LIDS system when it is avalable. Also,

to make it easy for you, I will take payment in cash in US$. The cost will be $25 (which is going to get you everything). Just complete the order coupon and send it to me with $25 to the address given. Please insure your letter at the post office. This costs $3, and if your money goes missing, you will get it back. I can't be held responsible for lost monies if you didn't insure it. Hopefully this new deal with promote a bit more enthusiasm for Digi-Studio in the US. I hope to see YOUR order soon!!

Also during the holidays, I built a musical keybaord which plugs into the joystick ports, which allows you to play music using a real piano style keyboard rather than the computer keyboard. However, this cost a small fortune to make, and took a lot of hard work, so they won't be built as a product. I just built a prototype for my own use, and for giving demos at shows.

I also built something which I'm calling Digi-Stix. This is a drum stick with a difference, because you don't hit anything with it! Just tap the rythym out with it in the air and the computer will play the drums to your rhythym! The 8 drums available are selected by pressing 1-8 on the keyboard as you are playing the drums. These will be released as a product in about 6 weeks time. Cost in the UK will be 12pounds for 1 stick and software/manual. They will cost more for US orders because of the extra postage costs. More details when they're ready for sale.

I have attached a copy of the Digi-Studio information, just in case you haven't seen it before. I hope to see you all order your copy!

Big thanks to Mike Todd for buying Digi-Studio, and also for sending me lots of disks with the digests on.

Dean Garraghty.
djg0@aber.ac.uk

Digi-Studio Information

Digi-Studio is a new piece of software for the Atari XL/XE series.

It allows you to play music using real sounds which have been digitized.

Digi-Studio comes with a keyboard player and tune player. The keyboard player lets you use your computer keyboard like a piano keyboard to play tunes, but using real sounds, rather than computer-generated noises as is usually the case with this type of program. You can have 3 sounds in memory and can quickly change between them while playing tunes.The keyboard player has responsive keys so that the sound will only play for as long as you hold the key down.Just like a synthesizer!! The Digi-Studio disk contains many sounds for use with the keyboard player, ranging from church bells, to pig grunts, to a baby crying, to screams, and lots of synthesizer sounds. In fact around 25 sounds in all. Why buy a synthesizer when your Atari can do the same?!

The tune player allows you to play pre-programmed tunes using any of the available sounds on the disk. Five tunes have been included on the disk for you

to play.

Digi-Studio comes on a DS/SD disk, and includes a printed manual. It is aimed at everyone, whether musically inclined or not! You may just want to use it for fun, or compose a tune with it! The comprehensive user manual makes it a joy to use!

Digi-Studio will only work on XL/XE computers with 64K RAM. No extra hardware is required. The sound samples just play through your TV speaker!

Package 1.5 for Digi-Studio is now also available offering more features for Digi-Studio and loads more samples and tunes. This extra pack is available with package 1 only. Check the next section for details of this new package.

Digi-Studio Package 1.5

Digi-Studio Package 1.5 is a new set of programs which form part of the Digi-Studio suite of programs and utilities. It is NOT an upgrade to package 1. It is intended to be used in conjunction with package 1.

Package 1.5 contains two new programs for Digi-Studio: The Sample Editor and the Tune Compiler. Also included are 26 new samples and 18 new tunes for use with Digi-Studio.

The Sample Editor allows you to edit existing Digi-Studio samples, and also allows you to create your own by using a joystick. The Sample Editor has facilities for reversing samples (playing them backwards), copying pages of sample to other pages of sample, and also contains facilities to edit samples very accurately using a joystick. This edit facility also allows you to create your own samples. By using all the supplied facilities, you can create some very weird sounds! You can then save your samples to disk and use them in the Keyboard and Tune Players in package 1.

The Tune Compiler creates stand-alone Basic program modules for including Digi-Studio tunes in your own Basic programs. The resulting modules are output in LIST format for merging into your own Atari Basic or Turbo-Basic programs. The modules are self-contained and do not require any Digi-Studio program to play. Just imagine your game starting with a chorus of God Save the Queen in pig grunts, church bells, electric guitar, ..., or your own sounds created using the Sample Editor!

Also included on the disk are 26 new samples, including pan pipes, various guitars, dog woof, organs, synth sounds, and lots of effects! Also, 18 new tunes are supplied for playing with the Tune Player, or for compiling using the Tune Compiler. These include: Yesterday, Hey Jude, View to a Kill, God Save the Queen, Happy Birthday, This Old Man, and many classics.

The manual is in A5 booklet format, and has been typeset using LaTeX, and printed using an Agfa Laser printer. The clear instructions make the software a joy to use!

THIS IS THE NEW DEAL: BUY PACKAGES 1 AND 1.5 NOW FOR US$25, AND GET
A *FREE* COPY OF PACKAGE 2 (TUNE CREATION SYSTEM) WHEN IT IS READY.
YOU MAY NOW PAY IN CASH. JUST COMPLETE THE FORM BELOW, AND SEND IT
WITH $25 TO THE ADDRESS SHOWN. PLEASE INSURE YOUR LETTER IF YOU ARE
USING CASH (THIS COSTS $3 TO DO - ASK AT YOUR POST OFFICE). ORDERS
CAN ALSO BE PAID FOR IN OTHER CURRENCIES. PLEASE CONTACT ME BY EMAIL
FIRST FOR A QUOTE.

-----CUT-----
Please send me:
PACKAGES 1 AND 1.5 NOW, AND 2 WHEN IT'S READY
I ENCLOSE US$25 IN CASH

NAME:_____
ADDRESS:_____
_____
STATE/ZIP CODE:_____

Dean Garraghty, 23 Ystwyth Close, Penparcau, ABERYSTWYTH, SY23 3RU, WALES,UK.

3882. Re: How can I print faster?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 16:08:33 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep28.110836.13182@miavx1.acs.muohio.edu>
Source record: 109326

In article <92270.164125JJMCWILL@MTUS5.BITNET>, Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
> Ryan,
>
> Set up the data you want to send to the printer in a String.
> Then do a BPUT #1,ADR(a$),len(a$)

Ok, I'll try to try it tonight.

> that is fast as it gets, what kind of interface are you using?
>
> Jeff McWilliams

I'm using a Supra Parallel interface. I don't think its the
bottleneck, since using Print Power it prints a lot faster than my
program.

Thanks!

Later.......

```
-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 28-SEP-1992
```

3883. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 16:14:30 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep28.111430.13183@miavx1.acs.muohio.edu>
Source record: 109327

In article <92270.164344JJMCWILL@MTUS5.BITNET>, Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
> It would be nice to at least have something to support the 65816 card
> that Dataque sells. There's no programming language for it, or anything.
> Am I the only one left on the face of this earth who's interested
> in running a 16 bit CPU in my 8 bit? Am I really all alone?
>
> Jeff McWilliams

I would be interested too, as you know from my discussions with
you about your Dataque board. Didn't/Doesn't Dataque sell a cross
compiler for ms-dos that produces 65816? What happen to their C Language
for the 8-bits?

Later.....

```
----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 28-SEP-1992
```

3884. ZIP compression format... 8-bit version soon.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 17:10:32 UTC
From: kiernasj@craft.camp.clarkson.edu
Message-ID: <kiernasj.717700232@craft.camp.clarkson.edu>
Source record: 109328

I have been working on an Atari 8bit version of a ZIP compressor/uncompressor over the summer and am more than half finished with it.

Hopefully, I'll have it done by December (in between school work and projects).

Just posting this to keep everyone updated on the situation.

Steve

=-=-=-

3885. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 20:02:41 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Sep28.200241.24769@rz.uni-karlsruhe.de>
Source record: 109329

Ryan 'Gozar' Collins writes:

> On another note, have you looked into the 65802? It is pin
> compatible with the 6502, but has 16 bit registers. It unfortunately has
> only 64k address space though. I know the Apple][people have been
> replacing their 6502s with this and have no problems. I've been thinking
> about doing it to my 400, but haven't got around to it yet. The XL/XE
> series would probably require some daughterboard because of the 6502C.

What exactly is different in the 6502C? I know there are some additional
circuits inside. I don't know what kind of logic, though.

Could anybody post a diagram showing the pinout of both the
original 6502 and the custom 6502C? I'd very appreciate it.

Marek Tomczyk

3886. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 20:02:46 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Sep28.200246.24822@rz.uni-karlsruhe.de>
Source record: 109330

Jeff McWilliams writes:

> The thing is when you run a high speed CPU, you have to use data and
> program cache using high speed (expensive!) static RAM. You also
> need to slow down the processor to the regular BUS speed when you
> access DRAM memory, or anything in the Atari hardware.

I don't know it at the moment: does the PBI have the processor's
HALT - line?
If it is the case, I wonder for how long the processor can be stopped
with this? What can you do during that time?
Would it be possible to access the DRAM within the HALT-period?
How often?

Another question: Would it be possible to change more than one RAM
address of the Atari's internal DRAM during one single clock cycle
of the 6502C CPU?
Is it very complicated to accomplish an external DMA on the system?
How does the DMA work on systems like the ST or Amiga?
Any ideas how to implement this kind of DMA on the 8bit?

Marek Tomczyk

3887. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-28 23:38:40 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1992Sep28.233840.24295@vpnet.chi.il.us>
Source record: 109220
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Suburban Chicago Atarians (SCAT) will hold its October meeting on Saturday 10/3 at 10 AM, at the College of DuPage, Room K127 (Building K is just west of Lambert Rd. on 22nd St.), in Glen Ellyn, Illinois. There will be an ST demo (to be announced) and an 8-bit demo (probably _Orbit - A Trip to the Moon_, and/or other programs).

For more information call the SCAT BBS (708) 231-7227 (24 hrs. 3/12/24), or contact Nick (see below).

Nick DiMasi
(SCAT V.P.)
phone: (708) 790-3435
Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

3888. Re: Mailing list instead of new group??

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 00:49:27 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <558TRB1w165w@cyberden.uucp>
Source record: 109341

dunham@mpd.tandem.com (Jerry Dunham) writes:

> level is quite low. Why not have all Ataris share one binary group? A
> convention for prefacing subject lines would aid in sorting out whose is
> which. What would it take to make this idea happen?

Start posting 8-bit stuff there! ;)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3889. Re: Atari Classics magazine National BBS listing

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 00:54:55 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9D9TRB2w165w@cyberden.uucp>
Source record: 109342

I'll take it those are Atari Classic supporting BBSes... not ST only
ones? I have a few 8-bit Calif.BBSes to add:

AtariBase (Atari's BBS) Runs Forem not sure the max bps 408-745-2196
Key Systems (SLCC BBS) Runs Pro on the 8-bit, 2400bps 510-352-5528

Have fun!

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3890. Re: WANTED: 8-bit BBS numbers.

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 00:57:19 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <9H9TRB3w165w@cyberden.uucp>
Source record: 109343

chase@electron.rutgers.edu (Kevin Chase) writes:

> Does anyone have a list of BBS's that still support the old
> Atari 8-bits. I seem to remember a list being posted a long time
> ago, but I didn't save it.
>

Hookey smokes, bullwinkle! The AC BBS list for the entire country (if
not more, I didn't check it out) was just posted!
D'oh! ;)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3891. Re: Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 00:59:37 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <3L9TRB4w165w@cyberden.uucp>
Source record: 109344

thester@nyx.cs.du.edu (Uncle Fester) writes:

>
> Miguel B. Farah says:
>
> >(UNIX- or Atari- uuencoded?)
>
> What is the difference between the two?
> IS there a difference?

There's no difference. Some UUdecoding programs are pains in the *sses,
(like Yau ;)) but others are ok (like Mufud on this BBS (which runs
Waffle on an IBM)). I've yet to see a GOOD one ;). (at least waffle can
work with seperated files, rather than you needing to delete all the
headers and append files together).

I'm actually thinking of working on a better UUd/UUe program. It
probably won't be as easy to use with SpartaDOS, but it might be a bit
more efficient (I notice that UUe'd files never use lowercase. I'd fix
that (somehow!)). If you rumage around some other binary groups (like
the CrappleII group, for instance) you'll see that the files aren't
uuencoded, but encoded in some other, more applish way. It actually
might be BETTER. If only I knew how to program on the IBM (or Unix..yeah
Unix..duh..isn't that what the archive runs on.. I'm so lost!) Anyways..
if we were to POST binaries, a simple ML or BASIC program might be a
handy-dandy something. But I guess for BART mailed stuff (and FTP'd? I
can't do FTP grrr!) it'd have to be trusted to good ol' YAU..

Whaddaya say? Should I start hacking together yet ANOTHER decoder? ;)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3892. Re: printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 01:05:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aw9TRB5w165w@cyberden.uucp>
Source record: 109345

billt@NeoSoft.com (Bill Tart) writes:

> How can it be fixed so that a 130xe can send out a CR/LF much like

THere are a few ways. If you're using BASIC.. change the program from
doing this:

```
10 LPRINT "Hello"
or
10 PRINT #PRINTERIOCB;"Hello"
```

to this:

```
10 PRINT #PRINTERIOCB;"Hello^M^J";
```

The "PRINTERIOCB" would be whatever IOCB you have opened for the printer
(with an OPEN #PRINTERIOCB,8,0,"P:") and the "^M^J" would be the
[CONTROL]+[M] and [CONTROL]+[J] characters.

Or, if you are using something like a word processor...have it print to
disk, rather than to printer ("P:"). Then run this little program:

```
10 OPEN #1,4,0,"DX:FILENAME.EXT"
20 OPEN #2,8,0,"P:"
30 TRAP 100:DIM A$(132)
40 INPUT #1,A$
50 PRINT #2,A$;"^M^J";
60 GOTO 40
100 CLOSE #1:CLOSE #2
```

Again, the "^M^J" is the two control characters.

Your final choice is to wait for someone knowledgable with the 850 to
tell you what to do! ;)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3893. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 01:24:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92272.202445JJMCWILL@MTUS5.BITNET>
Source record: 109335

In article <1992Sep27.180324.10582@news.ysu.edu>, ab588@yfn.ysu.edu (joseph sabatino) says:
>
>Jeff, I was interested in running the 65816 board until I heard
>it was incompatible with the MIO...Is there any truth in this?
>--
>Joe Sabatino-->ab588@yfn.ysu.edu

I think mine had problems with my MIO, using a computer that also had a newell 256K upgrade in it. Others say the Black Box and it aren't compatible. Some claim it is just becasue the timing of the ROM PBI routines are off.. nobody really knows though do they?

Jeff McWilliams

3894. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 01:29:08 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92272.202908JJMCWILL@MTUS5.BITNET>
Source record: 109334

In article <66704@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>I've got nothing against a 16 bit version of the 6502, it's just that I
>don't see it as adding that much enjoyment to the type of computing I do
>now. For instance, I though it was really neat when Steve Cicara added
>a dozen or so 8031's to a clone to act as a math engine, but I didn't run
>out and buy one because I don't have a need for it. I could add a math
>co-processor to my clone for less then $80, but I won't do it because I
>don't run that many math intensive programs. A 65816 with a couple of
>static RAMs & one ROM would be interesting since it would cost less then
>$30, but things like 6 megs of DRAM would only be good for a ramdisk & I
>don't think I'd ever use one that big. James Hague is right, at least in
>this case, when he says "application". If you haven't taken them yet, I
>believe you may take alot of computer graphic programming classes
>requiring 3D imaging etc. If you had a GREAT application for the thingie,
>I'd get a little more excited. Personally, I'm a little dry. 20 years ago
>I new I needed computing power for what eventually became spreadsheets &
>word processors, now I'm a little lost as to what they can do that they
>aren't doing yet. But then you're the EE so you're suppose to figure
>that out right<g>! Even adding a plain vanilla 6502 would more then
>double the processing power of a 800 since it wouldn't have to be
>interupted for screen refresh or do update during VBI, that's enough
>to put a xl in about the same computing class as an AT, but I still
>don't know what I'd do with it.

Hmm, well, what I am basically after, is a machine that I could write
a sort of CAD program on. I'd like it to be my 8 bit, rather than
going out and buying an ST or something else... mainly because I can't
afford that kind of thing, and because I still my Atari 6502.
But I think to do any sort of decent vector based calculations,
and to store things in memory, it would be ALOT nicer to have a
16 bit C compiler, for memory access reasons, and a faster CPU,
for speed reasons, in the calculations. Next, I want to print the out-
put at 360dpi on my 24 pin printer, which would hog a lot of memory
composing an entire bit mapped page and then sending it to the printer,
or, loop through the entire drawpage routines several times, each time
contstructing only a part of the page, printing that part, and then
going onto the next section. That would also be processor intensive.
I am also hungry for a better WP program. The 65816 has the OPCODES
to do a Textpro like program that can support a text buffer on 64K or
greater with ease. The main thing that slows Tpro down during
editing time, is that when you insert a char, it has to move the whole
document from the cursor position to the end of the document, down
by one. The MVP and MVN commands would really help this with the

65816, not to mention the 16 byte registers and stuff, you wouldn't have to worry about banking, and the hassles of that.

Jeff mcWilliams

3895. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 01:39:02 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92272.203902JJMCWILL@MTUS5.BITNET>
Source record: 109336

In article <1992Sep28.111430.13183@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
> I would be interested too, as you know from my discussions with
>you about your Dataque board. Didn't/Doesn't Dataque sell a cross
>compiler for ms-dos that produces 65816? What happen to their C Language
>for the 8-bits?
>
>Later.......
>
>------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Well, i don't know about that! maybe he does. Hmmm.. I don't have
a PC machine anyway, so it wouldn't help ME much. I think he got
a 6502 C cross compiler, but I don't think he ever finished the
16 bit one.

Jeff

3896. ALL MICRO SHOW 6

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 11:03:17 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Sep29.110317.3835@aber.ac.uk>
Source record: 109337

ALL MICRO SHOW 6

BINGLEY HALL, STAFFORD, ENGLAND

SATURDAY, 14th NOVEMBER 1992, 10a.m.

This is THE show to attend for Atari 8-bit support and products. This is a general show and radio rally, but the Atari makes up a lot of the show. Exhibitors for the Atari include: Dean Garraghty, Page 6, Micro Discount, Gralin International, BaPAUG.

If you're in England around this time, come along to Stafford, or even make a special journey across. You'll be glad you did! If you need further details please email: djg0@aber.ac.uk.

3897. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 14:44:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66832@cup.portal.com>
Source record: 109338

OK, I still think it's a lot of club considering the distance to the green.
A 'C would be tough to get, but how about Action! for a 65816? I don't
know if you've seen the run time package yet, but it's just code blocks that
relocate/duplicate the routines that are built into the cartridge. All that
would be required is to recode them for the 65816. There's a public domain
cross assembler (TASM) that you would just have to add the extra op codes to.
It's table driven so that's easy enough.
I guess by application I mean something a little more dedicated & novel then
something that just does an existing operation better. For instance,
something like a log engine. Have enough memory so you could keep the entire
log tables in memory & maybe something silly like 74ls559's(#?) that do
multiplication for when you have to raise something to a power. Or turning
an Atari into a tool, like the cable people do for their broadcast.

3898. Beginner's Guide to Ftp

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 16:04:47 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep29.160447.6624@terminator.cc.umich.edu>
Source record: 109206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
ls -F : Lists filenames, but adds a / to the end of directory names.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
cd .. : Goes 'back up' a directory, to the one you came from.
~~~~~~

This from redmond@IUS4.IUS.CS.CMU.EDU:
For more than one argument to ls, use double quotes. Eg. ls "-FC *.lzh"

These are about all you need to get moving around the archive.

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc.
please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner - jweiner@umich.edu - weiner@atari.archive.umich.edu -
414 Erie St. SE, Minneapolis, MN 55414
Now at the University of Minnesota

3899. atari archive frequently asked questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 16:08:08 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Sep29.160808.6841@terminator.cc.umich.edu>
Source record: 109339

[Please remember that John Dunning, jrd@atari.archive.umich.edu, maintains
the 8bit section. Thanks.]

Welcome to atari.archive.umich.edu's Frequently Asked Questions

Updated on: Sept 29, 1992

1. How can I access the archive?

You can access the archive in one of two ways: by our mail server, BART,
or via anonymous ftp. To get information on the mail server, please
send mail to atari@atari.archive.umich.edu with a body of 'help'. For
information on anonymous ftp, please refer to my 'Beginner's Guide to
Anonymous FTP,' which is frequently posted here. Questios about BART
should first be addressed to the help file, then to Jon Brode,
jon@atari.archive.umich.edu.

2. When I try to log in via ftp, I get a message saying that the archive's
host won't accept anonymous ftp from my machine because of some
mapping problem. What can I do to fix this?

The archive's host machine will attemt to map your machine's ip address
back to a name. If it is unable to do this, it will not let you
begin an anonymous ftp session. Please ask your sysadmin to check the
name server entries for your machine, as something is amiss along the
way. If he or she isn't able to solve the problem, please have them
send mail to me and I'll have the folks here take a look and see what's up.

3. How can I upload things to the archive?

You can upload via ftp or by sending uuencoded chunks to me (address below).
Please refer to 'How to upload to atari.archive' (frequently posted here)
for more information.

4. After I've posted files to the archive, it often takes a few days before
they're available to the public. What sort of queueing system do
you use?

The queueing system in place here is known affectionately as my spare
time. I try to make files available as soon as I possibly can, but
often times my schedule dictates otherwise. Please bear with me.

5. What is {MiNT, TeX, Gnu, etc.}?

Please refer these questions to the authors of the software. Often times
I know very little about a piece of software that is posted here.

6. What is the ip# for atari.archive.umich.edu?

141.211.164.8, at least for the time being. It's a good idea to always use the a.a.u.e name.

7. What are the ???s in the index for?

A ??? signifies that I don't know what the file is or does. Please feel free to contact me should you happen to know the answer.

8. Where can I go for more information about the archive?

Please feel free to send mail to weiner@atari.archive.umich.edu and I'll try to answer your questions. Questions about BART should be addressed to its author, Jon Brode (jon@atari.archive.umich.edu).

9. Isn't there some times that I shouldn't ftp?

Yes. Please try to keep your ftp use between the hours of 5 pm to 7 am, EST. This will greatly appease the people that actually work on this machine. We are generally -4 GMT.

Cheers,

--
Jeff Weiner - jweiner@umich.edu - weiner@atari.archive.umich.edu -
414 Erie St. SE, Minneapolis, MN 55414
Now at the University of Minnesota

3900. Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 17:05:54 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.27.717786354@kilcom1.ucis.dal.ca>
Source record: 109347

I have a 810 drive.

According to the FAQ I need a 190k diskette in order to transfer
files from my Unix terminal to my 386 PC then onto a Mydos diskette.

Since the 810 is a 88k disk drive, I think I have to modify it.
Does anyone know of a hardware vendor who sells and upgrade kit for it?
Or, should I just get a Indus GT drive. If I need to purchase a better
drive (ie Indus GT or something like it), who sells them.

Also the FAQ said something about Mydos has hard drive support. Who
sells hard drives for the Atari?

About the discussion about the binarys news group. How about...

Alt.atari.8bit.binarys.

My Boss said he could create an Alt group in around 8 seconds, it
would then take around a week to propagate around the internet.

I assume this has been thought of already but dismissed because some
sites don't allow alt groups.

3901. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 19:10:31 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92273.141031JJMCWILL@MTUS5.BITNET>
Source record: 109346

Rick,

Hmm, interesting. There IS a 16 bit assembler, but to convert Action! ?,
wow, sounds heavy. I think you would have to rip some of the guts out,
since pointers could not be 24 bit, as would any values returned from
malloc(). Also, I believe that if you are running code and you come to
a 16 bit boundary, like $1FFFD, you have to put a JML $20000 to cross the
boundary, stuff like that would have to be handled. That's all parser stuff
basically. If someone could come up witha 65816 parser, then writing the
a library of functions wouldn't be hard. But again, since you now have
24 bit pointers, you need to be able to do 24 bit operations on that.
Sure you could cludge a bunch of routines, like longc=longadd(longa,longb)
but it's not very convenient.

I can think of at least two tools that could really use the advantages of
24 bit memory addressing and stuff, one being a nice schematic CAD program
for all us Hardware folks, and Ben Poehland has been looking for a chemical
CAD type program for years. I started working on a Schematic CAD program.
I wanted something that could output to whatever kind of printer a person
had, 9 pin, 24 pin, laser. Which means the drawings have to be scalable.
that means a vectored approach to how things are described and drawn.
And since you can't see a whole 8.5x11 page at once, you could zoom in
and out, but it would still be nice to have a virtual page, say 600x400
pixels, that you pan around in when working on a drawing. How about
memory to store the symbol libraries? and text fonts? and then the
mathematical description of the working file. ALl that takes memory.
I found it extrememly uncomfortable to work with banked memory, especially
since some upgrades have Antic following banked, others don't, some are
inbetween. It can be a nightmare. And I'm not a Machine Language genius,
I need to have some high level language to really get anything done.
Hence my craving for a 65816 type C or Action!. Some Apple guy said he
knew there existed source code for a small C compiler, like CC65 or Lightspeed
C, that created an ANSI C compiler. That would be cool, except he didn't
know where to get it. Maybe something similar could be done for us.
CC65 outputs machine language files, which are then assembled. This means
the intermediate code could be hand optimized. It's a big project thought,
nothing I could tackle what with school beating me over the head with
lab report deadlines and stuff.

Jeff

3902. Need info on connecting a RGB monitor to an 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 21:11:01 UTC
From: bldaniel@unccsun.uncc.edu
Message-ID: <1992Sep29.211101.4274@sol.ctr.columbia.edu>
Source record: 109340

I've got two questions...

First, is it possible to hook up a RGB monitor to an Atari 800,
and if so--what is the pinout of the 800's monitor connector?

Thanks in advance,
Brian

Brian Daniels Printed on 100% Recycled Bits
bldaniel@unccsun.uncc.edu Comprising 70% Post-Computer Waste

3903. Re: How can I print faster?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 23:03:54 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <8wXVRB3w165w@cyberden.uucp>
Source record: 109350

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> graphics mode, and it is slower then molassess. Right now I "OPEN" the
> printer, and then use PRINT #1; to output to the printer. Even compiled
> and with the screen off it is still too slow. Does anyone have a faster
> method?
>
> I'm using the built in character set for the font, so does anyone
> else have some standard atari fonts they could send me? I want to be
> able to use multiple fonts. (Which will be trivial to add.)

Well, using a PUT #1 or even a quick CIO call (hey, even somehow sending every 40th byte from a bit of memory at ML speed would be great! don't ask me how to do it tho!) would probably be faster than Print#1. Perhaps post the file (or mail it to me) as a listing. I could hack it up a bit easier if I saw it.

For anyone interested in a routine that ROTATES characters (for printing them upright), here's what I've come up with:

```
50 FOR C=1 TO LEN(TEXT$):Z=ASC(TEXT$(C,C)):INV=1:IF Z>127 THEN
Z=Z-128:INV=-1
52 Z=Z-32:IF Z>63 THEN Z=Z+32:GOTO 55
53 IF <0 THEN Z=Z+96
55 FOR J=0 TO 7:H(J)=PEEK(CH+Z*8+J):P(J)=(255*(INV=-1)):NEXT J
60 Q=256:FOR J=0 TO 7:Q=Q/2:F=256:FOR M=0 TO 7:F=F/2
65 IF H(M)>=Q THEN H(M)=H(M)-Q:P(J)=P(J)+(F*INV)
69 NEXT M:NEXT J
```

..... that rotates the character. From there you can do things like a 8x8 character banner dump, a 8x8 character hi-density graphics dump, etc.

note that the following things are required before line 50:
TEXT$ - the text you want to print (manipulate)
H(7) - just DIM this...it gets used
P(7) - DIM this as well...it stores the rotated character's byte values.

also, at the end, you need a "NEXT C" to finish up printing the rest of TEXT$.

Confused? Thought so. If anyone has any questions, just reply or mail me about it... I'm not a good teacher (esp. about things I programmed years ago! ;))

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3904. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 23:13:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <gDyVRB4w165w@cyberden.uucp>
Source record: 109349

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

>
> Am I the only one left on the face of this earth who's interested
> in running a 16 bit CPU in my 8 bit? Am I really all alone?
>
> Jeff McWilliams

I'd like to speed up my 8-bit... I have no CA$H though!! ;) Anyways...
have you actually got anything working lately? (no matter how miniscule
it is, >I'd< like to hear about it!)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3905. Atari 8 bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-29 23:35:52 UTC
From: jbunch@myst.UUCP
Message-ID: <109@myst.UUCP>
Source record: 109209

I have an atari 800 xl for sale... It has a 1050 drive and has 256k of ram.
Any takers?

John

John Bunch

{backbone}!crdgw1!sixhub!myst!jbunch <- Please use this till I register my site.

3906. Kyan Pascal or Light Speed C?

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 01:13:41 UTC
From: The 8-bit Ruler <AKH104@psuvm.psu.edu>
Message-ID: <92273.211341AKH104@psuvm.psu.edu>
Source record: 109348

Which is faster..which is tighter...and which is easier to tie into
the R: device and do memmory banking?
also...anyone have the Kyan Pascal Library disks? and other stuff they
mention in their manual?
Andrew

Ah, love could you and I with fate conspire
to grasp the sorry scheme of things entire,
Would not we shatter it to bits, and then
re-mold it nearer to our heart's desire! - Omar Khayyam

3907. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 01:42:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66857@cup.portal.com>
Source record: 109351

Well, I don't really know enough about the extra opcodes for the 816, but
I just assumed there would be stuff like STZ indexed with 16 bit registers.
Since about 1/2 the stuff programs do is just move memory around,
the routines could just be added to take care of string copy etc. I'll get
off my rear & UL a source file so you can see how easy it is to extend
the Action! language. I'll pass up to the equivalent of 16 bytes of
data that can be used as pointers etc. Since there's no syntax checking on
code blocks you can stick anything in them. Basically, if you can write
a USR() routine for Basic that can access the chip the way you want, you
can do the same thing in Action! For instance, you may want a routine
that will more more then 64k, you just write it in assembler then add the
code block with whatever name you want & presto! You can either have it
generic so you can relace the built in MoveBlock() or call it BigMove().
I'll go back to my lit & see if I have anything on the new codes (unlikely).

3908. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 03:52:41 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92273.225241JJMCWILL@MTUS5.BITNET>
Source record: 109178

Rick,

Yes, I am aware of how Action! passes parameters via the page Zero locations, and A, Y, X registers when the routine is called. There ARE opcodes like STZ, and even some special opcodes for moving blocks of memory, up to 64K in length, all at once! What leaves me floundering is that you couldn't make a 24 bit pointer in Action! You would need one to point to anything in memory above 64K, say, if you had a 256K SRAM card up at $40000-$80000. How could you allocate some of that RAM, say to store a UUdecoded file, which you're going to decode, because that just happens to be what you're writing the program to do? Sure, you could fetch the stuff from highmem in chunks, say with a routine called GetFromHigh(lowptr,hiptr,numbytes). But ick, bleck, ack, cough, gag. It feels like segmented Intel memory or something. Even that routine requires a 24 bit pointer. Well, I suppose you could do a .DEFINE LONG byte array [3] or how ever that works, I'm at school and can't remember the Action! syntax. But then you also would need something like a IncLong(Longptr), a DecLong(Longptr), and maybe a AddLong(Longptr,Any_integer), and a SubLong(Longptr,Any_Integer). See, it would be nice if Action could intrinsically handle Longpointers, so you could just do a :

```
Longptr==+
NextByte=FileArray[longptr]
If NextByte=155
nextByte=19
OutArray(Longptr2)=NextByte
.
.
Loop, or whatever
```

I am using Pseudo syntax code here, very foggy on Action, or anything for that matter. Hopefully you will get what I am driving at. Am I being too picky by not accepting that we'll just have to live what defined functions to make up for what Action! can't do intrinsically? Somebody throw me a tether if I start levitating off of the world of reality okay?

Jeff

3909. Re: Need info on connecting a RGB monitor to an 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 04:25:37 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1aba81INN5sg@usenet.INS.CWRU.Edu>
Source record: 109352

In a previous article, bldaniel@unccsun.uncc.edu (Brian Daniels) says:

>
>
>I've got two questions...
>
>First, is it possible to hook up a RGB monitor to an Atari 800,
>and if so--what is the pinout of the 800's monitor connector?

Whoever posts an answer to this question automatically wins a section in
the FAQ List!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3910. P:R: Connection Help

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 05:46:50 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <9209300546.AA12313@beethoven>
Source record: 109353

I recently pruchased a P:R: Connection second hand and have been having problems hooking it up... Afew questions for anyone out there that can provide me with some help...

1) Do you have to write an R: handler for each individual modem? I thought the connection had the Handler built into it. I am trying to connect a Codex 5212R modem which is ancient and I do not think that it is Hayes compatible. Does anyone know if this can be done? This modem is 1200baud and has some major switches and such inside. "Inherited" it from my uncle.

2) Concerning cables... Is it best to build your own or do standard IBM cables for connecting RS232 devices work. I bought a Male 25 pin to Male 9 pin to hook up this beast but I am not sure that the pins are correct for the P:R:.

I guess I am asking ... Is the P:R: connection pinout config. match that of standard cables?

3) Are these 15 pin to centronics printer pinned cables still commercially available or are they also a build only type item (I haven't had a chance to look into availability of these yet.)

4) What do you use the RS232.SYS file on the P:R: Connection disk for if the hardware already has a built in driver??

Also, I may be needing a cheap 1200 or 2400 baud modem that IS Hayes compaati-ble, so anyone with one.... Contact me I guess.

Thanks for any help that you can provide....

Sam Patton

_____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
_____	_____

3911. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 06:04:48 UTC
From: bmarcum@world.std.com
Message-ID: <BvDnK0.Lvl@world.std.com>
Source record: 109354

In article <kspeicht.27.717786354@kilcom1.ucis.dal.ca> kspeicht@kilcom1.ucis.dal.ca (Kevin F. Speichts) writes:
>
> Since the 810 is a 88k disk drive, I think I have to modify it.
>Does anyone know of a hardware vendor who sells and upgrade kit for it?
>Or, should I just get a Indus GT drive. If I need to purchase a better
>drive (ie Indus GT or something like it), who sells them.
>
Nobody makes floppy drives for the Atari 8-bit any more, not even Atari. You just have to look for used drives for sale. And I don't think the 810 could be modified for double density, but the 1050 can.
> Also the FAQ said something about Mydos has hard drive support. Who
>sells hard drives for the Atari?
Computer Software Services in Rochester, New York. Their interface doesn't work with the Atari 400, 800 or 1200XL. You need an 800XL or 130XE computer. Their interface, called the Black Box, includes a SCSI hard-disk port, a parallel printer port, and an RS232 port. There's an optional add-on board that lets you use IBM-compatible floppy drives.
>
> About the discussion about the binarys news group. How about...
> Alt.atari.8bit.binarys.
>
A better name would be Alt.binaries.atari.8bit. Sure, some sites don't get alt groups. Some don't have ftp. Some only get mail, and they say some get Usenet but can't get mail. You can never please everyone.

Bill Marcum bmarcum@world.std.com
Today's silly quote:"Do our ears and butts look better up or down?"(Tiny Toons)

3912. Re: Send the binaries HERE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 08:57:34 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Sep30.135737.13241@miavx1.acs.muohio.edu>
Source record: 109211

In article <3L9TRB4w165w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> I'm actually thinking of working on a better UUd/UUe program. It
> probably won't be as easy to use with SpartaDOS, but it might be a bit
> more efficient (I notice that UUe'd files never use lowercase. I'd fix
> that (somehow!)). If you rumage around some other binary groups (like
> the CrappleII group, for instance) you'll see that the files aren't
> uuencoded, but encoded in some other, more applish way. It actually
> might be BETTER. If only I knew how to program on the IBM (or Unix..yeah

The Apple][groups use BINSCII, which is actually a lot nicer than
uuen/decoding. You can run each part of a binscii file through in
whatever order you choose and it can put the binary file back together.
I've thought about writing one for the 8-bits, but they are supposedly
working on BINSCII II that is supposed to be better. I had a long
discussion with some of the Apple][groups and binscii sounds a lot
better than uuencoded.

Later.......

```
-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 30-SEP-1992
```

3913. Re: P:R: Connection Help

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 13:25:33 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Sep30.132533.186@a.cs.okstate.edu>
Source record: 109207

In article <9209300546.AA12313@beethoven> pattons@CS.ColoState.EDU (samuel patton) writes:
>I recently pruchased a P:R: Connection second hand and have been having
>problems hooking it up... Afew questions for anyone out there that can
>provide me with some help...
>
>1) Do you have to write an R: handler for each individual modem? I thought

The handler is built in, use RS232.sys or rs232.com to "boot" the P:R:
connection and read the ROM into memory. Your atari will make a familiar tone
through the monitor speaker as the P:R: Conn. boots.

>2) Concerning cables... Is it best to build your own or do standard IBM cables
>for connecting RS232 devices work. I bought a Male 25 pin to Male 9 pin to
>hook up this beast but I am not sure that the pins are correct for the P:R:.
>I guess I am asking ... Is the P:R: connection pinout config. match that of
>standard cables?

I made my own serial cables, so I don't recall if they were like "standard"
cables. (I had never seen a 9 pin to 25 pin cable at that age) The cable IS
"standard for an atari 8-bit" in the sense it's the same cable you'd use for
an Atari 850 interface.

>3) Are these 15 pin to centronics printer pinned cables still commercially
>available or are they also a build only type item (I haven't had a chance
>to look into availability of these yet.)

Same goes as for the serial cable.

>4) What do you use the RS232.SYS file on the P:R: Connection disk for if the
>hardware already has a built in driver??

See 1) above. RS232.SYS is (as I recall) an Atari DOS 2.0 file, but EVERY Dos
I've seen has an rs232.* file that will boot your P:R: connection (same file
that boots an 850). Some software will boot your P:R: Connection as well. I
think Express 850 did that (w/o using a rs232.sys file).

Good luck Sam!
jc

3914. News-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 13:56:57 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Sep30.135657.5231@aber.ac.uk>
Source record: 109205

Over the holidays, I produced issues 6,7, and 8 of the News-Disk. These are all on the archive. Issue 6 is in the Djg directory, and 7-8 are in the New dir. On issue 7 (in my editorial) I ask all non-UK readers to let me know they are reading it, and also for their comments relating to the News-Disk. If you get and read the News-Disk from the archive or other BBS, then please email me. This is so I can try and get more accurate reader numbers.

Also, now that the News-Disk is available easily to many people, I would very much like to see submissions for the News-Disk. I accept articles, programs, reviews, tutorials, or anything which would be of interest to others. Please email your articles to me: djg0@aber.ac.uk. Non-ASCII items (such as programs) should be UUencoded before mailing.

Dean Garraghty.
Editor, Atari 8-bit News-Disk.

3915. 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-09-30 20:38:31 UTC
From: graham@hri.com
Message-ID: <7306@bigbird.hri.com.hri.com>
Source record: 109208

Could somone please tell me what I need to get to upgrade
my 1050 to be able to read 180K disks.

Thanx in advance, Edo.

3916. Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 01:08:18 UTC
From: CURRENTM@CARLETON.EDU
Message-ID: <01GPEP0GIK4M8WW7GU@carleton.edu>
Source record: 109210

Changes since last time: too many to list! (or for me to remember)

The 8-bit Atari
Frequently-Asked Questions List
for the Internet

Posted on or about the first of the month, simultaneously to:

the Usenet newsgroup
comp.sys.atari.8bit

and

the Internet mail-list
Info-Atari8 Digest

which are, in fact, one and the same group.

Revised 25-Sep-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All postings to comp.sys.atari.8bit automatically appear in the
Internet's Info-Atari8 Digest.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the Internet mail-list dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All contributions to the Info-Atari8 Digest automatically appear
on Usenet's comp.sys.atari.8bit.
To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
To contribute to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu.
Please note: there is NEVER a good reason to send anything to the address
Info-Atari8@naucse.cse.nau.edu.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning,
jrd@stony-brook.scrc.symbolics.com.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragraph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/Index

If you receive nothing within a day (it should take just a few minutes), include this line:

path {your mail address here}

This allows you to tell BART exactly where to mail the files requested. This can be useful for UUCP and other addresses that BART may not be able to figure out otherwise.

BART automatically UUEncodes binary files before sending them to you. Other files of interest are 8-bit.cat, containing 1-line descriptions of the files available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.164.8), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/new". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file so Jeff Weiner knows what directory to place it in at the archive. It is especially important to specify that your upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you. Note that long binaries should only be posted to the discussion group as a last resort.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published monthly. It covers the 8-bit Atari computers exclusively.

To have Z*Mag delivered "right to your own mail box," send a message to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network.
The Atari SIG carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers. Send correspondence and press releases to xx004@po.cwru.edu.

What magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit) Atari Explorer
71450.1050@compuserve.com Subscriptions
P.O. Box 6488
Duluth, MN 55806
$14.95/1 yr (6 issues)
Canadian: $19.95/1 yr
International: $24.95/1 yr

Atari Interface ATARImagazin (exclusively 8-bit)
Unicorn Publications Power per Post

3487 Braeburn Circle Postfach 1640
Ann Arbor, MI 48108 W-7518 Bretten
$18/1 yr (12 issues) GERMANY
Canadian: $42/1 yr 30DM + 4DM p&p/6 months (3 issues)
Foreign: $48/1 yr abroad: 30DM + 10DM p&p/6 months
8-bit disk: add $50/1 yr (12 disks)8-bit disk & membership: add 60DM
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K

format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

End of FAQ list.

3917. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 02:08:05 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct1.020805.17289@mnemosyne.cs.du.edu>
Source record: 109212

In article <7306@bigbird.hri.com.hri.com> graham@hri.com writes:
>Could somone please tell me what I need to get to upgrade
>my 1050 to be able to read 180K disks.
>
>Thanx in advance, Edo.

You would probably be better off with an Atari XF551 drive.
If you can find one, that is.
This is just my own opinion. If there is a reason that the 1050 would be preferred over the XF551, I don't know of it. Unless you really need a drive with a "Happy Backup" upgrade.
I've owned two 1050's and they continually break down. My XF551 has run without a problem since 1988. On a related but _unrelated_ note, my Atai 810 drive has been operating since 1982 without any breakdown or trouble at all. It's an MPI version. Noisy, but extremely reliable.
Just my $.02 worth.

Uncle Fester

Oh, a US Doubler is what you need, or a Happy mod.

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3918. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 07:11:51 UTC
From: The 8-bit Ruler <AKH104@psuvm.psu.edu>
Message-ID: <92275.031151AKH104@psuvm.psu.edu>
Source record: 109213

You will need to purchase the US doubler made by ICD..thought no longer
available from them...
ask around..its just a rom chip and some ram...

Ah, love could you and I with fate conspire
to grasp the sorry scheme of things entire,
Would not we shatter it to bits, and then
re-mold it nearer to our heart's desire! - Omar Khayyam

3919. 180K 1050

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 09:15:31 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct1.091531.8611@aber.ac.uk>
Source record: 109214

You will need a US doubler chip, or a happy card. Also, any Happy-type boards such as lazer, IS plate (UK device) will do the trick.

Dean Garraghty. djg0@aber.ac.uk

3920. Re: Atari 8 bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 13:08:15 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.32.717944895@kilcom1.ucis.dal.ca>
Source record: 109215

In article <109@myst.UUCP> jbunch@myst.UUCP (John B. Bunch) writes:
>From: jbunch@myst.UUCP (John B. Bunch)
>Subject: Atari 8 bit for sale
>Date: 29 Sep 92 23:35:52 GMT

>I have an atari 800 xl for sale... It has a 1050 drive and has 256k of ram.
>Any takers?

>John

>---
>John Bunch

>{backbone}!crdgw1!sixhub!myst!jbunch <- Please use this till I register my site.

Let me know the $$$ amount, as I'm interested. Thanks.

p.s. Keep in mind shipping charges to Canada. (i.e. the thermal
blanket to wrap it in to keep nice and warm... :))

Thanks....

3921. Silicon Dreams

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 13:30:07 UTC
From: indy@IMMACC.PREPNET.COM
Message-ID: <9210011329.AA10495@mammoth.Berkeley.EDU>
Source record: 109218

About a year ago, I bought the Atari 8bit version of Silicon Dreams, by Firebird software. I played the first of the triad until I couldn't see straight anymore. I finally gave up when I could not figure out how to get by the "waldroid" near "Jacob's Ladder."

I recently gave it another shot, but I'm still stymied. Can anyone give me a hint? Also, where are the "dark glasses" for welding?
Email or post ...Thanks

Dave Tartaglia indy@immacc.prepnet.com

3922. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 14:29:49 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1af20uINN3un@usenet.INS.CWRU.Edu>
Source record: 109216

In a previous article, bmarcum@world.std.com (Bill Marcum) says:

>In article <kspeicht.27.717786354@kilcom1.ucis.dal.ca> kspeicht@kilcom1.ucis.dal.ca
(Kevin F. Speichts) writes:
>>
>> Since the 810 is a 88k disk drive, I think I have to modify it.
>>Does anyone know of a hardware vendor who sells and upgrade kit for it?
>>Or, should I just get a Indus GT drive. If I need to purchase a better
>>drive (ie Indus GT or something like it), who sells them.
>>
>Nobody makes floppy drives for the Atari 8-bit any more, not even Atari. You
>just have to look for used drives for sale. And I don't think the 810 could
>be modified for double density, but the 1050 can.

Isn't there a Happy for the 810? Doesn't it allow the 810 to read/write SS/DD
180K disks, like the Happy 1050 does?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

3923. Re: Logo or Docs

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 15:54:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <66987@cup.portal.com>
Source record: 109219
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

Try B&C ComputerVision @(408)986-9960

3924. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 15:56:16 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct1.155616.8562@mnemosyne.cs.du.edu>
Source record: 109217

The Happy upgrade for the 810 drive does _not_ allow it to read/write SS/DD disk formats. Everything remains the same except for its ability to copy disks. It will read and write faster also.
I have one installed in mine.
The 1050 is a 'dog' as far as I'm concerned though. It was a slightly good idea that Atari came up with, but enhanced density aside, it is a shoddily designed drive that is prone to failure in many aspects both mechanical and electronic. I have two that have had to be repaired many times even though they were not used as heavily as my 810 or XF551.
If someone desires the ability to transfer files in MYDOS double-density format between the Atari and a PC, I would seek the XF551 rather than the 1050. Unless you want a Happy 1050 for making back-up copies of protected software that is.
Again, this just my opinion.
Caveat emptor!

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3925. Re: crashman

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 23:28:49 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <qeoZRB2w165w@cyberden.uucp>
Source record: 109230

Tim.Gearin@f47.n282.z1.tdkt.kksys.com (Tim Gearin) writes:

>
> What language are you writing in?
> Im in the process of writing a game up myself. Its nearly done.
>
> * Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

I'm writing (WAS writing.. will start work on it again soon. Sorting out
my free time, with school and all) CrashMan in TurboBASIC XL.
UNFORTUNATELY this makes it incompatible with the 400/800 series (unless
they have an XL OS chip), but hey, that's how it goes. My next version
(or game, if I don't come out with a sequel) will PROBABLY be in Quick or
Action! or even maybe C, but most likely Quick or Action!.

Thanx for the interest!!! :)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3926. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 23:29:54 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct01.232954.76446@yuma.ACNS.ColoState.EDU>
Source record: 109221

In article <1af20uINN3un@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>Isn't there a Happy for the 810? Doesn't it allow the 810 to read/write SS/DD
>180K disks, like the Happy 1050 does?

Yes there is... I had a chance to buy one but I think that the 810 case
is too bulky to go very well with my XL stuff due to my limited desk space.

It did write SS/DD 180k along with all of the copy 'perks' of the chip.

Sam

--

_____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
_____	_____

3927. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 23:32:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PkoZRB3w165w@cyberden.uucp>
Source record: 109229

You were commenting on the speed of Textpro and how it takes a while to insert text far from the bottom of the end of the file. How exactly is this done? I was working on a SIMPLE editor in TurboBASIC and when I tried to insert in the string, I'd get a repeated byte, so I tried using the MOVE command, and it did the same thing, and finally I used the -MOVE command, and it worked like a charm. What >I'd< like to know is how a word processor handles screen display. I was thinking that simply forgetting about [RETURNs] and displaying them as inverse [ESC]s would do, but ended up just rePRINTing the text (byte by byte!!) until the cursor was at the bottom of the screen (oh, I also had location 766 set to 1, so all editor commands would be displayed instead of done). Is there any quicker way of doing this? Even with the HyperE: screen accelerator AND the program compiled, it's quite slow. Would having say a machine language routine to replace PRINT help? I think it would. All it would do is PRINT like normal, until it got to the bottom of the screen, then it would abort itself. Is there already anything like that out there? Is there a simpler way of doing all this? Am I just nuts in using this PRINT idea?! All and any help would be much appreciated. (I'm working on a simple MyDOS CLI program. It was originally in BASIC, and now it's in TurboBASIC and know me I'll get it over to Action! any day now!)

Thanx in advance!

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3928. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 23:33:54 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct01.233354.68462@yuma.ACNS.ColoState.EDU>
Source record: 109222

In article <1992Oct1.155616.8562@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:
>
>The Happy upgrade for the 810 drive does _not_ allow it to read/write
>SS/DD disk formats. Everything remains the same except for its ability to
>copy disks. It will read and write faster also.
>I have one installed in mine.

Are there more than one chip version for the 810? I could swear that the enhanced 810 I saw wrote in 180K since that was a major selling point of the drive...

Sam

--

_____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
_____	_____

3929. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-01 23:56:36 UTC
From: dam1@ra.msstate.edu
Message-ID: <1992Oct1.235636.2639@ra.msstate.edu>
Source record: 109223

I have finally decided to sell my Atari 8-bit system,
it includes the following: (this is an updated list)

Hardware - 800XL with RAMBO XL (256K) - $75
1050 Disk Drive with US Doubler & SpartaDOS 3.2d - $75
1020 color pen plotter/printer - $10
256K Multi I/O Board - $75
ICD hard drive kit - $75 ($100 includes 20 meg HD)

Accessories - 5 joysticks
1 set of paddles
1 ICD printer cable
1 ICD modem cable

Software on disk - Bank Street Music Writer
The Converter version 1.51
Paper Clip
Print Power
The Print Shop
RAMbrandt version 2.0

Games on cartridge - Asteroids
Star Raiders

Games on disk - Alternate Reality - The City
Alternate Reality - The Dungeon
Artic Antics
ballblazer
Boulderdash Construction Set
Chessmaster 2000
David's Midnight Magic
F-15 Strike Eagle
Hacker
Jawbreaker
Jewels of Darkness
Leaderboard Dual Pack
Master of the Lamps
MRCA Mach 2
Pinball Construction Set
Quest of the Space Beagle (no docs)
Silicon Dreams
Tail of Beta Lyrae
Temple of Apshai Trilogy
Gateway to Apshai
Trail Blazer

Books - Basic Atari BASIC
De Re Atari
Mapping the Atari, revised version (includes XL stuff)

Magazines - ANALOG Computing issues 44, 45, 46, 49 (7/86, 8/86, 9/86, 12/86)
Antic: May, July, Aug/1985
May*, June, Dec*/1987
Feb, Apr, Nov*, Dec*/1988
* these issues include the disk

Except as noted, all hardware is in great condition and all software includes documentation.

I also have over 50 dd/ds SpartaDOS formatted disks with shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439
Miss. State, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Danny Martin : dam1@Ra.MsState.Edu

3930. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 05:20:59 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct2.052059.29675@mnemosyne.cs.du.edu>
Source record: 109224

Marek Tomczyk sez:
"Just my $.03 :-)"

I'll add another $.02 to my original to make a total of $.04.
In regards to your 1050 reading DD format disks: Yes...but that's only one side, right? The XF551 is good for _both_ sides.
I'm sure there are _some_ good 1050's out there like yours, but with my owning two of them with the repeated failures means I must have had some really, really, really bad luck or someone "up there" doesn't like me.
I purchased them new, not used also. Oh well. Go figure.

Your turn to up the ante. :-)

Uncle Fester

I wonder if the guy that started all this is getting anything out of all this "nyah, nyah, nyah" talk?

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3931. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 05:27:21 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct2.052721.149@mnemosyne.cs.du.edu>
Source record: 109225

In article <Oct01.232954.76446@yuma.ACNS.ColoState.EDU> pattons@CS.ColoSt
te.EDU (samuel patton) writes:
>In article <1af20uINN3un@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Ed
(Michael Current) writes:
>>
>>Isn't there a Happy for the 810? Doesn't it allow the 810 to read/writ
SS/DD
>>180K disks, like the Happy 1050 does?
>
>Yes there is... I had a chance to buy one but I think that the 810 case
>is too bulky to go very well with my XL stuff due to my limited desk spa
e.
>
>It did write SS/DD 180k along with all of the copy 'perks' of the chip.
>
>Sam
>
>
>--
>_____
____
>| Sam Patton -=> pattons@beethoven.cs.colostate.edu |
|
>| spatton@lamar.colostate.edu | Emotion 13
|
>|_____|_____
___|

Sorry. Wrong. The Happy upgrade for the 810 does not allow reading of
SS/DD 180k disks.
Where did you get this bogus information?
The only Happy upgrade that allows reading SS/DD 180k disks is for the
1050 disk drive.
There was a 'vaporware' product (never released to my knowledge) from
another company (not Happy) called "Turbo 810" that was supposed to do
that. Perhaps you were thinking of that instead?

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3932. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 05:41:02 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct2.054102.469@mnemosyne.cs.du.edu>
Source record: 109226

```
In article <Oct01.233354.68462@yuma.ACNS.ColoState.EDU> pattons@CS.ColoSt
te.EDU (samuel patton) writes:
>In article <1992Oct1.155616.8562@mnemosyne.cs.du.edu> thester@nyx.cs.du.
du (Uncle Fester) writes:
>>
>>The Happy upgrade for the 810 drive does _not_ allow it to read/write
>>SS/DD disk formats. Everything remains the same except for its ability
to
>>copy disks. It will read and write faster also.
>>I have one installed in mine.
>
>Are there more than one chip version for the 810? I could swear that th

>enhanced 810 I saw wrote in 180K since that was a major selling point of
>the drive...
>
>Sam
>
>
>--
>_____________________________________________________________________
____
>| Sam Patton -=> pattons@beethoven.cs.colostate.edu |
|
>| spatton@lamar.colostate.edu | Emotion 13
|
>|_____________________________________________|_____________
___|

If there was one, it was not in wide release. Besides, if you disassemble
the code that comes with the product (or list the file that is for you to
use in your own programs) you will see that the software is written to
handle only single density and 720 sectors.
I still think you must be thinking of the 1050 version or the
never-to-be-seen "Turbo 810" product that I mentioned before.
Another problem with the 810 being capable of any sort of Double Density
is the structure of the read/write head itself. It couldn't produce a
'field' fine enough to discriminate properly.
Cheaper to produce and one reason that the drive was only capable of 88k.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
```

: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3933. Re: Upgrading my 810 and ALT.Atari.8bit.Binarys

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 06:54:32 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct02.065432.65792@yuma.ACNS.ColoState.EDU>
Source record: 109228

In article <1992Oct2.054102.469@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:

>I still think you must be thinking of the 1050 version or the
>never-to-be-seen "Turbo 810" product that I mentioned before.
>
>Uncle Fester

I think that maybe the guy with the drive just wanted to sell it real bad.
Some people will try to turn a buck anyway they can.

At least there are people on here (comp.sys.atari.8bit) that are
knowledgable enough to remember all of this upgrade stuff and fill in the
rest of us... (at least me)

Sam

--

____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
____	_____________________

3934. TextPro 5.0x

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 07:24:12 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct2.072412.22796@cs.tulane.edu>
Source record: 109227

Just sent to the Atari Archives, the beta release of Textpro 5.0x by
Ronnie Richie. Update doc's are included with the archive.

Please report any and all bugs to this address, I'll pass them along to
Ronnie.

If you are unabel to download from the archive, drop me a line E-mail and
I7ll send you a copy.

Mike...
Atari Archive
Louisiana

3935. Video game list

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 12:35:00 UTC
From: 0005441819@MCIMAIL.COM
Message-ID: <92921002123529.0005441819PK1EM@mcimail.com>
Source record: 109231

Does anyone know the address to subscribe to the video games mailing list that deals with the Atari 2600 and 7800?

Thanks,
Lawrence Estep

3936. SIO2PC ... What is it??

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 12:57:18 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.35.718030638@kilcom1.ucis.dal.ca>
Source record: 109232

Some one mentioned that there is a program called sio2pc. This program supposedly is loaded on the pc and allows msdos to write to an ataridos disk (I hope 88k 810 format). The files transferred are then able to be read by the atari.

Is there a program out there that does this? If so has anyone used it and how well does it fly??

3937. Championship Lode Runner

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 13:10:23 UTC
From: rac@sherpa.uucp
Message-ID: <1992Oct02.131023.16449@sherpa.uucp>
Source record: 109233

I no longer own an Atari, but when I did, I played Lode Runner and Championship Lode Runner. My boss still has an Atari and wants to get Championship Lode Runner for it. Does anyone know where he might get it via mail-order?

Thanks
--
Roger Cornelius sherpa!rac@uunet.uu.net ...!uunet!sherpa!rac

3938. Re: SIO2PC ... What is it??

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 17:04:54 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct2.170454.13754@mnemosyne.cs.du.edu>
Source record: 109234

In article <kspeicht.35.718030638@kilcom1.ucis.dal.ca> kspeicht@kilcom1.u
is.dal.ca (Kevin F. Speichts) writes:
>
>
> Some one mentioned that there is a program called sio2pc. This
>program supposedly is loaded on the pc and allows msdos to write to an
>ataridos disk (I hope 88k 810 format). The files transferred are then a
le
>to be read by the atari.
>
> Is there a program out there that does this? If so has anyone used
>it and how well does it fly??
>
>

SIO2PC is a hardware/software mod that connects your 8bit to your PC.
It allows you to store your Atari excecutables on the hard drive of your
PC and you can even boot your Atari from the PC's drive.
It doesn't allow you to write to an Atari DOS disk. You can transfer
files with it from the PC to an Atari drive that is in the serial chain.
SIO2PC hooks your Atari to PC via the Atari serial port to the PC's serial
port, so your PC's hard drive is like drive #1 to your Atari.
For your PC to actually write to an Atari double density MYDOS format
diskette you need UTIL. This is a good program that is available at the
archive at umich. You need a drive on your Atari that formats in MYDOS
SS/DD or DS/DD in order to use it. An 88k 810 will _not_ work because of
the type of drives that the PC uses is not compatible with that and cannot
emulate it.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3939. Re: SIO2PC ... What is it??

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 17:54:53 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Oct2.175453.5453@dartvax.dartmouth.edu>
Source record: 109237

In <kspeicht.35.718030638@kilcom1.ucis.dal.ca> kspeicht@kilcom1.ucis.dal.ca (Kevin F. Speichts) writes:
> Some one mentioned that there is a program called sio2pc. This
>program supposedly is loaded on the pc and allows msdos to write to an
>ataridos disk (I hope 88k 810 format). The files transferred are then able
>to be read by the atari.

> Is there a program out there that does this? If so has anyone used
>it and how well does it fly??

I've been using SIO2PC for some time and am extremely happy with it.
It is not, however, what you seem to think it is...

First of all, I do not believe that there exists any program that will allow you to read or write single density (90K 810 format) or enhanced density (130?K 1050 format) disks on a non-Atari machine. Please correct me if someone knows better [My 1050 died, and I really need to copy off those enhanced density disks].

Now what SIO2PC does is let you use your PC as a fileserver for your Atari. It is a combination of a hardware device and software for the PC. The hardware device plugs into the Atari like any disk drive would and plugs into your PC through the serial port. Your PC then runs a program that interprets the Atari (SIO) signals and responds appropriately to make the Atari think that it is whatever drive you want it to look like. I have most of my stuff on one "disk" which is actually an 8meg file on my PC's hard drive.

--PC

--
preston.crow@dartmouth.edu
crow@nes.nersc.gov
by008@cleveland.freenet.edu
crow@coos.dartmouth.edu

3940. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 20:57:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67068@cup.portal.com>
Source record: 109235

```
;I know it's supposed to be 80 columns
;but I decided to add a few other modes
;just to show how you can mix modes
;The term just uses 80X24 though
;user prompts can be anything including
;Drawto x,y etc.
;
;The character set is laid out in the
;middle of standard set. It's shrunk
;down to 80X32 so it can be redone for
;a little more detail. Depending on
;where it goes, it shifted RT or LFT
;then combined with the existing screen
;data:
;
;00000000 00000000
;000X0000 0X000000
;00X0X000 X0X00000
;00XXX000 => XXX00000
;00X0X000 X0X00000
;00X0X000 X0X00000
;00X0X000 X0X00000
;00000000 00000000
;
;I'm going to be moving the screen from
;just under cart to 4k below, it has
;to be 4k to make the GR. 8 screen RAM
;properly aligned for DR. xxx,xxx etc.
;this gives me the ability to scroll
;W/O moving the 1st 320 bytes of the
;Cart to screen RAM. Since I've got
;all that extra space, I'll put some
;variables & Buffers there. There's
;enough room left to add a PM cursor
;& some transfer utilities. Just don't
;have the time myself right now, but
;anyone who want's to add them is more
;then welcome. The .COM file has been
;compiled & had the P:R: handler
;appended. You may have to change the
;program start depending on the DOS
;you use & size of your handler.
;Keep the FONTs on drive 1 unless
;you want to recompile with different
```

```
;defaults. Rick Cortese 3/91
;
SET 14=$2400
SET $491=$2400
;INCLUDE "D:RUNTIME.ACT"
BYTE ARRAY Test1=
"This is an 80X24 column test!",
Test2=
"This is an 40X24 column test!",
Test3=
"This is an 40X32 column test!",
Test4=
"This is an 80X32 column test!",
Term80fnt(1023)=$9C00,
Term40fnt(1023)=$9800,
Buffer=$9200
;
;Buffer can go from $9200 to $9C00 W/O
;hitting anything =>size=2560 bytes
;Just enough for 8 scan lines!
;
BYTE POINTER Bptr,Scrptr
BYTE Xpos=[0],Bctr,a
CARD Msc=88,Charset80X24,Charset40X32,
RamChSet,Ypos=[0]

PROC Plot40X32(CARD Zap)
;
;I know Zap is a byte, but by cheating
;a little I get a 10% speed increase
;You can't ASL a byte 3 times
;1st: Ordinary PUT to E:, alpha numeric
;Most things will be lower case so do
;it 1st for speed
;
IF Zap>95 AND Zap<128
THEN
Bptr=Term40fnt+Zap LSH 3
Scrptr=Msc+Xpos+Ypos
FOR
Scrptr=Scrptr TO Scrptr+200 STEP 40
DO
Scrptr^=Bptr^
Bptr==+1
OD
Xpos==+1
;
;Upper case conversion to screen byte
;
ELSEIF Zap>31 AND Zap<96
```

```
THEN Zap==-32
Bptr=Term40fnt+Zap lsh 3
Scrptr=Msc+Xpos+Ypos
FOR
Scrptr=Scrptr TO Scrptr+200 STEP 40
DO
Scrptr^=Bptr^
Bptr==+1
OD
Xpos==+1
;
;Well then was it and Atari EOL?
;
ELSEIF Zap=155
THEN Xpos=0
Ypos==+240
;
;How about an ASCII CR?
;
ELSEIF Zap=13
THEN
Xpos=0
;
;An ASCII Line feed?
;
ELSEIF Zap=10
THEN
Ypos==+240
;
;An ASCII Back Space?
;
ELSEIF Zap=8
THEN
IF Xpos>0
Then
Xpos==-1
FI
FI
;
;FI=>I give up! Just ignore it for now
;
IF Xpos>39
THEN Xpos=0
Ypos==+240
FI
;
;The screen scroll! This
;would not be a problem if
;the text lines were at least 50 chars
;wide even to 2400 baud, but if the
```

```
;host sends a bunch of line feeds to
;scroll/clear the screen or a bunch of
;40 byte lines=>OVERFLOW!
;
IF Ypos>7440 THEN
MoveBlock(Msc,Msc+240,7680)
Ypos=7440
Xpos=0
FI

RETURN

PROC Plot80X32(CARD Zap)

IF Ypos>7440 THEN Ypos=7280 FI
IF Zap>95 AND Zap<128
THEN
Bptr=Charset80X24+(Zap LSH 3)
Scrptr=Msc+Xpos RSH 1+Ypos
a=Xpos MOD 2
FOR
Scrptr=Scrptr TO Scrptr+200 STEP 40
DO
IF a
THEN
Scrptr^=Bptr^ RSH 2
%
Scrptr^
ELSE
Scrptr^=Bptr^ LSH 2
%
Scrptr^
FI
Bptr==+1
OD
Xpos==+1
;
;Upper case conversion to screen byte
;
ELSEIF Zap>31 AND Zap<96
THEN Zap==-32
Bptr=Charset80X24+Zap LSH 3
Scrptr=Msc+Xpos RSH 1+Ypos
a=Xpos MOD 2
FOR
Scrptr=Scrptr TO Scrptr+200 STEP 40
DO
IF a
THEN
Scrptr^=Bptr^ RSH 2
%
```

```
Scrptr^
ELSE
Scrptr^=Bptr^ LSH 2
%
Scrptr^
FI
Bptr==+1
OD
Xpos==+1
;
;Well then was it and Atari EOL?
;
ELSEIF Zap=155
THEN Xpos=0
Ypos==+240
;
;How about an ASCII CR?
;
ELSEIF Zap=13
THEN
Xpos=0
;
;An ASCII Line feed?
;
ELSEIF Zap=10
THEN
Ypos==+240
;
;An ASCII Back Space?
;
ELSEIF Zap=8
THEN
IF Xpos>0
Then
Xpos==-1
FI
FI
;
;FI=>I give up! Just ignore it for now
;
IF Xpos>79
THEN Xpos=0
Ypos==+240
FI
;
;The screen scroll!
;
IF Ypos>7440 THEN
MoveBlock(Msc,Msc+240,7680)
Ypos=7440
```

```
Xpos=0
FI

RETURN

PROC Plot40(CARD Zap)

IF Zap>95 AND Zap<128
THEN
Bptr=RamChSet+Zap LSH 3
Scrptr=Msc+Xpos+Ypos
FOR
Scrptr=Scrptr TO Scrptr+280 STEP 40
DO
Scrptr^=Bptr^
Bptr==+1
OD
Xpos==+1
;
;Upper case conversion to screen byte
;
ELSEIF Zap>31 AND Zap<96
THEN Zap==-32
Bptr=$E000+Zap LSH 3
Scrptr=Msc+Xpos+Ypos
FOR
Scrptr=Scrptr TO Scrptr+280 STEP 40
DO
Scrptr^=Bptr^
Bptr==+1
OD
Xpos==+1
;
;Well then was it and Atari EOL?
;
ELSEIF Zap=155
THEN Xpos=0
Ypos==+320
;
;How about an ASCII CR?
;
ELSEIF Zap=13
THEN
Xpos=0
;
;An ASCII Line feed?
;
ELSEIF Zap=10
THEN
Ypos==+320
;
```

```
;An ASCII Back Space?
;
ELSEIF Zap=8
THEN
IF Xpos>0
Then
Xpos==-1
FI
FI
;
;FI=>I give up! Just ignore it for now
;
IF Xpos>39
THEN Xpos=0
Ypos==+320
FI
;
;The screen scroll!
;
IF Ypos>7360 THEN
MoveBlock(Msc,Msc+320,7680)
Ypos=7360
Xpos=0
FI

RETURN

PROC Plot80(CARD Zap)

IF Zap>95 AND Zap<128
THEN
Bptr=Charset80X24+(Zap LSH 3)
Scrptr=Msc+Xpos RSH 1+Ypos
a=Xpos MOD 2
FOR
Scrptr=Scrptr TO Scrptr+280 STEP 40
DO
IF a
THEN
Scrptr^=Bptr^ RSH 2
%
Scrptr^
ELSE
Scrptr^=Bptr^ LSH 2
%
Scrptr^
FI
Bptr==+1
OD
Xpos==+1
;
```

```
;Upper case conversion to screen byte
;
ELSEIF Zap>31 AND Zap<96
THEN Zap==-32
Bptr=Charset80X24+Zap LSH 3
Scrptr=Msc+Xpos RSH 1+Ypos
a=Xpos MOD 2
FOR
Scrptr=Scrptr TO Scrptr+280 STEP 40
DO
IF a
THEN
Scrptr^=Bptr^ RSH 2
%
Scrptr^
ELSE
Scrptr^=Bptr^ LSH 2
%
Scrptr^
FI
Bptr==+1
OD
Xpos==+1
;
;Well then was it and Atari EOL?
;
ELSEIF Zap=155
THEN Xpos=0
Ypos==+320
;
;How about an ASCII CR?
;
ELSEIF Zap=13
THEN
Xpos=0
;
;An ASCII Line feed?
;
ELSEIF Zap=10
THEN
Ypos==+320
;
;An ASCII Back Space?
;
ELSEIF Zap=8
THEN
IF Xpos>0
Then
Xpos==-1
Scrptr=Msc+Xpos RSH 1+Ypos
```

```
a=Xpos MOD 2
FOR
Scrptr=Scrptr TO Scrptr+280 STEP 40
DO
IF a
THEN
Scrptr^== & $F0
ELSE
Scrptr^== & $0F
FI
Bptr==+1
OD
FI
FI
;
;FI=>I give up! Just ignore it for now
;
IF Xpos>79
THEN Xpos=0
Ypos==+320
FI
;
;The screen scroll!
;
IF Ypos>7360 THEN
MoveBlock(Msc,Msc+320,7680)
Ypos=7360
Xpos=0
FI

RETURN

PROC INIT()

CARD Counter

Charset80X24=Term80fnt

Xpos=0
Ypos=0
Poke(709,14)
Poke(712,144)
Poke(710,144)
Close (3)
Open(3,"D:TRM80X24.FNT",4,0)
FOR Counter=0 TO 1023
DO
Term80fnt(Counter)=GetD(3)
OD
Close (3)
Open(3,"D:TRM40X32.FNT",4,0)
FOR Counter=0 TO 1023
```

```
DO
Term40fnt(Counter)=GetD(3)
OD
Close (3)

RETURN

PROC Print40X32E(BYTE ARRAY Message)

FOR Bctr=1 TO Message(0)
DO
Plot40X32(Message(Bctr))
OD
Plot40X32(155)
RETURN

PROC Print40X32(BYTE ARRAY Message)

FOR Bctr=1 TO Message(0)
DO
Plot40X32(Message(Bctr))
OD

RETURN
PROC Print80X32E(BYTE ARRAY Message)

FOR Bctr=1 TO Message(0)
DO
Plot80X32(Message(Bctr))
OD
Plot80X32(155)

RETURN

PROC Print80X32(BYTE ARRAY Message)

FOR Bctr=1 TO Message(0)
DO
Plot80X32(Message(Bctr))
OD

RETURN

PROC Print40E(BYTE ARRAY Message)

FOR Bctr=1 TO Message(0)
DO
Plot40(Message(Bctr))
OD
Plot40(155)
RETURN

PROC Print40(BYTE ARRAY Message)
```

```
FOR Bctr=1 TO Message(0)
DO
Plot40(Message(Bctr))
OD

RETURN
PROC Print80E(BYTE ARRAY Message)

FOR Bctr=1 TO Message(0)
DO
Plot80(Message(Bctr))
OD
Plot80(155)

RETURN

PROC Print80(BYTE ARRAY Message)

FOR Bctr=1 TO Message(0)
DO
Plot80(Message(Bctr))
OD

RETURN

PROC MINIT(BYTE CHAN)
BYTE Ch,Bctr

CLOSE(2)
CLOSE(1)
OPEN(1,"K:",4,0);

PRINT40E("Input BAUD rate!")
PRINT40E(" (1)=300 BAUD")
PRINT40E(" (2)=1200 BAUD")
PRINT40E(" (3)=2400 BAUD")
DO
Ch=GETD(1)
UNTIL
Ch < 52 and Ch > 48
OD
;DTR CTS stuff
XIO(Chan,0,34,192,0,"R:")
XIO(Chan,0,38,0,0,"R:")
;
;We don't need concurent since we do
;our own screen routines, I used 13
;instead of 12 though to be sure of
;being 850 compatable
;
OPEN(Chan,"R:",13,0)
;
;BAUD
;
```

```
IF Ch='1
THEN
XIO(Chan,0,36,8,0,"R:")
ELSEIF Ch='2
THEN
XIO(Chan,0,36,10,0,"R:")
ELSEIF Ch='3
THEN
XIO(Chan,0,36,12,0,"R:")
FI
;
;Light ASCII translation
;
XIO(Chan,0,40,0,0,"R:")
GRAPHICS(8+32)
PRINT("Number to dial? ")
INPUTS(Test1)
PRINTD(2,"ATDT")
PRINTDE(2,TEST1)
GRAPHICS(8+32+16)

RETURN

PROC Main()

CARD Ch,Cctr
BYTE SavRamTop,Caps=[0]

SavRamTop=Peek(106)
Poke(106,144)
Graphics(24)
Zero(Msc,8001)
Poke(559,0)
Ch=Peek(20)
WHILE Ch=Peek(20) DO OD
INIT()
Poke(559,34)
RamChSet=Peek(756)*$100
Close(2)
FOR Cctr=0 TO 3
DO
Print40E(Test2)
OD
FOR Cctr=0 TO 3
DO
Print80E(Test1)
OD
FOR Cctr=0 TO 3
DO
Print80X32E(Test4)
OD
```

```
FOR Cctr=0 TO 3
DO
Print40X32E(Test3)
OD
;
;now the modem INIT
;
MINIT(2)
DO
;
;Status
;
XIO (2,0,13,0,0,"R:")
IF PEEK(747)
THEN
Ch=GetD(2)
PLOT80(Ch)
FI
IF peek(764)<>255
then
IF PEEK(764)=60
THEN
Caps==XOR 64
Poke(702,Caps)
Poke(764,255)
Else
Ch=GetD(1)
IF Ch=126 then Ch=8 FI
PUTD(2,Ch)
FI
FI

UNTIL (Peek(53279) & 7)<> 7
od
Graphics(0)
Close(2)
Close(1)
WHILE Peek(764)=255 DO OD
Poke(764,255)
Poke(106,SavRamTop)
Graphics(0)
RETURN
```

3941. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 21:57:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67076@cup.portal.com>
Source record: 109236

BTW: I just logged in using the terminal, & noticed it was doing double
spacing on the net. I just dropped the:
IF Zap=10
stuff i.e. deleted it to get it to go right. This program assumes you have
the fonts stored on D1: with the right names & that you've loaded the
R:handler. The fonts are explained in the program. I'll see if I can
get the writting an action function here also.

3942. ATARI CLASSICS: UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-02 23:04:44 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9210022304.AA13348@smithkline.com>
Source record: 109238

********** A T A R I C L A S S I C S **********
TE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDA

Well, I've been keeping kinduv a low profile the past few weeks. With good reason: I've been hard at work on the Premier Issue of Atari Classics.

Our first issue will be 32 pages cover-to-cover. It will be distributed for free beginning Oct. 10 (the kickoff of our subscription drive) at the WAACE AtariFest in Reston, VA; and it will contain a subscription form in the back (we will even take VISA/ MasterCard!).

I just received the proof copy of the Premier Issue a couple days ago. It looks nice by any standard, but actually it's a miracle considering the unbelievably short time that elapsed between the time AC started from nothing (August 5) till the copy deadline of Sept. 19. I mustah been plumb crazy to think I could locate & hire a staff of 15-20 people, get them to write stuff, solicit ads, & throw together a professionally printed magazine in six weeks.

Fortunately, as most of you know- I *AM* crazy- which is probably why AC is now rolling forward with irresistable momentum. The magazine is now at the printer, & latest word from our Publisher is that it will be ready early next week. I'm now biting my nails to the quick wondering if the 500 issues I'm supposed to distribute at the Fest will arrive before I depart for Virginia on Oct. 9. Lotsa fun, waiting. Gee, what's that gnashing sound? Wups.... my teeth again.

We'll start officially accepting subscriptions the week of Oct. 12. You can still get on our mailing list for a FREE complimentary copy of the Premier Issue by sending your POSTAL MAILING ADDRESS to:

ATARI CLASSICS
179 Sproul Rd./Rt. 352
Frazer, PA 19355 USA

We prefer that you should get our magazine in your hands first. If you like it, just snip out the subscription form in the back, fill it out, & send it in with your payment.

Up till this year I was just a simple research chemist; this Managing Editor stuff is new ground for me (I'm still a chemist, only now I do Editor stuff at night). During that final week prior to the copy deadline our vendor community had a feeding frenzy. If you guys out there think you're desperate for an 8-bit magazine, let me tell you our vendor/developer community is just as desperate. Consequently, the Premier Issue ended up being something like 30% advertising. And we didn't even try very hard.

Now, for issue #2, I'm working with our Advertising Editor to blitz every known 8bit developer/vendor to let them know we exist & are offering low commercial ad rates. The ad solicitation campaign will kick off the same time as our subscription drive. It is AC's intention to rattle every cage & breathe new life into the corpse of every 8bit vendor we can dig up (which is what we might have to do for some of them!).

Provided vendor support for the magazine continues strong- AND if we get a strong response to our subscription drive- well, um... mumble, mumble... >cough, cough<, maybe our Publisher will let us go to 40 pages for issue #2 ???

Stay tuned, everyone.

- BEN POEHLAND
Managing Editor,
ATARI CLASSICS
"The Magazine for the Dedicated 8-Bit User"

****

3943. Re: Video game list

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-03 20:53:21 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992Oct3.205321.3048@infonode.ingr.com>
Source record: 109240

In article <92921002123529.0005441819PK1EM@mcimail.com> 0005441819@MCIMAIL.COM (Lawrence Estep) writes:
>Does anyone know the address to subscribe to the video games mailing list that
>deals with the Atari 2600 and 7800?
>
>Thanks,
>Lawrence Estep

Send a subscription request to Classic-atari@visdoc.b17d.ingr.com.

3944. MyNI_DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-03 21:28:51 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <s783RB2w165w@cyberden.uucp>
Source record: 109244

I've converted my MyDOS CLI program "MyNI_DOS" over to TurboBASIC XL (bumping it up to version 1.1) and from there, I'm translating it to Action! (making it v.1.2).. the thing is, the TurboBASIC XL version WORKS (because I'm not even near done with translating it to Action!), and I'm wondering if anyone would be interested in testing it, and eventually me uploading it/posting it. It's getting near 10 or 12K I think, and fully supports MyDOS directories. The current commands are:

CD-change directory
MK-make directory
DIR-show directory listing
DEL-delete file
COPY-copy file
REN-rename file
LOCK/UNLOCK-lock and unlock files
LOAD-load a binary
RUN-run a binary
RUNB-run a BASIC/TurboBASIC XL program
RUN@-run at address (call an ML routine from memory)
GET-get a block of memory
PUT-put a block of memory
TYPE-type out a file (sort of like COPY from E:ditor)
SHOW-display a file (opposite of TYPE)
EDIT-loads a file and lets you edit (with a VERY crude, slow and buggy editor)
ERR-show value of last error
PAUSE-used for pause commands on/off during DIR and SHOW commands
POKE-works like both PEEK() and POKE in BASIC
?-shows list of commands (no descriptions)
Dx:-change drive
BAT-open a file and read from it instead of the keyboard (batch file)
ECHO-turns on & off echo (when on, the commands being read during a BAT command will be displayed)

Appending "/S" to the DIR command's filemask will sort the directory before it is displayed (or sent to file/P:rinter, etc.)

Appending "/Q" to a filename will abort the command if it already exsists. (if you want to TYPE out a file, for example, and you weren't sure if it was there already or not, (this is good for in a BAT file), just append "/Q" to the name and the command is not done.)

Appending "/A" to a filename will open it for append (if the file is being open for write). (If you wanted to COPY two files together, just type something like "COPY FILE1,FILE2/A" and FILE2 will be added to the

end of FILE1.)

Other commands such as TREE (shows all directories and where they are), FIND (finds a file inside directories), FORMAT (oops, forgot that one in the beginning!), IF and REPEAT/UNTIL & WHILE/WEND type of looping may be added to BAT file running (as well as nested BAT file running!), the ability to use variables and strings (ie, have a small BAT program that prompts for a file name and then loads it up onto the screen) will all eventually be added. But for now, only the above commands work (and some of them, like EDIT, only BARELY!)

Should I post what I have so far? Are too few interested for that? If so, I'll just mail it to any interested users.

And YES, it will eventually ALL be programmed into Action! and then compiled (if I'd get off my duff and get a good runtime program!), but for now, I'm sticking with TurboBASIC XL, because I know what I'm doing in it! :)

thanx in advance bjk

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3945. Action! Question

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 01:28:20 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Oct4.012820.2750@mtu.edu>
Source record: 109241

Okay, perhaps Rick Cortese is the one to help me with this, but I will post it here.

I am working on the functions argc() and argv().

These will be like their C equivalents. argc() will return the number of parameters were passed on the command line when the program was called from a Command line DOS, like SpartaDOS, or DOS XL or OS/A+

argv() will return a pointer to commnad, where if you called the program HELLO.COM, with the following command.

HELLO -a c:path\myfile.dat

argv(1) returns a pointer to "D1:HELLO"
argv(2) returns a pointer to "D1:-a"
argv(3) returns a pointer to "D3:path\myfile.dat"

what I was thinking, is that in the actual code block for argv, all it would have to do is look the BYTE value passed to it, call ZCRNAME that many times, and simply return the address of COMFNAM.
The problem is, I am unsure of the string format action! uses?
Since passing a string to a routine basically passes the pointer to that BYTE ARRAY, I believe that by returning the address of COMFNAM from argv() will be okay, but then I remember reading somewhere that the zeroeth element of a string contains its length. Is this true?
If so, argv() will can move everything in COMFNAM up by one, and insert the length of that into the first location of COMFNAM, but I'd hate to have to fool around with guessing one way or another, if someone on here already knows how to set this up.

Jeff

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

3946. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 05:23:10 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Oct4.052310.25523@zip.eecs.umich.edu>
Source record: 109242

In article <1992Oct1.020805.17289@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:

>This is just my own opinion. If there is a reason that the 1050 would be
>preferred over the XF551, I don't know of it.

I know one reason: Because some of that darn copy-protected junk won't
boot on a XF551 (they spin at different speeds). I replaced my dead 1050
with an XF551, and while not terrible, I wish I had another 1050.
--
__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__
(__) "We're going to have the best educated American people in the World" (__)
(__) --Dan Quayle (__)

3947. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 07:02:07 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct4.070207.18671@mnemosyne.cs.du.edu>
Source record: 109243

In article <1992Oct4.052310.25523@zip.eecs.umich.edu> grover@emunix.emich
edu (Grover Thomas) writes:
>In article <1992Oct1.020805.17289@mnemosyne.cs.du.edu> thester@nyx.cs.du
edu (Uncle Fester) writes:
>
>>This is just my own opinion. If there is a reason that the 1050 would
e
>>preferred over the XF551, I don't know of it.
>
>I know one reason: Because some of that darn copy-protected junk won't
>boot on a XF551 (they spin at different speeds). I replaced my dead 10
0
>with an XF551, and while not terrible, I wish I had another 1050.
>--
> __
__
>(__) Grover Thomas InterNet: grover@emunix.emich.edu
(__
>(__) "We're going to have the best educated American people in the World
(__)
>(__) --Dan Quayl
(__)

You know you _can_ adjust the speed (rpm) on those things.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3948. A few selected News-Disk articles

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:20:11 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132011.6998@aber.ac.uk>
Source record: 109246

There now follows some articles from issues 6,7,8 of the News-Disk. The full disks are at the archive called issue6.arc, issue7.dcm, issue8.arc.

Dean Garraghty.
djg0@aber.ac.uk

3949. Digital Editor review

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:21:33 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132133.7170@aber.ac.uk>
Source record: 109251

The Digital Editor (PD100)

Reviewed by: Dean Garraghty.

The Digital Editor (PD100 in my catalogue) is a very simple desktop publishing (DTP) package. It is written in Turbo-Basic so is for XL/XE only in 64K. A copy of Turbo is on the disk and boots automatically.

During boot-up you a presented with two opening pages. One details who it is by. It doesn't mention you have to press any key to continue loading, but if you don't it will sit there all day! The second screen is a nice graphics screen (probably created using the package itself) with some nice music. START is pressed to get to the main disk menu.

The package is split into a series of separate programs: Graphics, Photo-Convertor, Editor, 62er-convertor, and Hardcopy 1029.

Graphics

This program is a simple mode 8 graphics creator using a joystick. Press the START key and a menu pops up. This has: Freehand, Lines, Circles, Oval, Fill, Points, Script, Load/Save picture, Mirror, Char set, Directory, Back to Menu.

It works in much the same way as any other drawing program.

Photo-Convertor

In this package a "photo" is a small picture which can be merged into your text (or you text merged around your photo). To create a "photo" file, you use this program. It has options to convert a picture to photo, photo to picture, and page to picture.

The most important is the first of these options. This allows you to load in a picture file created with the Graphics program (or from any other program which outputs mode 8 pictures in the same way), and select an area of the picture to convert into a photo file. This is done by using a joystick. You simply mark the 4 corners of the area to "cut out" and it's done! The photo file can then be used in the Editor program.

Editor

This is the most important program. This is where you create your pages. A page can have both text and graphics (photo files). The text can be 40 cols. normal height, 80 cols. normal, 40 cols. double height, and 80 cols. double.

Pressing SELECT and any key brings up a menu. This has options to: Load page, Save page, Take photo, Directory, Load char set, Return, Main menu, Erase page.

These are all simple to use. When we Take a photo, we can position it at the correct position on the page using a joystick. It's wise to load in your photo first then type the text around it, because the photo positioning is a bit hit and miss. You can only type in text here. You can't load text files in. You can have as many photos on a page as will fit. Also, all control graphics symbols are available. A few have been re-defined as maths symbols.

You are supposed to be allowed to load in new fonts, but I can't seem to be able to get this to work. However, the default font is quite acceptable.

Don't forget that you are designing a page in landscape (i.e. length ways), and it will print out like this too.

The Editor has NO error trapping. If you type something wrong, or make some other mistake it just stops and you get a Basic-generated error message.

62er-Convertor

Some page files may be a strange sector length. If this is so, they won't load into utilities expecting 62 sector format files. This utility will convert your page into a 62 sector file.

Hardcopy 1029

This is a printer dump for the 1029 printer. For US readers, this printer was only sold in the UK and Europe. It's a tacky looking thing which produces awful output using a non-standard pin arrangement.

However, don't dispair! On side 2 of the disk you get two Epson printer dump programs which will dump pages (in 62 sector format) created using the Editor. You can also print it on any utility you have which loads mode 8 62 sector files. I use SEEPIC (PD41 in my catalogue) to print the pages to my XMM801 and the output looks very good.

Other things on the disk

As well as the programs mentioned, you also get a very brief docs file, lots of fonts, and lots of photo files. This is a German program, so the docs have been written (in English) by somebody else and are very brief. Be prepared to spend some time experimenting.

Conclusions and Uses

The Digital Editor is a VERY simple package. But, it does its job as well as can be expected.

I have used this package for professional purposes on a number of occasions. I used it to create the covers for the Digi-Studio manuals. Also, I used it to create some slides for an overhead projector for a seminar I gave at

university on sound sampling. I had a graph along with text around it on one slide, and a bulleted list of key points on another. I also used it to create 10 slides for a group presentation to industry which I was involved in.

To create the slides, I first designed them using the Editor. I converted them to 62 sector format using the 62er-convertor, then printed them to A4 using SEEPIC. They were then photocopied onto a special paper, and finally printed onto film slides.

I recommend The Digital Editor to anybody who wants an inexspensive way to create quite nice looking pages with both text and graphics.

3950. DMS review

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:21:59 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132159.7336@aber.ac.uk>
Source record: 109248

```
The Digital Music Studio (PD134)
--------------------------------

Reviewed by: Dean Garraghty.

I'm probably not the best of people to review DMS, because I wrote it!
However, I think it is worthwhile knowing a little more about it than the
details given in the PD catatlogue.

I wrote DMS in 1989. The version discussed here is 2.00b. Version 1.75a was
sold up until November 1989 when 2.00b was ready. The two versions are quite
similar, so only 2.00b is in the PD. DMS was originally sold commercially in
the UK and US. However, when I'd completed Digi-Studio, DMS was scrapped. That
was about a year ago now, so I decided to put DMS into the PD.

DMS is a set of programs for manipulating digitized sounds. Programs included
are: main section, compiler, keyboard player and drum player.

With DMS being for the commercial market, it is quite classy in its
appearance. All programs use the console keys for selecting options from a set
of option boxes.

Main section
------------

This program allows you to create and play tunes using digitized sounds. You
can also load in new sounds. You can also load and save tunes. "Tunes" in DMS
is perhaps a bit of an untruth. The "notes" don't play in real musical pitch.
They are just different play rates for the samples. "Notes" are made up of a 4
character code of letters and numbers describing various things about the
"note". A very simple editor is built-in to type in your tune. But, to edit it
you must modify a Basic program. In DMS all tunes are stored as Basic programs
which are just lots of REM statements. You just look for your note and modify
it before saving the program back to disk. A little knowledge of Basic is
advised.

Three samples can be in memory at a time, and your tune can switch between
them as it plays. You can also load in new samples.

The main section also has a utils menu which allows you to delete and rename
files, as well as format disks, and take directories.

From the main section, you can also load in the other programs which make up
the package.

Compiler
--------
```

This program will convert your DMS tunes into a stand-alone Basic program which allows you to play music using digitized sounds in your own programs.

Keyboard player

This program allows you to play music live by using the keyboard. You have your 3 sounds in memory and can switch between them as you play. However, you have to specify how long each note is to play for before starting, so you can't have mixed length notes as you play. You can also load new samples in from the keyboard player.

Drum player

Seven drum sounds are loaded into memory, and you use your keyboard to play them.

What else is included?

As well as the programs mentioned, you also get a very detailed manual. This is ready for printing to an 80col. printer straight from DOS. You also get a load of sound samples.

Comments

DMS is a very classy package, because it was intended for the commercial market. The manual is more than adequate, and quite detailed in parts.

Editing tunes is a pain, and the lack of real pitch makes DMS unsuitable for more professional work.

DMS is great for a bit of fun, or if you want to get into digitizing. Also, if you are unsure abouting buying Digi-Studio, try DMS first. Although Digi-Studio is quite different and much more advanced, it was based pretty much on DMS.

3951. High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:22:44 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132244.7502@aber.ac.uk>
Source record: 109247

```
**********************************
** **
** H I - S C O R E S **
** --------------------------- **
** Compiled by JAMES HAWORTH **
** **
** of SONIK-SOFT 1 9 9 2 **
** **
** for DEAN GARRAGHTY's **
** NEWS - DISK **
** **
**********************************
```

This advert is to everyone who can use a joystick.

As you might have seen in issue 52 of N.A.U. I'm compiling a Hi-Scores list for all ATARI 8-Bit games, all I need are some scores from you. So write down a list of all your games (or just your favourites if you have a lot), and go through each of them playing the game a couple of times, then record your highest score next to the title. Once you've done that, send the list to me at...

James Haworth
86 Ashtree Rd
Oadby
Leicester
LE2 5TD
ENGLAND

Then I'll send you a fully compiled list for each of the five top scores for each game...

Here are some scores to work at:

ZYBEX - 159,450

PACMAN - 236,000

NINJA - 16,120

H.E.R.O. - 104,595

DEFENDER - 10,020,750

PITFALL II - 342,134

FEUD -100% VICTORIOS

STAR R'DRS II - 729,200

ENCOUNTER - 74,000

MIRAX FORCE - 102,420

RESCUE ON FRA - 373,539

GALAXIAN - 24,080

I.K. - 75,600

ARKANIOD - 406,630

ALLEY CAT - 236,386

WARHAWK - 222,202

CAVERNIA - 13,910

STACK-UP - 46,200

MISSION SHARK - 37,170

DRACONUS - 10,700

YOGI'S GR. ESC- 207,000

RUFF'N'REDDY - 16,470

CULTIVATION - 4,761

HAWKQUEST - 40,230

So if you can beat any of those scores, or have any you would like to send in, then don't hesitate!!

I also have more scores so get killing your joysticks !!!!!!!!!

That's all for now. Hope you can help me.

JAMES HAWORTH. (14)

3952. Magazine review

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:23:07 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132307.7620@aber.ac.uk>
Source record: 109249

Some rumblings about an old magazine I bought

By Dean Garraghty.

I recently bought some old issues of Page 6 to help complete my collection. Along with them came an issue of an American magazine I'd never heard of called "Hi-Res". The issue I had was issue 3, dated March 1984.

Reading through it was like entering a great time-warp! It was published at a time when Atari 8-bits were still very much alive. The articles were very good, and the adverts were interesting! Here's what I found:

The issue had reviews on Preppie! II, Chess 7.0, Flip Flop, Bandits, B.C's quest for tyres, The Dark Crystal, and Rally Speedway. The thing that struck me the most was the prices. $34.95 for Preppie on tape! $69.95 for Chess, which looked awful from the screen shot given. I've never heard of "Bandits" from Sirius Software at $34.95. One thing I noticed about them all, is that the reviewers were very favourable to them. They tended to just point out the good points. This was often the case back then. The advertisers took out big ads for each game, so the last thing the magazine would want to do is tell you not to buy them!

That brings me on to the adverts. As I've just mentioned, publishers took whole colour pages for just one game. This is something we're not used to in the UK. Either ads are cheaper in the US, or the publishers had big ad budgets! Atari had several game ads of their own but for 2600 games. Joust, Moon Patrol, and Battlezone featured in separate ads. First Star was advertising two games in its ad: Astro Chase, and Flip Flop. Sierra on line had a full page for B.C.'s quest for tyres. Adventure International had a page for Rally Speedway. Datasoft had a page for Zaxxon. A company called PMI was advertising 3 games which I've never heard of: Sword Point, Karmic Caverns, and Wampyr's Tomb. No idea what happened to the games or the company. Datamost had a double full colour page headed "Hear at last. Games with real music for your Atari". They were telling you how wonderful the music was in The Tail of Beta Lyrae, Cosmic Tunnels, Mr. Robot and his Factory, Monster Smash, and Cohen's Tower. OSS had a page for Action! headed "Craftsmen need precision tools... Programmers! Demand Precision Software!". This was under a photo of a man making a violin. $99 was the asking price. One other double page spread was from Atari advertising the then new 600XL and 800XL. The ad featured a photo of Alan Alda, under which said "Computer enthusiast Alan Alda uses the Atari 800XL computer system. Alda reports: 'It's going all the time!'". I must say that the pictures of the computers didn't look too convincing. They looked very much like drawings rather than photos. That's got all the "big boys" out of the way. The really interesting stuff was in the smaller ads.

An ad which caught my eye was from Compu-Tech. They were advertising a device called Spider Pac. This was a power pack for the Atari with 4 outlets on the front. These could then be connected to 4 devices without the need for separate power packs. It wasn't cheap at $135 but a good idea.

A company called Tel-Link had the "PiggyProm" board. This held 7 EPROMS. Basically it allowed you to keep 7 programs permanently in the computer so you didn't have to keep putting carts in. Another good idea, but it was only for the 800.

Radical Systems had an EPROM burner and some software as well.

Computer Palace had a page ad advertising various products. Monkey Wrench 2 was there at $45. Flight Sim II was available at $44.90. A Koala pad could be bought for $87. Some interesting sounding disk drives were available. The Astra 1620 at $529, Micromainframe at $499, Rana 1000 at $349, and Trak A2-D2 at $398. Also the ATR-8000 expansion unit was listed. This could run CP/M, had a parallel printer port, printer spooler, serial port and disk drive controller. It wasn't cheap! The 16K model was $299, the 64K model (for CP/M) was $499, and 2 drives for it were $695.

Computer Software Services had some interesting sounding products. The "Pill" at $70 would copy carts to disk. The "protector" at $50 would create bad sectors to protect your disks. The "Silencer" promised to quiten your disk drive down. The "XL fix" was just a translator for the then new XL series. The "Remote" was a device which allowed you to turn your computer on and off from the front rather than the back of the computer. $20 for some wire and a switch, bit expensive!

Computer Creations had most Atari equipment listed along with others and software. What interested me is that they list the 1400XL and 1450XLD. We all know they didn't make it to the shops, but this company seemed to think they did! They also list the "Atari CP/M module". No idea what this was. They too listed those interesting sounding disk drives. What made me laugh about this ad was the prices of blank disks. $21 for 10! You can get 100 for that now!

Superware was advertising their XBASIC. For $30 this program would add 30 new functions to Basic.

Starbound software had two shuttle simulators.

Convologic had the Bytewriter. This looked like a flashy EPROM burner fo $189. They also had the Examiner. This converted carts to disk. They also had the 1850 expansion unit. This had one parallel and one serial interface.

Looking on the back cover of the magazine I find another ad from Sierra on line. This is advertising their "Homeword" word processor. This had a visual menu and a split screen with a full layout view of the page at the bottom. The ad said it was coming for the Atari soon. I've never heard of it. Did it ever make it on the Atari? (I've since found out it did!)

So, what were the articles like? Well, quite interesting really.

The Family Place talked about educational programs.

The cover story was about club med. Club Med the holiday village teamed up with Atari and put some booths with Atari 800s and drives and monitors in all around the camp. People could then use them freely. In typical American style the article turned out to be one big ad for club med, with just a hint of the original purpose of the article in there!

Music theory drills was an interesting article and program to help you to read sheet music.

The Atari drawing board was a type-in drawing program.

There was an article on character sets, an article on The Witness by Infocom, a full explanation of Atari error messages, Part 1 of a story concering PIA, POKEY, and other chips!, Tick Tack type-in program, an assembly language article, advanced user forum by Russ Wetmore (of Preppie fame), an article on Forth, and Kids section for beginners. There was also a letters page and some previews.

The magazine mentioned that from the next issue it would also cover commodore as well. That probably finished it off! I have no idea what happened to Hi-Res, but I certainly enjoyed reading the copy I have!

3953. Foreign suppliers

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:25:15 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132515.7783@aber.ac.uk>
Source record: 109250

An article by Brian Walker about his experiences with the new European 8-bit suppliers.

Two foreign firms advertised in the number 56 edition of Page 6 Publishing's New Atari User magazine (June/July 1992). KE-SOFT of Germany and A.N.G. Software of Holland.

A.N.G.were advertising the three back issues of their 8-bit disk 'Mega Magazine' and the latest edition available around 'May/June'. KE-SOFT invited you to send off for their free price list, which I immediately did. It only costs the price of a first class stamp to send a letter from the U.K. to other European Community countries.

From the postmark it seems that my letter took four to five days to reach Germany and the reply eleven days in transit to reach me! Why so long I wonder?

An illustrated brochure arrived which doubled as the order form. All descriptions of the software were in English and prices were in pounds sterling and dollars. Software on offer was a mixture original arcade and puzzle type games but also some P.D. and some older software such as S.S.I.'s War in Russia for four pounds. A bargain! I was tempted and sent off an order.

Since the cost of sending money abroad seems to be so expensive I took a risk and sent cash. In fact a twenty pound note which exactly covered the cost of software and postage and packing. Never ever send coins by post. Besides increasing the cost of postage it is a sure giveaway to any potential thief. It's better to send slightly too much money in notes and maybe ask for a credit off your next order.

Two and a half weeks later a jiffy bag arrived. Again from the postmark it seems that my order was dealt with promptly but the delayed delivery was due to the postal service.

One of the original games, Atomit II, had instructions in German but it was so easy to pick up the gameplay that it wasn't a handicap. War in Russia arrived with original documentation and maps but without the bulky box. Sensible really. So no problems with KE-SOFT.

I also sent off ten pounds cash to Holland for the four issues of Mega Magazine. I sent it off in late May and they still haven't arrived yet two months later. I have sent off a chaser today to see if they received my order.

Postscript:The day after I wrote the above and sent off the chaser my disks arrived! It seems that the delay was due to a combination of 'May/June' becoming 'June/July, a change of address and a break for holidays. So, contact has been established and I will send another order off for software from their

catalogue which came with the disks. By the way A.N.G. stands for 'A New Generation'.

The new address of A.N.G. Software is:

A.N.G.Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland.

KE-SOFT are at:

KE-SOFT
Frankenstrasse 24
6457 Maintal 4
Germany.

3954. The future?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:25:39 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132539.7887@aber.ac.uk>
Source record: 109245

An article by Brian Walker on his experiences with the 8-bit Atari, and his worries for the future.

It is my tenth anniversary. The tenth anniversary of me owning an Atari computer.

For a ridiculously high price I bought an Atari 800 with 16K and then had to go back to the shop to buy the optional cassette deck when I discovered most programs were on cassette.

I paid so much because I knew I was buying the best, and anyway I was going to 'learn about computers', a requirement for the future. I also wanted to progress, so I upgraded to 32K and then 48K, then bought an 800XL, then a disk drive and then two disk drives.

But by this time the 8-bit Atari market was rapidly contracting and I realized that the future of computing lay somewhere else. So I packed away my 800XL and bought an Atari ST. Luckily I bought a cheap ex-demo model from an electrical store and didn't spend too much money on it before I put it to one side and unpacked my 8-bit.

In common with many people I discovered that much of the software was very expensive, the graphics were pretty and the gameplay was non-existant. Maybe things have changed.

Anyway I could now get an 130XE for a ridiculously LOW price and a cheap printer, which I did. At the same time a lot of software became available which was previously unobtainable in the U.K., or was too expensive.

So, have I learnt a lot about computing? Well, er, no. I soon succumbed to playing games and every time I reached over to pick up my copy of 'Atari Basic:A Self-Teaching Guide' by Albrecht, Finkel and Brown, Star Raiders seemed to be in the way and I've spent the last ten years playing games.

Why don't I progress and buy a Nintendo home arcade machine or whatever? Well, I'm using a word processor to write this and I'm enjoying the experience. I'm now ready to learn about computers and computing, slowly, at my own pace and I want to learn on my Atari 130XE.

I can't learn on a Nintendo, the 16-bit ST and Amiga are too complicated and I don't have access to a PC at work. Anyway, even if I had the money to buy one for home use there seems to be so many varieties I wouldn't know which one to choose.

Hopefully, my Atari is good for a few more years yet but what after that? There will come a time when there are no more spare parts or replacements and

I will have to buy something else. What will it be? Will there be anything else besides low cost games machines and high cost business machines? Whatever it is I bet it isn't an Atari. That will be quite a wrench.

If you have an idea of what might be on offer in a few years time please drop Dean a line. Maybe he could include it in the News-Disk. I would be very interested to read your predictions and I bet a lot of other people would as well.

3955. News Station review

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:27:53 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.132753.8066@aber.ac.uk>
Source record: 109253

NEWS STATION

Reeve Software
29 W 150 Old Farm Lane
Warrenville
IL 60555
USA

48K disk, Atari 800/XL/XE

Reviewed by Allan J. Palmer

Creative Software

One of the more original non-game software products to appear for the Atari 8-bit range in recent years was Broderbund's Print Shop, which allowed the creative production of greeting cards, signs, banners and the like. Text and graphics were mixed with the art being supplied in the form of icons which were positioned about the page layout. However, even with all its good points, there were still some things which Print Shop did not cater for. Signs, cards, etc created by Print Shop are not saved to disk - once you had printed your masterpiece, that was it, you could not reload it at a later session to tinker with again. Additionally, there was limitation in the fonts used for text - no mixture of upper and lower case, no mixture of fonts (at least not without fiddly printing, repositioning paper then designing and printing again...). If you want to combine lots of text (in various sizes and fonts) with graphics for the production of a newsletter or similar, then Print Shop has its limitations.

DeskTop Publishing become one of the "hot" microcomputer buzz words at the end of the 1980s. News Station from Reeve Software attempts to provide owners of Atari 8-bit computers with that capability. If you want to produce a newsletter, or a document which is primarily text with graphics inserted, then News Station is worth considering.

Overview

News Station is supplied on disk in a simple clear plastic case - basic packaging, no frills. The instructions are probably the weakest part of the package, comprising of 5 single-sided typed pages stapled together with an additional 1 page addendum for the latest version (3.0). The instructions are presented as a series of descriptions of what the various control-key commands do. It is disappointing that the instructions do not include either an example of output from the package, or a tutorial to explain the features. Clarification of some commands could be provided. One immediately noticeable omission is in regard to the loading instructions - you are told to insert the

disk then switch on your computer; you also need to disable BASIC by holding down the Option key if you have built-in BASIC, as on the 130XE. A small point, but it can be irritating.

When the disk boots, the Plate Editor program loads. This is one of the two main programs on the disk, the other being the Press. In order to overcome the memory limitations of a 48K machine, to store and manipulate the data which makes up a full page, News Station works on one-eighth of a page at a time. Each eighth is referred to as a plate, thus the Plate Editor is used to add graphics and text to each plate. When you are satisfied with the content of the plate, it may be saved to disk. When you wish to print a page, use [Escape] to exit from the Plate Editor and automatically load the Press. Basically, the Press displays a directory of plate files on a disk and allows you to specify which plate should appear in which position on the page.

The Plate Editor

The Plate Editor operates in two modes, either Text or Graphics. [Control-T] or [Control-G] toggles between the modes respectively. In text mode, different fonts may be selected. Besides the standard Atari font, the control-character graphics may be selected, or a font may be loaded from disk by the [Control-F] command. There are 6 sample fonts included on the News Station disk. Unfortunately, these are not named or depicted in the instructions; (they are: Computer, Greek, Block, Cursive, Square and HighQuality). Having loaded a font, you activate it for use with the [Control-U] command. Inverse characters may also be used in any font. Character heights and widths may be adjusted by [Control-H] and [Control-W] commands - sizes range from 1 to 8 giving 64 possible combinationsfor each character. Thus, (with a bit of patience) you may mix fonts and character size on a single line. Additional control over text positioning may be achieved by adjusting the spacing between lines, and the movement up or down the plate in scan line increments. In text mode, you are given a screen on which you can type text where you want. Alternatively, the [Control-V] command allows you to load an ASCII text file (created by a word processor) to a plate - however, if the text goes off the right side or the bottom of the plate, then it is not used in the final product.

In Graphics mode, you are able to use 3 types of graphics, namely Print Shop icons, standard 62 sector picture files produced by art software such as MicroPainter or MicroIllustrator, and direct drawings (by joystick or touch tablet). With the range of Print Shop icons available , your graphics work should know no bounds. Icons may be placed on a plate in one of three sizes - the smallest about one-twelfth of a plate, the largest about one-half width. Picture files require a '.PIC' extender. Only the top 5/6 of a picture fits onto a plate (a plate is 52 sectors long when saved to disk). My initial experimentation with the package leads me to believe the best approach is to use Graphics mode on a blank plate and position your graphic images (from whatever source) before switching to Text mode and adding your words around the artwork.

General Points

Plates may be saved to disk with the [Control-S] command, they are reloaded with [Control-R]. To my mind, the disk access commands could be made more user-friendly. There is no facility to get a full directory of a disk in a particular drive. The latest version does include a facility to load plates from either drive 1 or 2, but still only saves to drive 1. If you try to load a plate file from a disk with no plate files, the program locks up and you have to reboot!

If you want to create a banner across two plates, or to flow columns down over the border of two plates, I find the best method is to save your initial plate, then using it as a guide, in type-over mode, add your new text, or graphics.

The Press

When you want to print a complete page, load the Press. This program initially asks you to specify your printer type - printer drivers for Star SG-10, ProWriter, Epson RX80 (Panasonic, Citizen), Epson MX80 (Gemini 10X) and Atari XMM801 are included. Version 3.0 of News Station now includes a further option to allow you to build a custom printer driver which may then be saved to your program disk and subsequently used by the selection of "Other" from the Printer menu. Having selected your printer, you will be prompted to insert a plate data disk into drive 1, when the disk is accessed, the names of the plate files on it are displayed down the left hand side of the screen, with a page grid (divided into eighths) appears on the right hand side. Using the up and down arrow keys and [Return], you may move up and down the list of plate files and select the plate you wish to appear in the next available position on the page grid. You may use the same plate as many times as you like on one page, and obviously, you can save a blank plate from the Plate Editor in order to print blank plates in the Press. As yet, I have not been able to determine if there is a means to change the content of the plate grid if you get part way through and realise you have the wrong plate in the wrong place. When you select the final plate on a page, the program automatically begins the printing process without any pause for user acceptance or confirmation.

Summary

As noted above, there are some rough patches to News Station, primarily in the area of documentation and examples, with perhaps some improvements necessary in user-interface. Like most American software (e.g. Print Shop), the page size created is 11" x 8.5", i.e. not A4 format. This may or may not be a problem for you. The package does provide for a range of creative output, and if you want to create a newsletter, instruction sheet, or some varied combination of text and graphics, then if you have the patience to compose your plates carefully, News Station will certainly satisfy your requirements. In the short time that I have experimented with the package, I have found it to be quite a powerful piece of software for the 8-bit Atari. Obviously the output is not the same as something produced from a ST with Fleet Street Publisher and a laser printer, but what are your needs? If you have a 48K 8-bit Atari, a disk drive and a printer, then News Station may be all you need to embark on DeskTop Publishing.

*** You may have read the letter from Alan Reeve elsewhere on the News-Disk about his no longer supporting the Atari. I suggest you check with Reevesoft if News Station is still available. If not, you'll have to look for 2nd hand copies. ***

3956. News-Disk 7 Editorial

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:30:27 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.133027.8288@aber.ac.uk>
Source record: 109252

News-Disk issue 7 Editorial.

By Dean Garraghty.

Welcome to issue 7 of the News-Disk. I'm very pleased to be able to get this issue ready so soon after issue 6.

I have recently received a booking form for the All Micro Show 6. I have already booked an 18ft stand. This year it's on November 14th, at Bingley Hall, Stafford. I have put more details in a separate file on this disk called SHOW.DOC. I don't have any leaflets for the show yet. I will probably be in a position to send them out with issue 8 of the News-Disk.

Yet again, all articles on this issue have been written by me or taken from Z*MAG. I would still like to see your articles. I know that a few people are in the process of writing some. Let's hope we get to see these on issue 8.

Some people need to re-subscribe. If your subscription number ends in /7 then you will need to part with some cash! A subscription form will be enclosed if you need to re-subscribe.

On this issue we have:

PD100REV.DOC - a review of the Digital Editor PD DTP.

PD134REV.DOC - a review of DMS.

MAGREV.DOC - an article by me about an old Atari magazine I bought.

ADVERTS.DOC - the adverts!

AT2PCDOC.DOC - how to transfer Atari W/P files to work with PC W/P packages.

HAPPY701.DOC - a long article on how to read/write PC disks using the Happy 7.01 hard/software, and how to use Lotus 1-2-3 files on the Atari.

COLPRNT.DOC - a good article about colour printing programs for the Atari.

BOOTDIR.BAS - a good program which modifies DOS and re-writes sector 3 of the disk so that a list of programs on the disk are displayed on screen during boot-up.

Development has started on package 2 of Digi-Studio. I hope to have this ready in a few months. For those who haven't yet bought packages 1 and 1.5, the music during boot up of this disk was an extract from View to a Kill played in Pan Pipes.

There should be some new PD disks in the library. Check side 2 of your disk. PD orders have slumped again. Come on folks! Don't forget that any money made from PD sales goes into improving the News-Disk. It usually helps to keep the News-Disk account out of the red! Don't forget I will also exchange your unwanted tapes/disk/carts for PD. Also, if you prefer, I will buy your unwanted software from you. All software offered must be originals with manuals/boxes etc. Send me a list of what you want rid of, and I'll give you offers for it in terms of number of PD disks and cash offered. Also, I exchange PD for PD. If you have any new PD disks which aren't available from Page 6 or BaPAUG, then send them to me!

And now a quick note for non-UK readers, who have downloaded this issue from the archive or other BBSs. I would be very grateful if every reader who falls into this category could send me a card with their name and address on, along with any comments you have about the News-Disk. It is hard for me to get accurate reader numbers. This way I will have a better idea just how many people read the News-Disk. Thanks. The address is:

Dean Garraghty
62 Thomson Ave
Balby
Doncaster
DN4 0NU
ENGLAND

This is also the address for PD enquiries, and Digi-Studio orders. Articles for the News-Disk can also be submitted to this address, Or email to: djg0@aber.ac.uk.

Since the last issue of the PD catalogue, I have had to change PD126 (Fred/M.Shark/Ruberball). Due to problems with the first 2 games, I have had to replace side 1 of this disk with "Mario's Desert World". Side 2 (Rubberball) remains the same. Any customers who bought PD126 may send their disk back to me for a new replacement.

Dean Garraghty.
26 July 1992.

3957. News-Disk 8 Editorial

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 13:30:52 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct4.133052.8390@aber.ac.uk>
Source record: 109254

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Atari 8-bit News-Disk Issue 8
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Editorial by Dean Garraghty
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Well, who'd have thought we'd make it to issue 8?! After issue 1 went out in
March 1991, I was doubtful another issue would ever be produced. It hasn't
been easy. People still don't want to share their work with other News-Disk
readers. I am very grateful to those people who have, including Brian Walker
on this issue. BUT! I would definately like to see more original material on
the News-Disk. This issue is largely dominated by old Z*MAG articles. Writing
an article is not as difficult as you may think. If I can do it - anyone can!
Choose an Atari-related subject which interests you, and write a few words
about it. Or, how about a review of some software you bought, or some PD, or a
particular piece of hardware you enjoy using. It doesn't matter if reviews of
the same software have been published elsewhere. Another user's perspective is
always useful. Although I try to keep the articles on the News-Disk at a high
standard, I don't refuse any articles. I may edit them to bring them up to
scratch, but that's all. Have a go. Please!

For most of the UK disk subscribers, it's time to re-subscribe again! If you
fit into this category, a subscription form will be enclosed with your disk.
Please please re-subscribe. Re-subscription time is always a nervous time!
Will they want to re-subscribe I always ask myself. I very much hope the
current 8 issues will inspire you to send your 4pounds for a new subscription!
Don't forget - the cost of a subscription has been the same for 18 months,
despite postal increases, disk price increases, etc. Don't delay -
re-subscribe today!

Now on to the show (AMS6). This is probably the last issue of the News-Disk
until after the show. Please come to the show if you can! We need you there! I
would be very grateful if you could let me know if you intend to come along. I
need numbers you see! The incentive to do this is a 10% discount on everything
available on the day on my stand. Please write and let me know you're coming,
and I'll send you a 10% discount card by return. Hope to see you ALL there!
Don't forget - Saturday 14th November 1992. Bingley Hall, Stafford. 10am to
4pm. All disk subscribers should have received a show leaflet with their disk.
We will have the PD library there, new and used software, maybe some hardware,
and hopefully the new package of Digi-Studio. We will hopefully be
demonstrating Digi-Studio with some live music! Just in case you were
wondering, the music played while booting this disk was "In an English country
garden" played in a heavy guitar!

Now on to a note about disk densities. I recently received a 7 1/2 page
complaint about this subject. I have been accused of confusing people, and
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talking bullshit. I find this grossly insulting. The whole arguement is over my descriptions in the PD catalogue. As you know, I catagorize disks as SD and DD. I say SD works on any drive, but DD needs a 1050. But, DD is sometimes used to describe true DD disks (180K format) which is used by US doubler and Happy. The standard 1050 density is often reffered to as enhanced density or medium density. The reason I don't use this, is because I find these descriptions totally stupid. There is absolutely no such format as medium density. When I order disks, I don't ask for DS/medium density. There is no such thing. If I stick to two simple formats: single and double, we can avoid confusion. If I start introducing new formats now we are only going to get confused. In the whole PD library I only have 2 disks which need a Happy/US doubler 1050 to run, and those disks say that in the catalogue. Most PD comes on SD disks anyway. Very very few PD disks (or any other disks for that matter) need a modified 1050 to run. Introducing a new density just to take care of these few disks can only cause confusion. I hope you will understand! I know I'm going to get a lot of nasty responses to this, because it is a tender subject for many Atari verterans. But, please, no 7 1/2 page letters!

I think people may not have realized last issue that the new PD I mentioned is listed in a new file called PDLIST.P3. PDLIST.P2 was getting too big! Also, thanks to Johnny Chan, I've been informed that the files are too big to fit into Mini Office 2. Sorry about this. They were designed to fit into AtariWriter, or to be printed out using the program supplied. There are 11 new PD disks available this issue, so check PDLIST.P3 for details! I have also have a couple of new items of used software. As I always say, the PD library supports the News-Disk, so keep those orders coming! Don't forget - I exchange PD disks for your unwanted commercial stuff.

A quick note about Atari Classics magazine. The last I heard, they were working out the fine details with the publisher. It is hoped the premier issue will be available later this year.

I've thought of a new series for the News-Disk. How about a questions and answers page? If you have questions to ask, then send them to me for inclusion on the News-Disk. Then, hopefully, people will be able to send answers for inclusion on the next issue. There is a file on this issue called QUESTION.DOC with some questions from Brian Walker. Let's see if anyone can help.

There is a for sale ad in the ADVERTS.DOC file. Go check it out!

It will soon be time for me to head back to university again. Here is my university address for the coming year: 23 Ystwyth Close, Penparcau, Aberystwyth, SY23 3RU, WALES,UK. Yup, that's right, same as last year! And the dates I'll be there are as follows: 28 Sep 1992 to 11 Dec 1992, 11 Jan 1993 to 26 Mar 1993, 27 Apr 1993 to 23 Jun 1993. This last date will probably change. I'll be at my home address at all other times. You can send orders, submissions, etc to me in Wales direct when I'm there. Or, if all that's too complicated then just send stuff to my home address! Expect a delay though. My home address is: 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND. It's not too vital now that you get letters to the right address at the right time. It just involves a delay if you get it wrong!

The articles on this issue are:

ERR164.DOC - what to do if you get an error 164.

FOREIGN.DOC - details and experiences with those new German and Dutch suppliers.

FUTURE.DOC - Atari past and present. What next?

MODEMS.DOC - how to solve line noise, and some common myths about modems.

PROJECT1.DOC - full details of how to build a light sensor.

QUESTION.DOC - the new questions and answers page.

EBURN.DOC - a review of CSS's Super E-burner EPROM burner.

AUTORUN.DOC - an article about using AUTORUN.SYS files.

ADVERTS.DOC - the adverts!

TRIAL.COM - Trial By Fire. We haven't had a game on the News-Disk for a while, so I thought I'd put one on this issue. You have to move the stretcher to bounce the cat-like thing into the ambulance. Most odd!

SDMP1020.BAS - a screen dump for the 1020 plotter.

Please note: I've had to remove DUP.SYS on this issue to fit everything on!

See you all at the show!!

Dean Garraghty
7 September 1992.

3958. SDX 4.19 -> 4.20

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 21:55:08 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <718269810.F00001@tdkt.kksys.com>
Source record: 109262

Hi Jim!!! Glad to see that your still in the word of the Atari 8-bit. You are surely missed in this area!!

Well, once upon a time when ICD was more than willing to provide information, I wrote to them and asked them for info on the differences in SpartaDOS X. What was sent to me was a leaflet that is three pages in length that has information on the differences in versions from 4.18 to 4.20,, plus instructions on how to replace the ROM. I just don't have the time online left to post this today, but I will post all of the differences between the three versions listed (4.18, 4.19, 4.2).
There are 7 modifications for 4.20.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3959. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-04 22:27:37 UTC
From: bmarcum@world.std.com
Message-ID: <BvMBq2.FGr@world.std.com>
Source record: 109255

What Textpro does, essentially, is to poke characters into screen memory instead of "printing" them. Of course, this is one reason why Textpro doesn't work on an XEP-80, but then neither does any other word processor that wasn't written especially for it.

Bill Marcum bmarcum@world.std.com

3960. Null Modem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 00:20:02 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <9210050020.AA26964@beethoven>
Source record: 109256

To hook up a null modem cable between an atari and an IBM is a generic pre-made cable okay to use or do you have to build one? I am using the P:R: port R2: for this so I have the pinout for it in the manual but what would be the pin configuration for the IBM serial 9 pin port?

I hope that you can just use commercial cables as I am tired of building the things. I got my P:R: to work with both the modem and the printer by building cables so thanks to all who replied with help or ideas on the subject....

I think that it would be a whole lot easier to d/l arc'ed files to my clone then null modem them to the atari since the clone can save to hard disk and also has a faster modem... I know Bobterm supports 9600 baud rate. Anyone try this between the two successfully???

Sam

3961. ZIP program

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 03:17:09 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <718269810.F00002@tdkt.kksys.com>
Source record: 109261

Well keep working on the ZIP program. If your more than halfway done you might as well finish it!

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3962. AACode

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 03:25:50 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <RDJ6RB3w165w@cyberden.uucp>
Source record: 109266

Jeez..if I finish this program tonight, it will have only taken me two days! :)

Ok...here's the deal. I'm working on a program called AACode (Atari to Atari Code.. hmmm...sounds like UUen/decode, eh? Well that it is...) It's NOT a UUen/decoder... it can NOT handle (at this point) UUencoded files nor produce UUencoded files. It does, however, encode files for ASCII transmition (in it's own warped way :))..

When you look at a file (like a BASIC LISTING), you'll notice it looks almost exactly how it should, except some lines have extra characters floating about in them. Here's the deal...

so far, the program can take a LISTing (binaries I'll work on once I've perfected the ATASCII-ASCII encoding...) or 255 char/line or less text file and produce a 35-39 or 75-79 char/line text file (in ASCII only) (but using 155's for [CR]'s..., just use a CR/LF translating terminal program) that, once decoded, will (if I'm lucky) be identical to the original. The program handles the lines like this (for text/listings):

It reads the line (using an INPUT, hence the 255 char/line or less limit) and checks every character of it. If the values of the characters are between 32 and 127, then that line is OK, and it's sent. If the line is more than 35 or 75 characters, then the line is split up into however many smaller lines it takes (up to 8 (255/7 = 7.something).

If the line contains characters between 0 and 32 or 128 and 255, then they have the 128 subtracted (if there) and the 32 added (if it was below 32). This gets done to three consecutive lines, and the +127/-32's of each byte get added to a 4th byte, (which is of course kept within ASCII limits, itself), so when you see the line, it looks pretty normal, except 4/3rds the size. If the line was this: (inverse is underlined)

```
10 PRINT "HELLO MOM!"
----
```

the result would be:

```
10 PRI NT "HE LLO MO4M!"*
```

The "4" and "*" designate that one or more of the three characters preceding it are non-ASCII, and after breaking down the bits of the "4", you'd know what characters had values over 127 or below 32.

Hopefully with this program, we'll see more simple (or complex!) program LISTings (like that 80x24, etc. Action! program posted previously), which contain ALL legal characters, yet are still fairly easy to decipher

without using software to decode them.

Also, since not EVERY line of EVERY BASIC program will have non-ASCII,
the program sizes are shrunk down, without the expense of loosing
graphics or replacing them with "?CHR$()"'s...

So how's this idea sound? I think it might come in pretty
useful! ---

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3963. Re: Null Modem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 04:17:40 UTC
From: The 8-bit Ruler <AKH104@psuvm.psu.edu>
Message-ID: <92279.001740AKH104@psuvm.psu.edu>
Source record: 109257

IBM comp. RS232C pinouts are different....you need to swap some
lines...
A "brilliant" thing to do is go to radio shack and buy some 9pin
connectors and a board and wire the same pins as they are on everything
else..then any cable to anything will work just fine...
in fact...radio shack even has a 25pin jumper box that lets you do just
that.
Andrew

Ah, love could you and I with fate conspire
to grasp the sorry scheme of things entire,
Would not we shatter it to bits, and then
re-mold it nearer to our heart's desire! - Omar Khayyam

3964. Re: High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 06:07:32 UTC
From: insomnia@carson.u.washington.edu
Message-ID: <1992Oct5.060732.13715@u.washington.edu>
Source record: 109258

I only have one of those games (pac-man) and doubt I did that good. I would like to add that I've hit scores of 60,000+ on donkey kong. Anybody else have scores that high? The only reason I ask, is that I once read a review of the game, and the guy said he could barely get 30,000. I thought I did pretty good.

So everybody, prove me wrong :)

ryan

p.s. And other scores for other games would be nice as well. So gloat everybody.

3965. Re: High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 06:36:23 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct05.063623.95331@yuma.ACNS.ColoState.EDU>
Source record: 109259

In article <1992Oct5.060732.13715@u.washington.edu> insomnia@carson.u.washington.edu (Ryan Klemmer) writes:
>I only have one of those games (pac-man) and doubt I did that good. I would
>like to add that I've hit scores of 60,000+ on donkey kong. Anybody else

>ryan

I remember in the old days when I liked Donkey Kong I hit around 145,000
before tiring of it. It got boring with the same old screens over and over.

Maybe I should crank that game up again.... Haven't even seen the thing for
years...

Sam

--

_____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
_____	_____

3966. Command line DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 09:31:36 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct5.093136.6744@aber.ac.uk>
Source record: 109260

I started work on a command line DOS about 4 years ago, but never got around to finishing it. It was written in Atari Basic. It had all the usual commands, as well as help <command name> which was going to bring up a help file from the master disk. Another useful command I had was format/b which was a bulk formatter. Bill, you might want to add this to your DOS. After selecting this I had OPTION to quit the formatter, and START to format next disk. Also, after selecting format, a small menu like this would help:

Select format density:

1. SD (88K)
2. DD (MD/ED) (127K)
3. DD (TDD) (180K)

Don't forget ECHO (or have you got this already). Also, I used A: and B: for drive 1 and 2, to remain compatible with MSDOS.

For your next experiment, you should try writing another version but using UNIX commands, for the benefit of us hardened UNIX users!

Dean Garraghty. djg0@aber.ac.uk

3967. Re: Video game list

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 12:32:44 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Oct5.123244.11094@news.ysu.edu>
Source record: 109263

CLOSEOUT CARTRIDGES
(*-DENOTES NEW CARTS ON LIST)
New Atari 2600 and 7800 cartridges $1.50 to $3.50 each. Still in sealed packages.
Leave e-mail to this message if interested.

7800	Serial #	Price
*Barnyard Blaster	cx7849	$3.50
*Impossible Mission	cx7832	3.50
Robotron:2084	cx7809	3.50
Crossbow	cx7844	3.50
Donky Konk Jr.	cx7849	3.50
One on One BasketB.	cx7824	3.50
Pole Position II	cx7808	3.50
Hat Trick	cx7829	3.50
Donky Kong	cx7848	3.50
Dig Dug	cx7803	2.50
Tower Toppler	cx7856	3.50
Ace of Aces	cx7846	3.50
Jinks	cx7857	3.50
Joust	cx7806	2.50
Centipede	cx7801	2.50
Ball Blazer	cx7815	2.50
Xevious	cx7818	2.50
Crack'ed	cx7836	3.50
Dark Chambers	cx7837	2.50
Asteroids	cx7802	3.50
Karateka	cx7822	1.50
Touch Football	cx7823	2.50
Fight Night	cx7851	2.50

2600	Serial #	Price
Secret Quest	cx26170	$3.50
Super Football	cx26154	3.50
Graviar	cx2685	3.50
Battle Zone	cx2681	2.50
Asteroids	cx2649	3.50
Venture	cx26135	3.50
Space Invaders	cx2632	3.50
Crossbow	cx26139	3.50
Crystal Castles	cx26110	3.50
Jr. Pac-Man	cx26123	3.50
Moon Patrol	cx2692	3.50
Sprint Master	cx26155	3.50

Ms. Pac-Man cx2675 3.50
Realsports Football cx2668 3.50
Pole Plsition cx2694 3.50
Centipede cx2676 3.50
Solaris cx26136 3.50
Desert Falcon cx26140 2.50
Kangaroo cx2689 3.50
Super Breakout cx2608 3.50
Galaxian cx2684 3.50
Realsports Baseball cx2640 2.50
Vangard cx2669 3.50
Double Dunk BasketB.cx26159 2.50
Q*Bert cx26150 3.50

Orders of 1-7 carts you pay shipping
8+ carts same as 7 carts
All orders COD or send Money Order for total plus $3/1-3 carts; $6/4-7 carts.
Specify Parcel Post or UPS.
Please send e-mail [R]eply.
--
Joe Sabatino-->ab588@yfn.ysu.edu

3968. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 13:19:57 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09ks@abcd.Houghton.MI.US>
Source record: 109265

In a message dated Sun 4 Oct 92 21:15, Bmarcum@world.std.com (bill Marcum) wrote:

BM> What Textpro does, essentially, is to poke characters into screen
BM> memory
BM> instead of "printing" them. Of course, this is one reason why
BM> Textpro doesn't
BM> work on an XEP-80, but then neither does any other word processor
BM> that wasn't
BM> written especially for it.

You are correct: TextPro, AtariWriter+, and most word processors completely bypass the E: device in order to use their own keyboard handler routines and use custom display lists. Its the only reasonable way to get text to the screen fast enough to keep up with decent typists and do things like word wrap and have the menu lines, etc.

The Atari isn't alone in this regard. With MS-DOS machines, almost all applications write directly to the hardware because the operating system can't keep up with even a slow typist on a 8088 machine.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3969. Re: Null Modem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 13:26:22 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09ku@abcd.Houghton.MI.US>
Source record: 109264

If you already have an Atari 9pin to 25pin RS-232 cable and PC 9pin to 25pin RS-232 cable, then yes you can simply pickup a null modem adapter from almost any electronics shop. You may also need a gender changer as both your Atari and PC cables will likely have male 25pin ends.

By the way, make sure your null modem adapter supports full handshaking. Some adapters only cross the data lines and disconnect the status lines. This works at slow speeds, but at 9600bps characters will be lost unless the receiving machine can tell the sending machine when to pause periodically.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3970. Re: Command line DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 16:10:35 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67190@cup.portal.com>
Source record: 109268

If anyone is interested, I've got a copy of BBK command processor <somewhere>
It's from an old ANALOG & replaces DUP.SYS and then some. I can't recall all
the details, but I believe it bumps memlo about 2K & remains memory resident
so you can bounce from cart to DOS W/O losing your program if you don't
copy disk or programs.

3971. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 16:22:47 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92279.112247JJMCWILL@MTUS5.BITNET>
Source record: 109267

Hmm, I was wondering about this poking to memory stuff, and if the XEP80 could still display the screen, by having a vertical blank interrupt driven routine that reads the screen data, and then sends it to the XEP80 through E: so that it can be displayed. Of course, the routine would probably have to also make sure that custom display lists are interpreted so that only the text is read, and nothing like those blank lines that some word processors use. I think Textpro separates the command line at the top a black scanline, essentially a graphics 8 line, so a 40 column to XEP80 converter program would have to be able to avoid sending the data for that scanline to the XEP80. A MENU program like FORMAT on the SD-X cart. would be ALOT more difficult to filter and send just the ASCII text to the XEP80 though. (sigh)

Jeff McWilliams ----> jjmcwill@mtus5.cts.mtu.edu
jjmcwill@mtus5.mtu.edu jjmcwill@mtus5.mtu.edu.BITNET
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering
from jack-o'-lantern faces grinning

3972. Digi-Studio re-post

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 16:29:52 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct5.162952.9652@aber.ac.uk>
Source record: 109269

This is an edited re-posting of the latest information on Digi-Studio. For more details about Package 2, please mail djg0@aber.ac.uk.

This is the special deal for people in the US who might want Digi-Studio. You can just pay for packages 1 and 1.5 now (which will be mailed straight to you) and get a FREE copy of the new LIDS system when it is avalable. Also, to make it easy for you, I will take payment in cash in US$. The cost will be $25 (which is going to get you everything). Just complete the order coupon and send it to me with $25 to the address given. Please insure your letter at the post office. This costs $3, and if your money goes missing, you will get it back. I can't be held responsible for lost monies if you didn't insure it. Hopefully this new deal with promote a bit more enthusiasm for Digi-Studio in the US. I hope to see YOUR order soon!!

Digi-Studio Information

Digi-Studio is a new piece of software for the Atari XL/XE series.

It allows you to play music using real sounds which have been digitized.

Digi-Studio comes with a keyboard player and tune player. The keyboard player lets you use your computer keyboard like a piano keyboard to play tunes, but using real sounds, rather than computer-generated noises as is usually the case with this type of program. You can have 3 sounds in memory and can quickly change between them while playing tunes.The keyboard player has responsive keys so that the sound will only play for as long as you hold the key down.Just like a synthesizer!! The Digi-Studio disk contains many sounds for use with the keyboard player, ranging from church bells, to pig grunts, to a baby crying, to screams, and lots of synthesizer sounds. In fact around 25 sounds in all. Why buy a synthesizer when your Atari can do the same?!

The tune player allows you to play pre-programmed tunes using any of the available sounds on the disk. Five tunes have been included on the disk for you to play.

Digi-Studio comes on a DS/SD disk, and includes a printed manual. It is aimed at everyone, whether musically inclined or not! You may just want to use it for fun, or compose a tune with it! The comprehensive user manual makes it a joy to use!

Digi-Studio will only work on XL/XE computers with 64K RAM. No extra hardware is required. The sound samples just play through your TV speaker!

Package 1.5 for Digi-Studio is now also available offering more features for Digi-Studio and loads more samples and tunes. This extra pack is available with package 1 only. Check the next section for details of this new package.

Digi-Studio Package 1.5

Digi-Studio Package 1.5 is a new set of programs which form part of the Digi-Studio suite of programs and utilities. It is NOT an upgrade to package 1. It is intended to be used in conjunction with package 1.

Package 1.5 contains two new programs for Digi-Studio: The Sample Editor and the Tune Compiler. Also included are 26 new samples and 18 new tunes for use with Digi-Studio.

The Sample Editor allows you to edit existing Digi-Studio samples, and also allows you to create your own by using a joystick. The Sample Editor has facilities for reversing samples (playing them backwards), copying pages of sample to other pages of sample, and also contains facilities to edit samples very accurately using a joystick. This edit facility also allows you to create your own samples. By using all the supplied facilities, you can create some very weird sounds! You can then save your samples to disk and use them in the Keyboard and Tune Players in package 1.

The Tune Compiler creates stand-alone Basic program modules for including Digi-Studio tunes in your own Basic programs. The resulting modules are output in LIST format for merging into your own Atari Basic or Turbo-Basic programs. The modules are self-contained and do not require any Digi-Studio program to play. Just imagine your game starting with a chorus of God Save the Queen in pig grunts, church bells, electric guitar, ..., or your own sounds created using the Sample Editor!

Also included on the disk are 26 new samples, including pan pipes, various guitars, dog woof, organs, synth sounds, and lots of effects! Also, 18 new tunes are supplied for playing with the Tune Player, or for compiling using the Tune Compiler. These include: Yesterday, Hey Jude, View to a Kill, God Save the Queen, Happy Birthday, This Old Man, and many classics.

The manual is in A5 booklet format, and has been typeset using LaTeX, and printed using an Agfa Laser printer. The clear instructions make the software a joy to use!

THIS IS THE NEW DEAL: BUY PACKAGES 1 AND 1.5 NOW FOR US$25, AND GET A *FREE* COPY OF PACKAGE 2 (TUNE CREATION SYSTEM) WHEN IT IS READY. YOU MAY NOW PAY IN CASH. JUST COMPLETE THE FORM BELOW, AND SEND IT WITH $25 TO THE ADDRESS SHOWN. PLEASE INSURE YOUR LETTER IF YOU ARE USING CASH (THIS COSTS $3 TO DO - ASK AT YOUR POST OFFICE). ORDERS CAN ALSO BE PAID FOR IN OTHER CURRENCIES. PLEASE CONTACT ME BY EMAIL FIRST FOR A QUOTE.

-----CUT-----
Please send me:
PACKAGES 1 AND 1.5 NOW, AND 2 WHEN IT'S READY
I ENCLOSE US$25 IN CASH

NAME:_____
ADDRESS:_____
_____
STATE/ZIP CODE:_____

Dean Garraghty, 23 Ystwyth Close, Penparcau, ABERYSTWYTH, SY23 3RU, WALES,UK.

3973. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 18:20:17 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.2.0@ibm3090.rz.uni-karlsruhe.de>
Source record: 109272

In article <1992Oct4.070207.18671@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:

>In article <1992Oct4.052310.25523@zip.eecs.umich.edu> grover@emunix.emich
>edu (Grover Thomas) writes:
>>In article <1992Oct1.020805.17289@mnemosyne.cs.du.edu> thester@nyx.cs.du
>edu (Uncle Fester) writes:
>>
>>>This is just my own opinion. If there is a reason that the 1050 would
>e
>>>preferred over the XF551, I don't know of it.
>>
>>I know one reason: Because some of that darn copy-protected junk won't
>>boot on a XF551 (they spin at different speeds). I replaced my dead 10
>0
>>with an XF551, and while not terrible, I wish I had another 1050.
>>--
>> __
> __
>>(__) Grover Thomas InterNet: grover@emunix.emich.edu
> (__
>>(__) "We're going to have the best educated American people in the World
> (__)
>>(__) --Dan Quayl
> (__)

>You know you _can_ adjust the speed (rpm) on those things.

BTW: What is the default speed for the 1050 and the XF551?
Wasn't it 300 rpm for the XF551 and 270 rpm for the 1050?

Marek Tomczyk

3974. High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 18:44:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <718346923.F00001@tdkt.kksys.com>
Source record: 109278

Yep, I've gotten scores on D.K. and D.K.jr that are up at 125,000 on the 8-but.
In the arcades, I've gotten 500,000 on D.K. jr (Donkey Kong) and 200,000 on D.K.
Used to be addicted to both of these. Even won 10 lottery tickets playing
Donkey Kong jr!

Amos Jackson

Oh, I won $50.00 on one of the tickets!

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

3975. Re: Command line DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 18:47:28 UTC
From: exuhag@s09a05.com
Message-ID: <1992Oct5.184728.9728@exu.ericsson.se>
Source record: 109275

Rick_Michael_Cortese@cup.portal.com () writes:
>
>If anyone is interested, I've got a copy of BBK command processor <somewhere>

On a vaguely related subject, does anyone know what happened to the
BBK guys (Bryan Schappel and Barry Kolbe)? Those guys were incredible.
Over the course of a few years they wrote a...

machine language monitor/debugger
flat-file database
full-fledged paint program
full-fledged spreadsheet
at least two arcade games, one with an associated construction set
text editor

plus some other major programs I'm forgetting. And they were all written
entirely in assembly language. Amazing.

--
James Hague
exuhag@exu.ericsson.se

3976. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 19:49:16 UTC
From: The 8-bit Ruler <AKH104@psuvm.psu.edu>
Message-ID: <92279.154916AKH104@psuvm.psu.edu>
Source record: 109273

The speed for the 1050 should be 288 RPM... +/- 1rpm

for the xf551 it should be 300rpm...
this does not mean the xf551 reads any faster because of this...
there is timing circuitry that makes the drive look like
a 288rpm 1050.
Andrew

Reagan
Eight Years of Doom
Coming to theatres everywhere
Summer 1993

3977. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 19:56:57 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Oct5.195657.28561@news.ysu.edu>
Source record: 109274

```
The default speed for a 1050 is 288
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

3978. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 22:50:38 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67206@cup.portal.com>
Source record: 109270

```
10 ;10/4/92
20 ;Just a simple routine to handle
30 ;'C type strings from within
40 ;Action! & demo how you extend the
50 ;Action! language. This could've
60 ;been written using Action! vs ML
70 ;but then I couldn't think of
80 ;anything that couldn't be done from
90 ;Action! anyway.
0100 ;The dif between Action! & 'C
0110 ;Strings is Action! stores the
0120 ;string length as the first byte
0130 ;of the string, probably to do
0140 ;indexed addressing to the string
0150 ;for speed. 'C strings are NULL
0160 ;terminated i.e. value of 0 means
0170 ;that's it. Both methods have
0180 ;advantages: Speed & ability to
0190 ;print ANY character vs strings
0200 ;of any length. But since Action!
0210 ;is extendable, we can have it
0220 ;both ways.
0230 ;Doesn't matter where it starts
0240 ;since I'll have it relocatable
0250 ;& compile to disk.
0260 ;
0270 .OPT OBJ
0280 *= $4000
0290 ;
0300 ;ref page 136 of the manual
0310 ;When Action! calls a PROC it
0320 ;passes parameters in the order
0330 ; A reg
0340 ; X reg
0350 ; Y reg
0360 ; MEM Locations $A3-$AF
0370 ;we know when we get here what's
0380 ;where. I think I'll do it:
0390 ;CStringD(Str pointer)
0400 STA $A3 ;Free, only used
0410 STX $A4 ;the regs
0420 ;now grab the E: put byte vector
0430 ;& make a JMP table
0440 LDA #$4C
```

```
0450 STA $A5
0460 LDA $E400+6
0470 STA $A6
0480 LDA $E400+7
0490 STA $A7
0500 INC $A6
0510 BNE PASS
0520 INC $A7
0530 ;now to start the transfer
0540 PASS
0550 LDY #0
0560 LDA ($A3),Y
0570 BEQ DONE
0580 PUT
0590 JSR $A5
0600 INC $A3
0610 BNE CONT
0620 INC $A4
0630 CONT
0640 LDY #0
0650 LDA ($A3),Y
0660 BEQ DONE
0670 ;branch always
0680 CLC
0690 BCC PUT
0700 DONE
0710 RTS
0720 .END
```

3979. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-05 22:53:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67207@cup.portal.com>
Source record: 109271

```
PROC Cstring=*(CARD str)
[133 163 134 164 169 76
133 165 173 6 228 133 166 173
7 228 133 167 230 166 208 2
230 167 160 0 177 163 240 18
32 165 0 230 163 208 2 230
164 160 0 177 163 240 3 24
144 238 96]
MODULE
BYTE ARRAY stuff(800)
PROC Main()
BYTE POINTER bptr
Graphics(0)
FOR bptr=stuff TO stuff+799
DO
bptr^=Rand(26)+65
OD
stuff(800)=0
Cstring(stuff)
RETURN
```

3980. Re: High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 02:29:10 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <BFB8RB5w165w@cyberden.uucp>
Source record: 109276

Beat these scores:

ZYBEX - 234350
I also beat the game, but with only 94000 points.

DRACONUS-30500
At that score, I had only obtained the Helix, Eye and Sheild.

Beat THAT! Muhaha!
(no WONDER my joysticks wear out so fast!! ;))

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3981. HEEEEEEEEELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 02:34:33 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aoB8RB6w165w@cyberden.uucp>
Source record: 109277

Action! is REALLY bugging me lately. Somebody PuhLEEZE tell me why this set of routines does what it does, and NOT what it was programmed to do!

Essentially, the Procedure MyAssign() is a replacement for the library routine SAssign, but it just seems to mimick it almost exactly! grr!!

The other Procedure, CDForward() is supposed to (for NOW) append the Char Array (string) "NewCD" to the Char Array "Dir" (as well as putting a ":" before the "NewCD"... ie, if "Dir" was "D1", and "NewCD" was "GAMES", then the result would be "Dir" becoming "D1:NewCD"...)

Anyways...here's what I've gotten so far (all of the other routines were left out for space...):

```
-------------------------MY DAMNED ACTION! ROUTINES START HERE----------
|Define
Begin="Do", End="Od",
EndIf="Fi",
EndProc="Return",
Yes="1", No="0", True="0", Max="255"

Module
; Global variables
Char Array Dir(Max)="D1", Cmd(Max),
Found(Max), NewCD(Max)
Byte Pause=[Yes], Echo=[Yes],
Report=[Yes], Data=[No], Ln

Proc MyAssign(Char Array Dest,Source
Byte Start,Stop)
; Replaces SAssign and should work right
Byte Loop
Dest(0)=Stop
For Loop=Start To Stop
Begin
Dest(Loop)=Source(Loop-Start+1)
End
Put(155)
EndProc

Proc CDForwards()
; Jumps into another directory
MyAssign(Dir,":",Dir(0)+1,Dir(0)+1)
MyAssign(Dir,NewCD,Dir(0)+1,Dir(0)+NewCD(0))
EndProc ; CDForwards
```

Thanx in advance. I don't get it! How does one do a

A$(LEN(A$)+1)=B$

in Action!???!?!?!

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3982. Re: POKEing text to memory

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 13:26:36 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09n4@abcd.Houghton.MI.US>
Source record: 109279

In a message dated Mon 5 Oct 92 12:28, Jeff Mcwilliams <jjmcwill@mtus5.bit
wrote:

JM> Hmm, I was wondering about this poking to memory stuff, and if the
JM> XEP80 could still display the screen, by having a vertical blank
JM> interrupt driven routine that reads the screen data, and then sends it
to JM> the XEP80 through E: so that it can be displayed. Of course, the
routine
JM> would probably have to also make sure that custom display lists are
JM> interpreted so that only the text is read, ...

You would also have to do something with the "soft" carriage returns at the
end of each screen line, versus leaving the "hard" carriage returns at the
end of paragraphs alone. Otherwise you will have a beautiful, tiny 40
column display on the XEP80.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3983. Re: POKEing text to memory

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 14:10:34 UTC
From: jjmcwill@next2
Message-ID: <1992Oct6.141034.27938@mtu.edu>
Source record: 109280

```
In article <Jim_Johnson.09n4@abcd.Houghton.MI.US>
Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
> In a message dated Mon 5 Oct 92 12:28, Jeff Mcwilliams
<jjmcwill@mtus5.bit
> wrote:
>
>
> You would also have to do something with the "soft" carriage returns at
the
> end of each screen line, versus leaving the "hard" carriage returns at
the
> end of paragraphs alone. Otherwise you will have a beautiful, tiny 40
> column display on the XEP80.
>
> -- Via DLG Pro v0.995
>
> Jim Johnson-
> *** Remember, they're only tools - Not a way of life! ***

Hmm, Yeah, makes ya wonder why someone would want to display 40 columns
on the XEP80 in the first place. Reality check!...

--
Jeff McWilliams
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering
from jack-o'-lantern faces grinning
```

3984. Re: Command line DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 15:32:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67251@cup.portal.com>
Source record: 109281

If I recall, one was a teacher, the other a student. I've always assumed the partnership dissolved when someone went off to college. I think I saw one of them as an author of an Mac or Amiga article a while back. => moved on & don't look back, but still in the business. I think the game you're thinking of was Snowplow or something like that.

3985. Re: HEEEEEEEEELP!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 18:34:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67259@cup.portal.com>
Source record: 109282

```
; Global variables
Char Array Dir(Max)="D1", Cmd(Max),
OK, what you just did was tell the
compiler you have a Char Array DIR that
is 255 elements long & it starts at
the address of "D1" string. This is
the equivalent of doing something like
Dir(255)=$6F0. Action! lets you do it
because there are times when you want
to access stuff this way, but what
happens if you fill Dir? It fills up
past $700 & starts to overwrite DOS!
In your case, "D1" only has 3 bytes
total reserved so if you copy anything
to it, it trashes whatever variables
were allocated after the "D1" string.
Found(Max), NewCD(Max)
Proc MyAssign(Char Array Dest,Source
Byte Start,Stop)
Let's see what you got: You declared a
char array DEST is comming, but it
points to DIR.
That's smack dab in the middle of your
variables, so any operation on it will
trash them. Source will come through
OK & the bytes. Didn't figure out what
you did here, but I don't know if you're
passing the right byte values anyway.
Byte Loop
Dest(0)=Stop
For Loop=Start To Stop
Begin
Dest(Loop)=Source(Loop-Start+1)
End
Put(155);PutE() works fine to
EndProc
Proc CDForwards()
; Jumps into another directory
Of course you are doomed by the time
you get here, but seems OK.
MyAssign(Dir,":",Dir(0)+1,Dir(0)+1)
MyAssign(Dir,NewCD,Dir(0)+1,Dir(0)+NewCD(0)) EndProc ; CDForwards
A$(LEN(A$)+1)=B$
IMHO: It looks like you're trying to use
```

PASCAL type keywords, just remember,
PASCAL is a fascist language endorsed
by people with little minds and a
mainframe mentality! Action! is more
like 'C in that it not only allows you
to do something silly, it encourages it!
OK, what you probably meant to do:

```
CHAR ARRAY dir(255), hash(255)
PROC Main()
Scopy(dir,"D1:")
Print("Input append string? ")
InputS(hash)
Sassign(dir,hash,
dir(0)+1,hash(0)+dir(0))
PrintE(dir)
RETURN
```

3986. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 19:32:32 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.5.0@ibm3090.rz.uni-karlsruhe.de>
Source record: 109284

In article <92279.154916AKH104@psuvm.psu.edu> The 8-bit Ruler <AKH104@psuvm.psu.edu> writes:

> The speed for the 1050 should be 288 RPM... +/- 1rpm

> for the xf551 it should be 300rpm...
> this does not mean the xf551 reads any faster because of this...
> there is timing circuitry that makes the drive look like
> a 288rpm 1050.

Hm, then the speed for the xf551 is equal to the default speed on IBM drives. The speed of the 1050 is lower than the 'standard'. I wonder how the program 'UTIL.EXE' works on the IBM PC. In order to read/write Atari true DD disk it has to emulate the speed of a 1050, doesn't it?

Do you think it is possible to read disks written with 288 rpm on drives spinning with around 300 rpm? (Except on the xf551).

Marek Tomczyk

3987. Desperately Seeking "Drol"

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 20:08:52 UTC
From: jerry@connection.prospect.com
Message-ID: <1992Oct6.200852.9335@sol.ctr.columbia.edu>
Source record: 109283

Hello fellow 8-bitters! If anyone out there has a copy of Broderbund's game "Drol" with original box and instructions, and is willing to sell it, I'll give you $30 for it. "That much?" you say? "That much or even more," I say.

--


```
+------------------+----------------------+--------------------------------+
| Jerry J. Shekhel | Molecular Simulations | Time just fades the pages |
| Drummers do it... | Inc. Waltham, MA USA | in my book of memories. |
| ... In rhythm! | (617) 890-2888 | -- Guns N' Roses |
+------------------+----------------------+--------------------------------+
| ...! [ princeton mit-eddie bu sunne ] !polygen!jerry |
| jerry@polygen.com |
+-----------------------------------------------------------------------------+
```

3988. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 22:44:35 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct6.224435.3327@mnemosyne.cs.du.edu>
Source record: 109285

Marek Tomczyk asked how UTIL.EXE works on the IBM PC, when the 1050 drive
is slower than the 'standard'.
Good question, but I will _assume_ that this is why UTIL has always
performed better when the disk used in the PC has been formatted by the
1050 and _not_ the PC using UTIL. Once the disk has been properly
formatted, it has no problems.
Just my guess.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

3989. Meeting Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 22:46:32 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <2581@devnull.mpd.tandem.com>
Source record: 109286
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
MEETING NOTICE

AUSTIN ATARI COMPUTER ENTHUSIASTS (AACE)

Our monthly meeting will be held this coming Saturday, 10 October, at
Bethany United Methodist Church in Anderson Mill, from 1400 to 1700.
If you need directions, don't hesitate to e-mail me or call me. Re-
member, we support both 8-bit and ST machines (if you've got a Falcon,
we'll even try to support that!).
--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.
```

3990. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 22:58:44 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <Lcw9RB2w165w@cyberden.uucp>
Source record: 109287

bmarcum@world.std.com (Bill Marcum) writes:

> What Textpro does, essentially, is to poke characters into screen memory
> instead of "printing" them. Of course, this is one reason why Textpro doesn'
> work on an XEP-80, but then neither does any other word processor that wasn't
> written especially for it.
>
> Bill Marcum bmarcum@world.std.com

Well, yeah, but how does it go about word wrap and paragraph breaks? (ie,
actually GOING TO THE NEXT LINE, rather than putting an inverse [ESC]
onto the screen...?!) It's all so FRUSTRATING! :)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3991. Re: Command line DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 23:00:52 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6Fw9RB3w165w@cyberden.uucp>
Source record: 109288

djg0@aber.ac.uk (Dean John Garraghty) writes:

> I had OPTION to quit the formatter, and START to format next disk. Also, afte
> selecting format, a small menu like this would help:
>
> Select format density:
>
> 1. SD (88K)
> 2. DD (MD/ED) (127K)
> 3. DD (TDD) (180K)

Well, for ease of programming, and to make this compatible with any DOS
that may come out in the future (I always look ahead! :)), I may simply
have it format standard (single density, and I suppose that'd be double
on a DD drive, I wouldn't know) and then have an extra parameter for the
XIO call.. I forget which format commands are which in AtariDOS &
compatibles (for the 1050), but to do the enhanced density, you'd need a
parameter.

BTW: I'm not using menus or non-keyboard key commands (ie, Console keys,
Help, joysticks, etc.. I do have a SHIFT+CONTROL one in there, to abort
batch files...but that's in the TBXL version). I dunno why I chose to,
but I'm straying away from menus.. (perhaps because if one wanted a menu
interface for MyDOS, one would use MyDOS's DUP!!! :))

>
> Don't forget ECHO (or have you got this already). Also, I used A: and B: for
> drive 1 and 2, to remain compatible with MSDOS.

Well, I have two commands that might do what you mean by echo..no, make
that 3. The first is ECHO ON and ECHO OFF. When you run a batch file,
whatever is being read from the disk is displayed (with the "D1:" or
whatever prompt before it) when ECHO is on. When it's off, you're in the
dark.
The other command is REPORT (ON and OFF). If you were to RENname or COPY
or do pretty much anything to a file that wouldn't by default show
something on the screen (like DIR), you would be informed of it's success
or failure. (ie, typing "REN FILE,NEWNAME" would do it, then report back
with a "File renamed.") With REPORT ON, this stuff is shown. With it
off, it isnt.
And finally, the other command I have is "%". It's pretty much the same
as PRINT in BASIC. I suppose I'll have to eventually get it to support
EOLing (for now it adds it all the time, so you can't do anything
equivalent to "PRINT "HI THERE!";" yet..), but I think that's more or
less what you wanted....

BTW: I'm going to borrow an MSDOS book (ewwww!) tomorrow (or SOON, if my geeky friend will remember to lend it to me!) so I can see if I'm missing any "must have" commands. :)

>

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3992. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-06 23:13:05 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <i1w9RB5w165w@cyberden.uucp>
Source record: 109289

Is it just me, or is
Rick_Michael_Cortese@cup.portal.com
being just a TAD bit TOO wonderful for us (or at least ME) Action!
programmers (esp. us (ME!?) who are usually TOTALLY lost in the thing!)

Thanx Rick.

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

3993. Re: Quest for Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 05:06:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92281.000604JJMCWILL@MTUS5.BITNET>
Source record: 109290

Bill,

Yeah, I agree. Who Needs Tom Hudson when we have Rick?
Many thanks, Rick!

Jeff

3994. Re: Atari FTP sites

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 05:58:16 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Oct7.055816.28987@terminator.cc.umich.edu>
Source record: 109291
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <1992Oct6.122613.6156@aston.ac.uk> heneganj@cs.aston.ac.uk writes:
>Here are some FTP sites (anonymous):
>
>141.211.164.8 Atari Archive
^^^^^^^^^^^^^^^

Please folks, use the atari.archive.umich.edu name, not the numeric address.
You'll see how important this becomes soon. :)

weiner

--
- Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Pose -
```

3995. Re: Cortese's 6502 sample (was Re: Quest for Refresh)

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 09:35:55 UTC
From: dave@sys6626.bison.mb.ca
Message-ID: <k3m0RB1w165w@sys6626.bison.mb.ca>
Source record: 109295

I don't know what the original article was about, but looking at your code, I have a better solution... (care to comment?)

```
;Dave's sample (untested)
;
;Based on Cortese's original approach...
;
editput = $E406
string = $A3
putvec = $A5
;
*=$4000
;
start sta string
stx string+1
;
lda #$4C
sta putvec
ldx editput
ldy editput+1
inx
bne st2
iny
st2 stx putvec+1
sty putvec+2
;
loop ldy #0
lda (string),y
beq end
inc string
beq st3
inc string+1
st3 jsr putvec
bpl loop ;branch if no error returned
end rts
.end
```

--
Dave Hall (Dave@sys6626.bison.mb.ca)

3996. Current listing of software

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 10:15:06 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct7.101506.2165@aber.ac.uk>
Source record: 109292

This is an updated listing of the software I have written which is available at the archive.

Misc 1 - a general collection of programs with games, demos, music, etc. all written by me. This package is loacted in Djg/djgmisc1.arc

Misc 2 - more of the above. Located in Djg/djgmisc2.dcm

Dean's desktop - a small desktop environment written in Turbo-Basic. Has the main section, along with a database, calculator, and its own DOS. Docs included on the disk. Copy of TB also included. Located in Djg/deansdtp.arc

Education 1 - this contains a collection of educational programs, most of which contain software speech. The programs teach small children counting and maths. Doc file included. Located in Djg/education1.dcm

D.M.S. (Digital Music Studio) - a package for creating and using digitized sounds in your own programs. You can also create some simple sounding tunes using various playback rates. This software comes with a main section, tune compiler, keyboard player, and drum player. Also has ready-formatted 80col Doc file for printing from DOS. DMS comes as 2 files. Djg/dms1.dcm contains all the programs and docs and some samples. Djg/dms2.dcm contains a load more samples. DMS was once a commercial piece of software, but is now PD.

Bash-a-drum - this is a full-featured drum sequencer. It comes with a pattern and song editor, keyboard and joystick drum player. The 8 drum sounds are of high quality. Big doc file included. Located in bashdrum.arc (main directory).

Journey into sound demo - a HUGE demo of digitized music. The two files for this demo will convert into a double sided, 127K a side (1050 density) disk. Music includes, War of the Worlds, Ghostbusters, and many many more. Located in Demos/journey1.dcm and Demos/journey2.dcm

Megablast demo - a 128K demo (130XE or upgraded 800XL needed) of digitized music. Located in Demos/mblastxe.dcm

Long digitized sound demos 1 - contains 4 edited digitized music demos. These files will convert into a DS/SD disk. Located in Demos/digi1s1.arc and Demos/digi1s2.arc

Long digitized sound demos 2 - 4 more music demos. Located in Demos/digi2s1.arc and Demos/digi2s2.arc

D.S.I.L - a simple command based version of DMS. Located in dsil_s1.dcm and dsil_s2.dcm in the main directory.

Digi-Studio PD demo disk - a disk containing a few bits of music and a few samples so you can listen to what Digi-Studio can do. Some docs about Digi-

Studio are included. These don't mention package 1.5 and 2. An updated version of this disk will be completed soon. Located in Demos/digidemo.arc

Rain comes down demo - just one digitized music demo for any 8-bit. Loacted in Demos/raindemo.arc

PST (Programmer's Speech Tool) - program for adding ready done software speech to your software. Comes with 14 ready done samples, docs, and player code. Loacted in pst.arc in the main directory.

News-Disks - these are the electronic versions of my on-disk newsletter from the UK. 8 issues are on the archive. 1-6 are in Djg directory and 7/8 are currently in New. All are called issueX.arc, where X is the issue number. Issue 6 has a .dcm extender (not an arc file).

PD catalogue - my PD catalogues and list of other services are now available at the archive. This disk will unarc onto a SD disk. The PD catalogue is split into 3 files called PDLIST.P1, .P2, .P3. Also on there is a list of new and used commercial software for sale. Located in New called pdlist2.arc.

3997. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 12:58:18 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09pa@abcd.Houghton.MI.US>
Source record: 109300

Previous messages noted that the XF551 turns at an industry standard 300RPM while the 1050 turns at a slower 270RPM. Some software actually used the data transmission rate as a form of copy protection, perhaps most notable is SubLogic's Flight Simulator II. The XF551 made up their mind to leave an already weak Atari market.

Someone also indicated that it is possible to adjust the spin speed of Atari disk drives. While I know this is true for the 1050 (a simple turn of a potentiometer), I do not think it is quite as simple on the XF551. Since the XF551 uses a standard 360K half height 5.25 inch double sided, double density drive (the same as the IBM PC), the rotational speed has been fixed at the standard 300 RPM.

The good news out of this is that the XF551 is easier to repair.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3998. Re: BBK

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 13:05:23 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09pc@abcd.Houghton.MI.US>
Source record: 109299

In a message dated Wed 7 Oct 92 6:23, Exuhag@s09a05.com (james Hague)
wrote:

EH> On a vaguely related subject, does anyone know what happened to the
EH> BBK guys (Bryan Schappel and Barry Kolbe)?

I don't know where they are today, but I suspect they will turn up again in
the consumer computer world - probally as shareware authors.

At the time most of their software was written, one was (and as far as I
know still is) a high school teacher, and the other a student in that
school. By now, the student should be finishing his undergraduate college
degree (if he hasn't already).

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

3999. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 13:12:51 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09pe@abcd.Houghton.MI.US>
Source record: 109301

In a message dated Wed 7 Oct 92 6:23, The 8-Bit Ruler <akh104@psuvm.psu.e
wrote:

TBR> The speed for the 1050 should be 288 RPM... +/- 1rpm

TBR> for the xf551 it should be 300rpm...
TBR> this does not mean the xf551 reads any faster because of
TBR> this...
TBR> there is timing circuitry that makes the drive look like
TBR> a 288rpm 1050.

I have trouble believing the timing circuitry thing. I owned both a 1050
and a XF551. An Atari DOS 2.5 disk always had noticeably faster reads on
the XF551 than on the 1050.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

4000. Re: email to C.S.S. ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 17:22:39 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.718478559@vincent1.iastate.edu>
Source record: 109293

In <1a2vgnINNsth@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, tgreen@iastate.edu (Todd Greenfield) says:
>>does anyone know if Computer Software Services (Bob Puff)
>>has an email address on the internet? I'm pretty
>>sure I've seen one on this group before, but I couldn't
>>find it back.

>I have Bob Puff at 76702.1076@compuserve.com. I've never heard if he's
>actually there or not, so if you do hear from him it might be useful to let
>us know.

I was able to contact Bob at this address. I didn't ask how often he checks his mail there, but he got back to me in a couple of days.

4001. Re: Command line DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 17:27:59 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct7.122759.13388@miavx1.acs.muohio.edu>
Source record: 109294

In article <1992Oct5.093136.6744@aber.ac.uk>, djg0@aber.ac.uk (Dean John Garraghty) writes:
>
> For your next experiment, you should try writing another version but using
> UNIX commands, for the benefit of us hardened UNIX users!

Well, I started to right one in Turbo Basic. I had it working a little bit, but I felt it was only of use to those that had at least 128K, so it would load off of ram disk. Having to load it off of floppy would take to long.

I hacked into the runtime.com file, and replaced the D1:AUTORUN.CTB to D8:GOZCLI.CTB, so it would automatically load my cli off of Ramdisk. I had renamed the runtime.com file to dup.sys, so it was loaded when you typed DOS, and it automatcially loaded the CLI. But I stopped development when I realized it would be of no use to 400/800 users, and those with unexpanded XL/XEs

My version was going to support most of the standard Unix commands, including alias. Maybe I can get up enough gumption to rewrite it in Action!

Later.....

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 7-OCT-1992

4002. Re: Command line DOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-07 18:56:28 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92281.135628JJMCWILL@MTUS5.BITNET>
Source record: 109296

Ryan,`

Your UNIX CLI sounds like a good idea, I was thinking if there is a way to make a wedge for SpartaDOS X, to add UNIX commands. I keep coming home and typing 'ls' and having SD-X balk at me.. my brain is all UNIX it seems these days.

Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering
from jack-o'-lantern faces grinning

4003. For Sale: Atari 800XL, Atari 400, periphs and 30 games: $75

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 02:31:19 UTC
From: ereidell@media.mit.edu
Message-ID: <1992Oct8.023119.16839@news.media.mit.edu>
Source record: 109297
Cross-posted to: comp.sys.atari.8bit,rec.games.video,misc.forsale.computers

Asking $75 for all of the following:

Atari 800XL and power supply
Atari 400 and power supply
2 joysticks (not Atari CX40s, too bad)
Pair of Atari CX30 Paddles
2 (dying) 410 Program Recorders
Compute!'s First book of Atari Graphics
Compute!'s Second book of Atari Graphics
Basic B (CXL4002b)
Basic C (CXL4002c)

Atari game cartridges:
Space Invaders (CXL4008)
Star Raiders (CXL4011)
Missile Command (CXL4012)
Asteroids (CXL4013)
Centipede (CXL4020)
Pac-Man (CXL4022)
Galaxian (CXL4024)
Defender (CXL4025)
Dig Dug (RX8026)
Donkey Kong (RX8031)
Pole Position (RX8034)
Ms. Pac Man (RX8043)

Other game cartridges:
River Raid (Activision) (an EXCELLENT game!)
Buck Rogers Planet of Zoom (Sega)
Frogger (Sega)
Star Trek Strategic Operations Simulator (Sega)
Congo Bongo (Sega)
Gorf (Midway)
Wizard of Wor (Midway)
Submarine Commander (Thorn EMI)
River Rescue (Thorn EMI)
Soccer (Thorn EMI)
Kickback (Thorn EMI)
K-razy Antiks (CBS)
K-razy Shoot-out (CBS)
K-razy Kritters (CBS)
K-star Patrol (CBS)
Boulders and Bombs (CBS)
Nightstrike (TG)

Think of it as two classic computers for $15 and $2 per game cart.

4004. Game Cartridges for sale - $3 each

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 04:27:14 UTC
From: ereidell@media.mit.edu
Message-ID: <1992Oct8.042714.18088@news.media.mit.edu>
Source record: 109298

```
Star Raiders (CXL4011) - only $3!
Centipede (CXL4020) - low price of $3!!
Defender (CXL4025) - blowout at $3!!!
Donkey Kong (RX8031) - a fire sale at $3!!!!

Buy all four and get a 5th mystery cartridge!

Send email. Evan A. Reidell (ereidell@media-lab.media.mit.edu)
```

4005. Command line DOS again

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 10:46:56 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct8.104656.6922@aber.ac.uk>
Source record: 109302

Mmm.....have format/s, format/m, format/d then. I really think a bulk formatter would be a nice touch. Any comments on this anybody?

Have you got the PROMPT command in there to change the prompt? Always good fun this one. PROMPT HELLO would change the prompt to HELLO> insted of the boring A>. Are you doing a direct rip-off of MSDOS, because you will also need to have the dirctory name in the prompt as well, like A:\DIREC> or something similar. Oh, and don't forget the wonderfully useful VER command to print out the version number! Have you got dir/w for a wide listing in? What about dir/p for a paused listing, also dir/w /p for both at the same time.

Also, are you having AUTOEXEC.BAT. My command DOS has a routine to look for this on boot-up, execute it if it's there, or just go to the prompt if it isn't.

If you're writing it in TBXL you'll have the problem of actually loading it. You don't want to be typing RUN"D:DOS" all the time. My solution (well bodge really!) was to create an AUTORUN.SYS file to run the Basic program, and then rename it as DUP.SYS. So, when you type DOS from basic, it runs the DOS! Flashy or what, eh?!

Also, I had a command called WRITEDOS which copied DOS.SYS, DUP.SYS (my bit of M/C to run the basic program), and the Basic DOS program itself to another disk.

The CHKDSK command would also be useful to check the disks for bad sectors and things.

Oh, yeah and there's CLS for clear, and PAUSE to give a "press any key...." prompt and wait.

I also had BLACK and DEFAULT. BLACK just turned the screen black with white chars, and DEFAULT set it back to blue. Just in case people don't like blue! You could then shove BLACK in an AUTOEXEC.BAT file to turn the screen black everytime you ran DOS.

Oh yeah, is your program accepting commands in lower and upper case, or just one of these? I had a small routine to convert everything into lower case before parsing.

If I think of anything else I'll post them here.

Dean Garraghty.

4006. Re: Game Cartridges for sale - $3 each

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 13:04:56 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct8.130456.7930@mnemosyne.cs.du.edu>
Source record: 109303

In article <1992Oct8.042714.18088@news.media.mit.edu> ereidell@media.mit.
du (Evan A. Reidell) writes:
>Star Raiders (CXL4011) - only $3!
>Centipede (CXL4020) - low price of $3!!
>Defender (CXL4025) - blowout at $3!!!
>Donkey Kong (RX8031) - a fire sale at $3!!!!
>
>Buy all four and get a 5th mystery cartridge!
>
>Send email. Evan A. Reidell (ereidell@media-lab.media.mit.edu)

I would bet that the "mystery" cart is none other than (drum roll
please).................
(cymbal crash!)
PAC MAN !!!!!

(applause)
Thank you! Thank you!

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

4007. Re: BBK

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 13:10:49 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct8.131049.8090@mnemosyne.cs.du.edu>
Source record: 109304

I've heard that Bryan Schappel and Barry Kolbe were programming things for
the ST nowadays.
I don't know what they've done for it though.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

4008. Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 13:39:57 UTC
From: tmkk@uiuc.edu
Message-ID: <Bvt1yM.CFx@news.cso.uiuc.edu>
Source record: 109155

Here's one for you hardware gurus out there:

How tough would it be to rig up an Atari 400/800 with an RS-485 port, either through the SIO connector or a couple of joystick ports?

Here's my plan: I'd like to pull some 8-bits out of retirement and give them a full-time job as terminals for a home automation system. The house would have a central "brain" (an IBM clone) connected to various sensors and actuators via an RS-485 network. The Ataris would also be linked to the house net and would be connected to standard TV sets to serve as remote I/O terminals for the system and possibly also I/O processing stations for the various sensors and actuators. Needless to say, Ataris are ideal for this purpose: they're plentiful, cheap, reliable, well-built, and very user-friendly. Plus they can easily be run entirely from ROM (see below).

Why RS-485? Well, ethernet would be overkill (;-), and Steve Ciarcia's home automation stuff uses an RS-485 net running over twisted pair wiring, so if it works for him, it should work for me, too.

So what do you think? Doable? How tough would it be? Anyone done it before?

OBTW, I plan to write the terminal software and put it into an EPROM, stick it into an old ROM cart, and stick the cart into the Atari's crtridge slot. Voila! Instant turnkey network workstation, with no need for cassette or floppy boots when the machine is shut off or power fails.

I've never burned my own EPROMs before. What kind would I need for the Atari? Is there an EPROM which would be a drop-in replacement for the ROMs used in the typical Atari ROM cart, or would I have to use actual program-once ROMs? Obviously, I'd prefer EPROMS since I can erase them and reprogram them should the terminal software be changed or updated. With normal ROMs I'd have to toss the old ones and buy new ones with each change, which could get quite expensive. :-(

4009. High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 15:42:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <718584154.F00001@tdkt.kksys.com>
Source record: 109159

My wife has completed Zybex. Made it through all of those mazes. I figured there would be cannons firing off at the end, but the ending is so bland, it does the game no justice!

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

4010. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 17:23:59 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Oct8.172359.6425@dartvax.dartmouth.edu>
Source record: 109157

While we're on the subject, can the XF551 read 1050 enhanced density disks?
If it can, then it should be possible to program a PC to read them...

--PC

--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

4011. Re: Cortese's 6502 sample (was Re: Quest for Refresh)

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 20:45:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67375@cup.portal.com>
Source record: 109163

```
;I don't know what the original article was about,
Jeff & I were talking here & through E-Mail about two things: How to
interface Action! to M/L routines & how to develop code for something
like a 65816. I just wanted to show how to & if anyone wanted to
rewrite some of Action!'s PROCs, to work as a 65816 compiler it
wouldn't be a problem.
;I have a better solution... (care to comment?)
start sta string
stx string+1
;
lda #$4C
sta putvec
>not bad, saves 3 or 4 bytes
ldx editput
ldy editput+1
inx
bne st2
iny
st2 stx putvec+1
sty putvec+2
;
loop ldy #0
lda (string),y
beq end
inc string
>mistake, unless you wanted to
>only print one character or whatever
>happens to be at [string+256, string+512, ...]
> BNE ST3
beq st3
inc string+1
st3 jsr putvec
bpl loop ;branch if no error returned
>I suppose this is standard, but I didn't want it to terminate on a
>mistake. Really, I don't think you can ever have a mistake. The OS
>is written such that even if you don't have the screen open for text
>i.e. GR.(24), the OS will GR.(0), print the character & return no
>error. I suppose if we're counting cycles & bytes & you want to get
>cute here, you could move the loop to the lda (string),y then
>DEY BEQ loop since y reg will always come back with a #1, but then
>only people that would understand what we're doing are Atari 6502
>programmers.
>BTW: If you were planning on it being faster then my routine, the
>way it's written it only saves a couple of machine cycles/call.
```

>Since the 6502 does about 400,000 instructions/sec for something
>like a CLC, even for printing a 1000 chars the extra time involved
>relative to what the screen routines take is almost undetectable.
>Just for arguments sake, I ran the two routines as Action! calls
>(After correcting the BEQ of course)
>each printing 800 bytes 4 times: Took 476 tics for both routines.
>So as far as our ability to time jiffies goes, no dif detectable
>in something that takes over 7 secs. The screen handler is the
>thing that really eats up the cycles. All the positioning, inversing
>the char under the cursor, scrolling the screen, takes so long that
>even if you wrote code that made a bunch of assumptions, it still
>wouldn't be much faster.
rts
.end
It was just supposed to be an example! If I was in Action! I would never write a call to do something like that. I'd never encourage anyone else to either. One last time trial<g>. I'd guess between looking up the free page zero locations under MAC/65, DDT, & writting the actual code & translating it to an Action! call with plugging & unplugging carts, it took me about an hour, probably more, to get the thing written. To do the same thing in Action!, it's just:

```
bptr=stuff
WHILE bptr^<>0
DO
PUT(bptr^)
bptr==+1
OD
```

5 lines of code to replace 25 lines of ML & if you want to push it, the way the compiler is written, you could put everything on one line! To be as fair to ML as possible, I only printed 800 char so the screen scroll routines would not be added. Ended up Action! ran at 72% compared to ML. I'd bet it took me less then a minute to type out the Action! routine. Anyway, that's why I'm such an Action! fan. I usually get about 50% to 99% of the equivalent M/L routine without having to worry if I did a BEQ or BNE & it doesn't take me a tenth of the time to code compared to M/L.

4012. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 21:05:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67376@cup.portal.com>
Source record: 109156

At least for the ROMs, I know a little about them. There's the PC
boards were made in different configs to take eveything from 2532's
to 27128's. The path of least resistance would be to find one with
a 28 pin device (Old Galaga carts from Atari were this type). These
will take a standard 2764, no problem. B & C sells cart making
supplies if you don't want to take a cart apart, but they're pricey.
To make something run from a cart, it's pretty much as simple as
either storing the run address at $BFFA or $BFFE.mThe OS does
a JMP($BFFA) to turn control over to the cart. There's a few other
major details, but it's not that bad. IMHO: you may have trouble
finding someone with info on the interface. If you write the code
for a program that runs in the cart address space, burning an EPROM
page
Whoops! only takes a couple of minutes.

4013. "Relax" - EMG box from Synapse software question

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-08 21:19:34 UTC
From: jack@multimedia.gatech.edu
Message-ID: <1992Oct8.211934.15753@cc.gatech.edu>
Source record: 109158

A company called Synapse software made an electromyogram box
for the Atari called Relax. my brother has one and i'm trying to
figure how hard it would be to interface to a general purpose computer
to play around with it. does anyone know what the interface to it
looks like. it uses a regular joystick port but i don't really know
what that looks like electronically on the atari. thanks for any
help.

tom

--
Tom Rodriguez (jack@cc.gatech.edu)
Multimedia Computing Group - GVU Lab
Georgia Institute of Technology
Atlanta, Georgia 30332-0280

4014. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 01:04:36 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92282.200436JJMCWILL@MTUS5.BITNET>
Source record: 109161

Khan,

For all practical purposes, a ROM is a ROM is a ROM, whether is be
a masked ROM, which is a regular rom, or an EPROM, or an EEPROM.
Heck, you could even but a battery backed SRAM in there and the computer
wounldn't know the difference if you did it right. Most atari cartridges
use either 8K or 16K worth of ROMS, depending upon how bin your program
really is. I don't know much about RS485, so I can't tell you whether it
is viable or not. I also don't fool much with SIO myself, but since there are
some SIO to RS232 projects out there, perhaps RS485 is doable.
It might be more feasable on an XL or XE, since the Parallel bus, or even an
internal hack for that matter, allows you to wire in chips directly to
the processor addressing space, and access them directly. You could make
some parallel bus application cards that are plug and play.. in fact
there might be a way to put your ROM code on the Parallel bus card
as well, I will have to check into this when I get access to some
scopes and stuff. This sounds like a great project you are cooking up, please
keep either this net, or me personally, posted on your progress.

Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering
from jack-o'-lantern faces grinning

4015. Pastfinder -- HA HA HA! Sweet Victory!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 03:03:34 UTC
From: dmb@case.ai.mit.edu
Message-ID: <29040@life.ai.mit.edu>
Source record: 109160

I posted here about a month ago complaining that Pastfinder was just impossible. *I WAS WRONG*.

It IS possible to get to the top of the board in Pastfinder. I must have used about 40 lives to do it, though I did manage to deliver 219 "thingies" on my first life. (Brag, brag.)

But the disappointing thing is that *nothing happens*. Well, almost nothing. It shows you where all the hidden "thingy" drop-off points are, and then puts you back at the bottom like usual. (And you get tons of bonus for all the squares you've visited thus far.)

Now what? Anybody know what you're supposed to do? Am I just supposed to keep playing until I visit every square? Do I have to hit all the drop-off points? Did David Lubar just figure no one would ever get to the top anyway? Anybody wanna buy a Pastfinder cartridge? :-)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

4016. Re: "Relax" - EMG box from Synapse software question

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 05:55:07 UTC
From: bmarcum@world.std.com
Message-ID: <BvuB3w.D6A@world.std.com>
Source record: 109162

In article <1992Oct8.211934.15753@cc.gatech.edu> jack@multimedia.gatech.edu (Tom Rodriguez) writes:
> A company called Synapse software made an electromyogram box
>for the Atari called Relax. my brother has one and i'm trying to
>figure how hard it would be to interface to a general purpose computer
>to play around with it. does anyone know what the interface to it
>looks like. it uses a regular joystick port but i don't really know
>what that looks like electronically on the atari. thanks for any
>help.
>
That box probably connected to the paddle inputs, in which case it would look like a 0-100K variable resistor.

Bill Marcum bmarcum@world.std.com

4017. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 06:00:06 UTC
From: bmarcum@world.std.com
Message-ID: <BvuBC7.DEI@world.std.com>
Source record: 109164

In article <1992Oct8.172359.6425@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:
>While we're on the subject, can the XF551 read 1050 enhanced density disks?
>If it can, then it should be possible to program a PC to read them...
>
Yes, the 551 can read enhanced density disks, which are simply double density but with 128 bytes per sector and 26 sectors per track. But I've heard it said that the PC can't read this format. Not having a PC, I don't know if it's possible.

Bill Marcum bmarcum@world.std.com

4018. Re: drive RPMs & ability to read/write

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 12:43:02 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09s8@abcd.Houghton.MI.US>
Source record: 109196

The question was how disks are interchangeable when they have been created on a 288RPM drive (810 or 1050) vs a 300RPM drive (XF551)...

The revolutionary speed does not actually have a major impact in this case. The drive controller for both drive types uses the drive speed of its drive to format the disk with a specific number of sectors per track, bits per sector, tracks per disk side and (with the XF551) the number of sides. Once this information is on the disk (low level format), it is used to read/write higher level information (directory structure and data). Disk rotational speed is no longer a consideration (except where used by copy protection schemes).

To read an Atari disk in an IBM drive, it must be double density as the standard disk controller for IBM 360K drives cannot read a sector density lower than 256 bytes per sector.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

4019. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 13:00:10 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09sa@abcd.Houghton.MI.US>
Source record: 109197

In a message dated Fri 9 Oct 92 4:05, Crow@coos.dartmouth.edu (preston F.
wrote:

CF> While we're on the subject, can the XF551 read 1050 enhanced density
CF> disks?
CF> If it can, then it should be possible to program a PC to read them...

Yes the XF551 can read enhanced density disks, but no you cannot program a
PC with a standard drive controller to read an enhanced density disk.

Enhanced density disks use 128 byte sectors with 1.5 times the "normal"
number of sectors per track. PC drive controllers can only read sectors
with a minimum of 256 bytes per sector (double density). Obviously the
1050 or XF551 in enhanced density mode is writing with a data density
equivalent to double density - this is a rough way to put it, but drive
controllers read bytes per sector not raw data bits.

The U.S. Doubler "reprograms" the 1050 controller to write 256 bytes per
sector (as you gather from above, the drive can write data at this
density).

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

4020. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 13:24:35 UTC
From: tmkk@uiuc.edu
Message-ID: <Bvuvwz.37I@news.cso.uiuc.edu>
Source record: 109165

In article <67376@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>To make something run from a cart, it's pretty much as simple as
>either storing the run address at $BFFA or $BFFE.mThe OS does
>a JMP($BFFA) to turn control over to the cart. There's a few other
>major details,

Such as? I knew about having the run address burned into the special
locations, but I didn't know about the others.

4021. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 14:34:48 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct9.143448.19847@mnemosyne.cs.du.edu>
Source record: 109167

```
In article <1992Oct8.172359.6425@dartvax.dartmouth.edu> crow@coos.dartmou
h.edu (Preston F. Crow) writes:
>While we're on the subject, can the XF551 read 1050 enhanced density dis
s?
>If it can, then it should be possible to program a PC to read them...
>
>--PC
>
>
>--
> "Everything is permissible"--but not everything is beneficial.
> "Everything is permissible"--but not everything is constructive.
> --I Corinthians 10
23

Yes, the PC can read them. All you need is UTIL.EXE to run on your PC.
This is a program to read/write files on a MYDOS format double density
disk. The program is available (and similar ones) at the archive.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :
```

4022. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 15:04:33 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.42.718643073@kilcom1.ucis.dal.ca>
Source record: 109168

Hello everyone,

I have an Atari 800/810 and an IBM PC with a 20Mb hard disk.

SIO2PC sounds like its the cheapest way for me to go to transfer
files off the internet to my Atari (1050 ICD drives are hard to find). The
docs mention that for $50.00 he will build this box for me.

Does the inventor of sio2pc have an email address/or phone # where
he can be reached? It sounds like this will work well, but I'm curious to
see how other people out there like it as well. Please let me know any
info. that you have. Thanks.

Later..

P.S. Any good shareware character set generators out there?

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
Kevin Speichts KSPEICHT@KILCOM1.UCIS.DAL.CA
NSTN Operations Centre, Communications Services Tel: (902) 494-2833
Killam Library, Dalhousie University Fax: (902) 494-2319
Halifax, Nova Scotia Canada B3H 4H8
>>>

4023. HIGH SCORES

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 15:30:43 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1992Oct9.153043.23008@tolten.puc.cl>
Source record: 109166

There is a game called "Gremlins" - a friend of mine gave it to me - don't know where he got it. Well, my record on it is 1,976,009 (I *CAN* prove it, I have a photograph of the final score; I did it on feb/1990). You know, there are some games that do not get any more complex after some moment (my previous record was about 80,000) - Gremlins is one of these. BTW, that game lasted for 7 hours and ten minutes (that IS my longest game also - we should record the longest arcade games also...). I began to think of photographing it when I had been playing three hours and my brother did it.

There's other hi score in here... my bro once played JOUST in Skilled level and (same thing... it doesn't get any more complex after some level) he did 10,000,000 points (the score board went back to 0) and then he got bored and threw the game away (he had about 30 extra lives unused). His game lasted for 7:15' - he broke my record only two weeks after I did mine in Gremlins.

--
----------------------------------------*
| MIGUEL FARAH F. | mbfarah@isluga.puc.cl |
----------------------------------------*
#include <disclaimer.h>

4024. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 16:32:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67428@cup.portal.com>
Source record: 109169

Well, from Mapp'n, $BFFC non-zero=>No cart in left slot. $BFFD allow disk boot. I forgot the value you need to allow disk boot. Found out about it the hard way when I burned a SpeedScript cart. Allowing disk boot doesn't hurt anything If there's no drive, just takes a little longer & give you the option IF you want it.

4025. Re: HIGH SCORES

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 18:02:16 UTC
From: jerry@connection.prospect.com
Message-ID: <1992Oct9.180216.20845@sol.ctr.columbia.edu>
Source record: 109170

Has anyone out there finished Round 5 in Broderbund's "Drol"? Anyone with
more than 25,000 points? I'm making my own version of the game (for the PC)
and need to know what happens. I've never been able to finish Round 5.
I got close, but when the dragons are spitting 4 bullets each time they shoot,
there's about a million knives, swords, and axes flying, and you can't stay
in the air for more than 2 seconds without getting wasted by the little
saucer thing, it gets a bit difficult. I can't imagine the game getting
any harder after that, but then again, the intermission screen displays the
round number using two digits.
--


```
+------------------+----------------------+--------------------------------+
| Jerry J. Shekhel | Molecular Simulations | Time just fades the pages |
| Drummers do it... | Inc. Waltham, MA USA | in my book of memories. |
| ... In rhythm! | (617) 890-2888 | -- Guns N' Roses |
+------------------+----------------------+--------------------------------+
| ...! [ princeton mit-eddie bu sunne ] !polygen!jerry |
| jerry@polygen.com |
+-----------------------------------------------------------------------+
```

4026. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 18:37:28 UTC
From: tmkk@uiuc.edu
Message-ID: <BvvAEI.AC4@news.cso.uiuc.edu>
Source record: 109171

In article <92282.200436JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>Khan,
>
>For all practical purposes, a ROM is a ROM is a ROM, whether is be
>a masked ROM, which is a regular rom, or an EPROM, or an EEPROM.

As long as they have the same pinout, number of pins, power
requirements, access speeds...

Based on the emailed responses I received, there are some EPROM families
with different pinouts than the ROMs typically found in Atari ROM carts,
which would require modifications to the ROM cart's circuit board. I
wish to avoid this sort of problem at all costs.

>It might be more feasable on an XL or XE, since the Parallel bus, or even an
>internal hack for that matter, allows you to wire in chips directly to
>the processor addressing space, and access them directly.

I agree, however I want to use 400s because a) they're cheapest, and b)
they have those Coke-proof keyboards. Besides, my 800 works, but my
800XL is hosed. :-(

>This sounds like a great project you are cooking up, please
>keep either this net, or me personally, posted on your progress.

You bet! I'm sure I'll need more help as time goes on... ;-)

4027. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-09 21:23:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Oct9.212300.5530@dartvax.dartmouth.edu>
Source record: 109172

In <1992Oct9.143448.19847@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:

>In article <1992Oct8.172359.6425@dartvax.dartmouth.edu> crow@coos.dartmou
>h.edu (Preston F. Crow) writes:
>>While we're on the subject, can the XF551 read 1050 enhanced density disks?
^^^^^^^^
>>If it can, then it should be possible to program a PC to read them...
>>
>>--PC

>Yes, the PC can read them. All you need is UTIL.EXE to run on your PC.
>This is a program to read/write files on a MYDOS format double density
^^^^^^
>disk. The program is available (and similar ones) at the archive.

Unless there's a new version, UTIL.EXE only reads 180K true DOUBLE density disks--NOT ENHANCED density disks. Someone else said that the XF551 can read ENHANCED density disks, so it should be possible to read them on a PC if someone writes the program to do so. Has anyone?

--PC

--
We're sorry, the .sig you have selected has been deleted or is no longer in service. If you think you have read this .sig in error, please disconnect and try your news reader again. Thank-you.

4028. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 02:51:49 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92283.215149JJMCWILL@MTUS5.BITNET>
Source record: 109177

Well, okay, along the lines of the 400, I don't know to much about the internals of it, and if there are any ways to pull the bus out to a board where you could wire in some extra hardware. Let's see, that one only has two joystick ports? Man, I really don't know diddley about the SIO port, but it looks like that may be the way you have to go, but I do seem to remember taking apart an 800 once, just for the heck of it, and wasn't there an extra connector on it or something? Something buried deep inside?
Maybe you could do something funky on a board that plugs into the slots on the 400.. it did have one slot or something didn't it?

Jeff

4029. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 04:38:41 UTC
From: phbill@cyberden.uucp
Message-ID: <73VesB5w165w@cyberden.uucp>
Source record: 109175

Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

> Atari disk drives. While I know this is true for the 1050 (a simple turn
> of a potentiometer), I do not think it is quite as simple on the XF551.

Ah... but if one were to "speed up" their good old 1050, would it still
read the old disks? (ie, say I had a disk I formatted and wrote to, would
changing the speed make it unreadable??)

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

4030. Re: Command line DOS again

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 04:42:13 UTC
From: phbill@cyberden.uucp
Message-ID: <39VesB6w165w@cyberden.uucp>
Source record: 109176

Well, lets see... the program accpets only uppercase (since it's MyDOS, the filenames can have lowercase in them.. that's why I don't change the Caps of the inputs before I parse them). Also, instead of having a "BLACK" and "DEFAULT" command, one just uses "POKE 709,x", or even "POKEC 709,x" (or was it "POKED") to get both location 709 AND 710 changed..

here's a list of what I've got planned (and most of what I have done in the TBXL version):

(parameters in between "<" and ">" are optional. These are also nested.)
% <text> - display text (or a [RET])
CD <dir> - change directory. With "dir", it will jump into a directory. Without (or if "dir" is "..") it will jump out.
.. - jump to root (change directory to the drive.. ie if you were in "D2:FILES:GAMES:", then ".." would change it to "D2:".. a simple "D2:" would do the trick, but HEY! what if you were in "D1:"!? (this is useful for batch files..))
DIR <dir> - show directory. In TBXL I also had the optional ",to" if the directory spec was made. In Action! I will have output be redirectable.. also, the filename examining part of the parser will determine where to temporarily send the output (ie, something like a ",P:" in a SHOW or DIR command would send to printer rather than the output (normally screen, but hey, it's all settable!!))
MK dir - make directory... simple
DEL file - delete file(s) (if a certain command is appended to it (which I haven't decided on yet), then a "DELETE?" prompt can be turned on.)
LOCK file - lock!
UNLOCK file - hmmm!
REN file,new - rename file(s) (there'll be that prompt command.. so you could use wildcards)
LOAD file - binary load
RUN file - binary run
RUN@ add - run at address (and hey, values can be put in either decimal, hexidecimal or VARIBALE form!! WOW! This thing'll be PROGRAM-MABLE! (at least using batch files...))
Ddrive: - set drive (also works in place of "..")
SHOW file - just like "type" on the IBMs.. it displays (a) file(s)
TYPE file - this is just "COPY E:,file" in disguise (also, if you were to USE "COPY E:,file", the screen would be cleared.. in this case it's kept intact)
COPY file,to - copy file(s) .. will have swapping, copy alphabetically, etc. etc.!!
PAUSE oo - (the "oo" stands for "ON" to turn on, "OFF" to turn off, or

nothing to display current value) This turns screen paging
on & off.. and hey, maybe I'll even have a "PAGE-UP" type of
command...MAYbe
ECHO oo - this is for showing what a batch file is doing to your poor
system...
REPORT oo - this turns off reports like "Directory made" or "Cannot
delete"... or it turns them on.. or if you type it alone, the
last report (whether displayed or not) is shown.
NOISE oo - this is I/O noise- location 65!
CLICK oo - this is keyclick
SPEED val - this sets the key-repeat speed
POKE add<,val> - with a "val", this works like POKE, without one, it
works like PEEK.
DPOKE add<,val> - ok, it was "DPOKE".. it pokes val (which can be from
0-65535) to locations add & add+1 in LSB/MSB format.
? - display help stuff (possibly from a file, maybe not..not fin-
ished yet!)
BAT file - load a batch file (will be nested!)
CLS - clearscreen
EDIT file - load up a file into the handy dandy editor...(yuck)
GET file,add<,size> - load all or part of a file into a block of memory
PUT file,add,size - save a block of memory to file
MODE val - change graphics mode
COMPARE file,to - compares two files (possibly even with SWAPPING!?)
RUN - reset MyNI_DOS
RESET - press the [RESET] key (it does it for you, you lazy bum)
BOOT - turn off & on the power (it calls the routine at $E477
(58487), whereas "RESET" calls $E474 (58484)..try 'em!)
FORMAT <dir> - format drive (any filename will be valid, in case some
DOS of the future supports directory formatting or some-
thing strange like that!)
FIND file - find a file on the system (searching from current drive in-
wards)
TREE <dir> - show directory tree (searching from the current directory or
the one specified in "dir")

That's all I have on this list.. so far, my Action! version can do
these:

? - help
CLS - clearscreen
Dx: - change drive
% <text> - PRINT
CD <..><dir> - Change dir.
.. - jump to root
DIR <dir> - show directory
REPORT oo - report on/off/display
MK dir - make dir.
BAT file - not tested..run a batch file
DEL file - delete
REN file - rename file

LOCK file - lock file
UNLOCK file - unlock file
ECHO oo - batch echoing..not tested
MODE v - graphics mode
NOISE oo - I/O noise
CLICK oo - key click
SPEED v - key repeat speed
DELDIR <dir> - delete all files (if deletable) within a directory and
then delete that directory... it's very buggy, and I may
simply remove it because a "DEL dir:*.*" and "DEL dir"
would be identical..

So.. is that enough, Dean? :) Any other ideas anyone!?!?! :)

thanx for the interest.. and thanks to Rick Cortese and Jeff McWilliams
for the help, and of course to Bob Woolley for giving me Action! in the
first place..
anyone recommend a GOOD, EASY TO USE, PD, runtime pkg!?

thanx!!! bill

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

4031. New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 05:51:03 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct10.055103.15077@cs.tulane.edu>
Source record: 109173

New at the Atari archive, uue.arc, pabqwk.arc and wdir.arc.

uue.arc
A new set of uuencode & uudecode for the 8bit. You still need to send the files as you would any text file...use bobterm's ascii tranfer or Kermit's kermit tranfer. Testing here at WBUG has shown uue.com to be faster,cleaner and easyer to use than older version of uuencoder/decoders.

PabQwk
PabQwk is the first QWK packet reader for the 8bit. If you have used other BBS networks you have heard about offline reading, now you to can enjoy the option. PabQwk work with most standard QWK packets produced by many IBM and ST boards. WBUG has tested PabQwk with Qmail4 run on a PCBoard and has found it to be an easy to use timesaving program....

Wdir
With all the talk of cli's and what people would like to see, there was talk of wide dir's. here is an example of a wide dir program written in Action! that will work on any of the SpartaDos's. Jon D. Melbo has released this program into freeware and has included source codes... If you program in Action!, you will mostly want to check out the source codes. WBUG has tested Wdir with SDX 4.20 and found it to be quite good, we did add one line to the code, a put($7d) to clear the screen prior to printing the two col dir. If you are using an XEP80, Wdir will output in 4 col's...

Mike
Wbug Atari Archive
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

4032. source code for wdir.act

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 05:55:27 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct10.055527.16184@cs.tulane.edu>
Source record: 109174

For all you Action! programers out there, here is the source code for Wdir.act
if you look through the code you will find many interesting tricks used to
make this program work the way it does, plus some proc's you can add to you're
own programs... The exit to dos proc is one...

```
-----8<---cut here---8<-----

;+---------------------------------+
;| PROG NAME: DIRW.ACT |
;| VERSION #: 1.11-B |
;| AUTHOR: Jon D. Melbo |
;|START DATE: 05-Jul-92 |
;|COMPL DATE: 30-Sep-92 |
;| LAST EDIT: 30-Sep-92 +--------------------------------------+
;| |
;|PURPOSE / FUNCTION: |
;| To provide an external command for SpartaDOS which will display a "wide" |
;| directory. The program is made to put two columns of directory on a____ |
;| 40-column screen, and four on an 80-column. It will read the SpartaDOS_ |
;| CL for any pathname or filespec mask that may be given._______________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| |
;|RELATED FILES LIST: |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| |
;|ADDITIONAL COMMENTS: |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| ____________________________________________________________________ |
;| |
;+--------------------------------------------------------------------+

INCLUDE "D8:\ACT_UTIL\SYS.ACT"
```

```
MODULE ; global vars

BYTE ARRAY Parm(29) ; this will hold the parameter
BYTE Key_Code=764
CARD POINTER TEMP
CARD DOSVEC=$0A

PROC Dow_Bell() ; relocatable code block to ring a "bell"
[$A9$00$8D$08$D2$A9$30$8D$00$D2$A0
$B0$A2$FF$8E$0A$D4$CA$D0$FA$88$8C
$01$D2$C0$A0$D0$F0$60]

PROC Duck_Bell()
BYTE Loop, Delay
FOR Loop=0 TO 254
DO
Sound(0,Loop,10,12)
FOR Delay=1 TO 12 DO OD
OD
SndRst()
RETURN

PROC Detect_Keypress()
Key_Code=255 ;reset key buff
Dow_Bell()
WHILE Key_Code=255 DO OD
Key_Code=255
Duck_Bell()
RETURN

PROC Go_DOS() ; no "RETURN" is needed since we just go to DOS from here
[$6C$0A$00]

PROC ZCRNAME(); again, no RETURN as SDX ZCRNAME has its own RTS
[$4C $FFFF]

PROC Fill_Parm()
BYTE count=[0], chr
DO
chr=Peek(DOSVEC+33+count) ; may have to pre calc argument here
IF chr<>$9B THEN
count==+1
Parm(count)=chr
FI
UNTIL chr=$9B ; char retrieved is an EOL
OD
Parm(0)=count ; adjust LEN byte
RETURN

PROC DirW()

CHAR ARRAY Dir_Ln(41), ; used for reading dir
Fld_Data(21)
```

```
BYTE lm=82, rm=83, sw, ln=[1],
col=[1], ec, i=[0], max_fld_cols

lm=0 sw=rm+1 max_fld_cols=sw/20

TEMP=ZCRNAME+1 ; point TEMP to the $FFFF operand of ZCRNAME proc

TEMP^=DOSVEC+3 ; change the $FFFF to the real addr which is looked up
; at COMTAB+3 (DOSVEC points to COMTAB)

ZCRNAME() ; this places the next CL parameter at COMFNAM
;DEBUG NOTE- what if ZCRNAME had NO parm to process?!?!
Fill_Parm() ; convert the EOL-ending type string at COMFNAM into a
; LENgth-byte string in Parm byte array

Close(1) Open(1,Parm,198,0) ; aux1=6+64+128 (dir+attrib scan+extended)
PutE()
PrintE(" DirW v.1.11B ")
PrintE("FreeWare by Jon D. Melbo")
ln=4
DO
IF EOF(1)=136 THEN EXIT FI ; end of file so quit processing dir
i==+1
IF i>4 ; yes, we have gotten past the dir header lines
THEN
FOR col=1 TO max_fld_cols
DO
InputSD(1,Dir_Ln)
SCopyS(Fld_Data,Dir_Ln,1,20)
FOR ec=1 TO 19
DO
IF Fld_Data(ec)=32 THEN Fld_Data(ec)= '. FI
OD
Fld_Data(20) = '|
Print(Fld_Data)
IF EOF(1)=136 THEN EXIT FI
OD
ln==+1
IF ln=24 AND EOF(1)<>136 THEN
Print("More -")
Detect_Keypress()
PutE()
ln=1
FI
ELSE ; no! we're still on the dir header
InputSD(1,Dir_Ln)
PrintE(Dir_Ln)
ln==+1
FI
OD
Close(1)
PutE()
Go_DOS()
```

```
RETURN
```

4033. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 12:08:00 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.8.0@ibm3090.rz.uni-karlsruhe.de>
Source record: 109179

In article <Jim_Johnson.09pe@abcd.Houghton.MI.US> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

>I have trouble believing the timing circuitry thing. I owned both a 1050
>and a XF551. An Atari DOS 2.5 disk always had noticeably faster reads on
>the XF551 than on the 1050.

I think you're right. Why should there be a timing circuit?
How would it work?
The XF551 still transferes data at 19200 baud, like the good old 1050. I've heared a couple of times that the XF551 is indeed a little faster than the 1050. This gain in speed must result in the fact that the mechanism turns faster. Due to this the sector-interleave stuff is handled more quickly.

Marek Tomczyk

uj1g@dkauni2.bitnet

4034. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 12:28:50 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.9.0@ibm3090.rz.uni-karlsruhe.de>
Source record: 109180

In article <BvuBC7.DEI@world.std.com> bmarcum@world.std.com (Bill Marcum) writes:

>In article <1992Oct8.172359.6425@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:
>>While we're on the subject, can the XF551 read 1050 enhanced density disks?
>>If it can, then it should be possible to program a PC to read them...
>>
>Yes, the 551 can read enhanced density disks, which are simply double density
>but with 128 bytes per sector and 26 sectors per track. But I've heard it
>said that the PC can't read this format. Not having a PC, I don't know if
>it's possible.

Some time ago a programmer of either UTIL.EXE or SR (another program that allows to access Atari DD disks on the IBM platform) stated that it was possible to read/write disks in the enhanced density (ED) format on a PC. He told sth like he tried it, but he didn't want to continue the hacking. Maybe it was another person I don't remember.

Anyway, before I found UTIL.EXE on the archive I wanted to write a program like this by myself. Then after finding it I stopped the project. Why should I reinvent the wheel? :-)
I believe very much that the IBM PC can read ED disks. In the hardware descriptions of the PC you can find specifications saying that there's a possibility of changing the accessed sector length to 128 bytes. The way the data is stored on the disk is the same in either the DD and ED. Both are written in the MFM mode.
You can't obviously await much help from the (MS-DOS) operating system; you have to go down to the BIOS or even the hardware level.

Marek Tomczyk

uj1g@dkauni2.bitnet

4035. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 12:35:49 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.10.0@ibm3090.rz.uni-karlsruhe.de>
Source record: 109181

In article <Bvt1yM.CFx@news.cso.uiuc.edu> tmkk@uiuc.edu (Khan) writes:

>How tough would it be to rig up an Atari 400/800 with an RS-485 port,
>either through the SIO connector or a couple of joystick ports?

Forgive my ignorance, but what is an RS-485 port. I know the RS232
interfaces, but RS-485?

Marek Tomczyk

4036. interface to Relax from Synapse systems

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 17:17:53 UTC
From: jack@multimedia.gatech.edu
Message-ID: <1992Oct10.171753.14344@cc.gatech.edu>
Source record: 109182

Does anyone remember a product called Relax for the Atari?
it's an electromyograph that you attach through the joystick port. you wore this headband and could measure your stress level or play games using it. I'd like to find a way to hook it up to a computer with a serial port, but i have no idea what the interface looks like. I assume that it was using the standard joystick interface but i don't know what that looks like either. Would some kind soul send me a description of the interface or point me towards one? thanks for any help.

tom
--
Tom Rodriguez (jack@cc.gatech.edu)
Multimedia Computing Group - GVU Lab
Georgia Institute of Technology
Atlanta, Georgia 30332-0280

4037. Atari 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 18:27:06 UTC
From: melz@well.sf.ca.us
Message-ID: <Bvx4L6.5B3@well.sf.ca.us>
Source record: 109183
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

Atari 8-Bit Stuff for sale:

1) Atari 1020 Printer/Plotter w/

pens and paper. $10. + shipping.

2)Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $15.

3)Conversational Italian (learn

Italian with your computer! - $10.

4) The Newsroom (desktop publishing

with your 8-bit Atari!), $10.

5) Timewise (Time management), $10.

6) Atari Invitation to Programming,

2 and 3, $5. each.

7) Atari Speed Reading, $10. plus shipping.

8) Atari 310 (300 Baud) Modem, $15.

9) "Kingdom" (Instructions and

game, cassette), $3.

10) "Biorhythms", (Instructions and

game, cassette), $3.

11) "Super-Text" word processor

(disk), $5.

12) "ETMODEM" Communications

program, $5.

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

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If interested, please send list of

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475 Richmond Avenue

Maplewood, NJ 07040

(I will promptly refund any excess

for items which have already been

sold.)

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY

SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package

offeres that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705

GEnie: MZWILLENBERG

MCI Mail: MZWILLENBERG

The WELL: melz

INTERNET: 75746.3705@compuserve.com

Telephone: (201)763-3295 after 6:30

east coast time. Leave message if

you get the answering machine.

4038. Deprotecting software for use on the XF551 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-10 19:47:58 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Oct10.194758.1918@zip.eecs.umich.edu>
Source record: 109184
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers

Many people here have indicated that the XF551 drive causes some havok
to a few copy-protected disks, such as Flight Simulator II by SubLogic.

What deprotection programs are available (so I can use FS-II on my XF551
drive) and where can I get it/them?
--

__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__ﾟ
(__) "We're going to have the best educated American people in the World" (__)
(__) --Dan Quayle (__)

4039. Re: 1050 vs XF551

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-11 03:05:25 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct11.030525.18949@mnemosyne.cs.du.edu>
Source record: 109185

Enhanced versus Double density and the 1050:

OOPS!

I missed the distinction somehow. Must be a flaw in my monitor. (sure)
Sorry.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

4040. Re: Null Modem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-11 04:37:43 UTC
From: andrewh@panix.com
Message-ID: <1992Oct11.043743.16879@panix.com>
Source record: 109186

In article <9210050020.AA26964@beethoven> pattons@CS.ColoState.EDU (samuel patton) writes:
>
>To hook up a null modem cable between an atari and an IBM is a generic
>pre-made cable okay to use or do you have to build one? I am using the P:R:
>port R2: for this so I have the pinout for it in the manual but what would
>be the pin configuration for the IBM serial 9 pin port?
>
>I hope that you can just use commercial cables as I am tired of building the
>things. I got my P:R: to work with both the modem and the printer by building
>cables so thanks to all who replied with help or ideas on the subject....

If you already built the modem cable you can buy a pre-made null modem cable
with a 25-pin to IBM-PC 9-pin adaptor and attach it to the 25-pin end of the
modem cable (be sure the connectors match of course). Or better yet, find a
25 to 9-pin adaptor that also acts as a null modem connector, thus eliminating
the need for another cable.

>
>I think that it would be a whole lot easier to d/l arc'ed files to my clone
>then null modem them to the atari since the clone can save to hard disk and
>also has a faster modem... I know Bobterm supports 9600 baud rate. Anyone
>try this between the two successfully???
>

Yup, using a setup not unlike what I described above. It took a little
tweaking but it worked. The slow Atari drives really pull down the efficiency
of the transfer though!

4041. Re: High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-11 04:48:11 UTC
From: andrewh@panix.com
Message-ID: <1992Oct11.044811.17167@panix.com>
Source record: 109187

Actually, the Defender high score isn't all that difficult to break, you just need a lot of TIME. Dropzone was a much harder game.

On Star Raiders, I've achieved a Star Commander Class 5 on Warrior level and Star Commander Class 1 on Commander level WITHOUT docking. I also got 1,060,000 on Missile Command, starting from level 8.

Now that I've wasted bandwidth bragging and inflating my ego to humongous proportions, let's hear from other people... 8-)

4042. Coupla notes

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-11 14:05:41 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9210111205.AA15443@brachot.jct.ac.il>
Source record: 109189

Hi,
I've been disappearing alot lately.. just these zillion holidays we get..
Anyway: about the tech manual:
If there is someone who asked for it, but didn't get it, please ask me for it again, and tell me your FULL EMAIL ADDRESS! Plus there was one who had a mail quota, I don't remember who he was, but please forewarn me if you do!
Note 2: In chapter 15 it says "part of this file was lost", I did NOT add that, it came that way from the net.

I'm using my own home-brewed vt100 to write this, it's real fast and pretty amazing. Will be on the net as soon as its fully debugged...

Hope to be able to stick around, but I might be gone for around a week.

Catcha later, Itay

4043. Re: HIGH SCORES

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-11 20:13:26 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Oct11.201326.8534@news.ysu.edu>
Source record: 109190

My son has flipped Zebex twice with only one man. I can't get
above 69000.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4044. Re: Null Modem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-11 22:37:03 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct11.223703.9666@yuma.ACNS.ColoState.EDU>
Source record: 109188

I just ended up building a 9 pin to 9 pin cable and avoided the cost of all
of the other stuff. It was much cheaper and easier. Thanks to everyone who
sent input on the subject.

Sam

--

____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
____	_____________________

4045. DDIII viewer!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-12 00:45:11 UTC
From: phbill@cyberden.uucp
Message-ID: <1LaisB2w165w@cyberden.uucp>
Source record: 109191

```
; Here's an Action! program I peiced together from bits of my DDIII to
; TrueFont converter. It prompts for a filename (you NEED the "D:"!) and
; proceeds to load that font onto the screen. ONLY single file DDIII
; fonts are allowed.. DDII fonts (like "TIMES" and "SCRIPT2") can't be
; loaded until they're saved with DDIII's font editor, which converts
; them (I THINK).
;
; If there's not enough space on the screen to load the font, the screen
; is scrolled. The Procedure MyPlot isn't very efficient, so I turn off
; the screen during load/display, and turn it on for a split second
; before it starts loading the next letter. It works really nice, and
; once I perfect my Outliner, everyone'll be able to ROTATE and ENLARGE
; DDIII letters... and eventually be able to use TrueFont: Print! to
; print out nifty documents!
;
; TF:Print! is not going to happen soon, but TF:Outline and TF:FontMan!
; (the editor) should be out soon.. (possibly even before Crashman!,
; because it's been put on the back burner.. I'm in the mood for
; applications lately ;) ...
; --------------------SNIP!------"DD3VIEWR.ACT":-------------------
; DDIII Font Viewer v0.0
; by Bill Kendrick
; (c) NBS 1992

Define EndIf="Fi", Begin="Do", End="Od"
Module
Char Array ReadFile(255)
Byte YLet
Card Size,ScreenRAM,XLet

Proc Screen()
; Sets up draw screen
Graphics(24)
PokeC(709,3584)
Poke(712,15)
Color=1
Return ; Screen

Proc Prompt()
; Prompts user for file names
Graphics(0)
PokeC(709,3584)
PokeC(82,9984)
PrintE(" DDIII Font Viewer v.0.0")
PrintE("By Bill Kendrick, (c) NBS 1992")
```

```
PutE()
PrintE("DDIII fonts only, DDII NOT recognized!")
PutE()
PrintE("Enter DDIII file to load ('.NLQ')")
InputS(ReadFile)
PutE()
Return ; Prompt

Proc MyPlot(Byte PosDown,PosAcross,Data,
Respect)
; Does a wide poke
Byte Total,Across
Color=1
Total=128
For Across=0 To 7 Begin
If Data>=Total Then
Data==-Total
Plot(PosDown+XLet,
Across*2+PosAcross*16+Respect+1+YLet)
Fi
Total=Total/2
End ; Next Across
Return ; MyPoke

Proc Read()
; Reads DDIII font and displays
Byte Width,BTemp,Height,Data,Pass,
BTempH,PassWidth
Card SAcross,SDown,CTemp
Width=GetD(2)
If Width<64 Then
Height=0
Else
Width=Width-64
Height=1
EndIf
Poke(559,0)
For BTempH=0 To Height Begin
For BTemp=1 To Width Begin
Data=GetD(2)
MyPlot(BTemp,BTempH,Data,0)
End ; Next BTemp
For BTemp=1 To Width Begin
Data=GetD(2)
MyPlot(BTemp,BTempH,Data,1)
End ; Next BTemp
End ; Next BTempH
Poke(559,34)
XLet==+Width+1
If XLet>288 Then
XLet=0
```

```
YLet==+33
If YLet>191-33 Then
MoveBlock(ScreenRAM,ScreenRAM+1320,6360)
SetBlock(ScreenRAM+6360,1320,0)
YLet==-33
EndIf
EndIf
For CTemp=0 To 5000 Begin End ; Next BTemp
Return ; Read

Proc Main()
; DDIII Font Viewer v0.0
Byte BTemp,Letter
XLet=0
YLet=0
Close(1)
Close(2)
Open(1,"K:",4,0)
Begin ; Repeat
Prompt()
Print("Searching for ")
PrintE(ReadFile)
Close(2)
Open(2,ReadFile,4,0)
BTemp=InputBD(2)
Until BTemp=3 End
Screen()
ScreenRAM=PeekC(88)
For Letter=1 To 90 Begin
Read()
End ; Next Letter
GetD(1)
Graphics(0)
Return ; Main
```

PhBill: Bill Kendrick ||| 1200 Cyberden BBS (+1 415 472-5527)
Moon!Cyberden!PhBill@Well.SF.CA.US / | \ 2600 North of San Francisco California

4046. Re: 1050 upgrade?????????

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-12 13:44:17 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1992Oct12.134417.22773@rz.uni-karlsruhe.de>
Source record: 109192

Jeff McWilliams writes:

> I'm starting to begin programming in Action! I really like it. Recently,
> my ROM for my OSNXL died, and it started me thinking, that all things
> are mortal, even Action! cartridges. I've been seriously thinking about
> Quick, at least getting a copy of it, as an alternative language to turn
> to if my Action! cartridge ever bites the dust.

What's wrong with your ROM? I don't think ROMs die so easily.
Maybe it's just a cold solder?

> Of course, I don't read one bit of German, how hard do you think it would be
> to translate the manual into English? If Power Per Post were interested,
> I could take a rough German to English translation, and polish it up, and
> produce an almost camera ready English version
> of the manual at school, on the laser printer, in my spare time.
> This way, all that would be needed is a U.S. distributor and they could sell
> the programming language here in the states.
> Just getting a free copy of Quick! would be enough in return for me editing
> the English version of the manual. What do you think?

It wouldn't be too difficult to translate the manual.
I could do a rough translation, no problem. Your idea sounds very
good for me. I don't know what PPP would think about it.
I guess I write a note with a query.

BTW: Some days ago one of the programmers of Quick, Harald Schoenfeld,
got back on me. He wants to make Quick available in the US soon.
He've heared about the problems with Bills copy on his 1200XL.
Before he's going to release Quick in the US Harald Schoenfeld
wants to know if it will work on US Atari 8bit computers.
To check this, there's a file called 'rubberba.arc' on the
atari.archive.umich.edu in the main 8bit directory.
It contains a demo version of a commercial game programmed in Quick.
Could you or anybody test the game on your system.
Harald Schoenfeld would like to have as much feedback as possible
from owners of different computer types i.e. 130XE, 65XE, 800.

He is realtively new on the net. I've explained to him how to
contribute to c.s.a.8. Who knows, maybe he'll explain Quick
by himself in near future.

Jeff, I guess I pass your proposal directly to Harald Schoenfeld.
Let's see what he's gonn say about all this.

Marek Tomczyk
\ ATARI 8-BIT

```
---------------------------------------| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
---------------------------------------| / for the 21st century
/
```

4047. Re: Networking an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-12 22:28:57 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <1992Oct12.222857.28765@ge-dab.GE.COM>
Source record: 109193

In article <Bvt1yM.CFx@news.cso.uiuc.edu>, tmkk@uiuc.edu (Khan) writes:
|>
|> How tough would it be to rig up an Atari 400/800 with an RS-485 port,
|> either through the SIO connector or a couple of joystick ports?

Hmmmm...haven't heard of the RS-485 net...do you have specs?

As far as how to connect...I'll mention again that a group of us on GEnie (called AGDA) are developing a game that uses up to eight systems connected via the serial bus (SIO). This seems to work and would be relatively simple to adapt to a network (assuming that the RS-485 standard isn't too exotic). I don't know how far you can string the signals before they get too degraded to work, though. But I can probably advise you on using the serial bus as a means of interfacing.

|> OBTW, I plan to write the terminal software and put it into an EPROM,
|> stick it into an old ROM cart, and stick the cart into the Atari's
|> crtridge slot.

I know CSS still offers an EPROM burner. UV-erasable EPROMs are readily available, and you could probably purchase old carts to use as raw materials for all other hardware (some old Atari carts were once considered for use as landfill).

BTW, anyone here interested in receiving a demo version of the "Maze of Agdagon" game I mentioned?

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

4048. 65XE and Software FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 03:25:22 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <Bw1IuB.7vB@mentor.cc.purdue.edu>
Source record: 109194

For Sale: 65XE with Power Supply and Manual
Used about THREE hours (yes, 3 hours)!!!!
$60 plus shipping

Software for sale:
Music Construction Set $7.00
Pinball Construction Set $8.00
Lode Runner $8.00
Mail Order Monsters $7.00
Basic XE $15.00

All software has full documentation.
Buyer pays all shipping.

Thanks,
Jody Lenn

e-mail to: lenn@mentor.cc.purdue.edu
or lennjm@sage.cc.purdue.edu

4049. HAPPY 1050 with CONTROLLER for SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 03:39:55 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <Bw1JIK.9tA@mentor.cc.purdue.edu>
Source record: 109195

For Sale: Happy 1050 with Happy Controller Option and
Version 7.1 Software.

The Happy option will allow you to make copies
of about ANY 8-bit software ever made and be able
to read and write in single density, enhanced density,
and true double density with much FASTER disk access
than normal, although normal speed can be selected.
This is GREAT for backing up your collections of older 8-bit
software that you are concerned about losing!!

Price: $160.00 plus shipping.

The Happy Controller is a professionally installed
option that allows switch selection of regular speed
or Happy speed disk I/O. There is also a three position
switch that allows:
1) Writing regardless of write protect notch.
2) Normal Position
3) Write not allowed under any circumstances.
There is also a yellow light between the new switches
that is lit if writing is allowed.

The Version 7.1 software comes with Warp Speed DOS,
a sector copier, a Happy backup program, and diagnostic
and utility programs.

If interested, please e-mail to lenn@mentor.cc.purdue.edu
or lennjm@sage.cc.purdue.edu

This drive is in PERFECT condition. I have treated it with
the utmost in care.

Thanks,
Jody Lenn

4050. High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 04:06:00 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <718991736.F00001@tdkt.kksys.com>
Source record: 109204

Well, I have gotten scores of over 90,000 on Donkey Kong, I was the champion at my house for a long time because of that score. But, others were getting very close to beating it.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

4051. Re: A few more Action! questions. (Sorry about the format, stup

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 19:38:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67658@cup.portal.com>
Source record: 109198

Don't have your manual yet? Don't be
suprised if when you get it, you still
can't figure things out <g>. It has to
be the worst manual ever written.
1. How do you access individual
elements of a CHAR ARRAY? Just a few
oddball notes. I don't believe Action
treats CHAR any dif then BYTE, this is
inconsistant with the 'C language where
a char is positive if it's 0-127,
negative if it's 128-255, so allow for
that when you program. Anyway, you
normally just declare
Char ARRAY buffer(200)
then access it just like you would an
array in BASIC, i.e.
buffer(0)=>first element
buffer(10)=>tenth element etc.
You can also declare arrays and specify
an address:
BYTE ARRAY colreg=708
then access them with statements like:
colreg(0)=33
colreg(1)=222
This is really common in Action, no more
having to remember the horizontal
postion reg of players, just tell Action
the starting address of whatever you
need, then use the right number. I've
heard this and pointers are the fastest
way to do things in Action since it
doesn't require a JSR to a PROC.
2. What are the different variable
types?
BYTE=>0 to 255
CHAR=>same as a BYTE
INT=>-32768 to 32767
CARD=>0 to 65535
and arrays of all the types, but what
you probably want to know is a CHAR
ARRAY equivalent to a String? NO! Arrays
are general purpose while any string in
Action is 0-255 bytes long with the 1st
byte the string length. You can easily

make a CHAR array look like a String
though. Just copy the entire string
including it's length into the array,
then you can PRINTE(<array?>). You can
also declare RECORDs & use the '.
operator to access the individual
elements, but this is mainly used for
database type app's. The example in the
manual is good.
How would you do the following in
Action!
If name$="Test" then .....
BYTE ARRAY str1="Hello", str2="Hello"
int result
PROC Main()
IF SCompare(str1,str2)=0
THEN PrintE("They're eqqual")
ELSEIF SCompare(str1,str2)<0
THEN PrintE("str1<str2")
ELSEIF SCompare(str1,str2)>0
THEN PrintE("str1>str2")
FI
or you can just
result=SCompare(str1,str2)
IMHO: Action is better then BASIC for
this since it returns a +- or 0 value,
you can sort things easily.
I can't figure out how to do comparisons
with CHAR ARRAY.
I don't know if you really mean this.
Action has no built in function to
compare ARRAYs unless you make the ARRAY
equivalent to a string & <255 bytes.
4. Is there any sort of INSTR command,
like the one in TurboBasic?
Don't know what INSTR does, but if you
mean search a string for a substring,
there's one on page 138 of the manual.
It's about a 15 line procedure.
5. Can anyone give me a list of CHAR
ARRAY procedures? (Like real
definitions to Scopy() Sassign(), and
whatever else you can think.)
From the manual, equiv statements:

BASIC Action!
B$=S$ Scopy(str1,str2)
you can also use stuff like
Scopy(str1,"Hello")
Scopy(buffer,str2)

B$(3,5)=S$ SAssign(str1,str2,3,5)
B$=S$(3,5) ScopyS(str1,str2,3,5)

6. Is there anyway to make the left margin in column 0 in the editor? Easy, from the monitor hit O<RETURN> to get to the options menu, make sure you also disable that !@#$ bell too. You can use the set directive in the editor if you like, just have the first line of your program: SET 82=0 and it'll set it every time you compile. You can also e(X)ecute an Action! command from the monitor: X POKE(82,0)<RETURN>

4052. High Scores

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 19:39:00 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <10292286.70740.1901@kcbbs.gen.nz>
Source record: 109106

>highest score next to the title. Once you've done that, send the
>list to me at: [stuff deleted]
>From Dean Garraghty

Couldn't we just send the High Scores to you Dean via email?
My hi-score for Pacman is 364150, I started on the 'key' level and managed
to reach the 32nd level from there!

4053. A few more Action! questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 20:17:37 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct13.151737.13523@miavx1.acs.muohio.edu>
Source record: 109105

1. How do you access individual elements of a CHAR ARRAY?

2. What are the different variable types? (Difference between BYTE, CARD, CHAR ARRAY, etc)

3. How would you do the following in Action!?

If name$="Test" then .....

I can't figure out how to do comparisons with CHAR ARRAY.

4. Is there any sort of INSTR command, like the one in TurboBasic?

5. Can anyone give me a list of CHAR ARRAY procedures? (Like real definitions to Scopy() Sassign(), and whatever else you can think.)

6. Is there anyway to make the left margin in column 0 in the editor?

7. Any other commands in the editor or compiler that are not that easy to figure out?

I've only used Action! a little bit, but I like it a lot, I doubt I will ever go back to Basic!!!!

Thanks a lot!!!

Later.....

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 13-OCT-1992

4054. ATARI CLASSICS: OFF TO THE RACES!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 20:41:14 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9210132041.AA15797@smithkline.com>
Source record: 109201

********** A T A R I C L A S S I C S **********

ETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BUL

ATARI CLASSICS has arrived. Following a week of anxiety in which our printer didn't quite make the original shipping schedule, at the last moment Pattie Rayl managed to save the day by having the printer ship the magazines directly to the hotel in Reston, Virginia via 2-day air. They arrived in the nick of time, the day before the WAACE AtariFest began.

I think the magazine looks GREAT. On the front cover, the unique AC logo is separated from a big Fuji symbol by a heavy black bar that says it all:

"The Magazine For The Dedicated 8-Bit User"

About 350 copies were on hand for distribution at the Fest. I ended up bring-ing home about 40 of those, all the rest went into the hands of potential subscribers. I spent the whole weekend hawking AC from the Unicorn Publications booth in the main vendor area. About 150 subscription for subscribers. This might not sound like much, but even the larger magazines like AIM or CN would consider this an average figure. Considering this Fest was 93% ST, AC did very well for itself.

At the present time we are still working on AC's subscriber database, which we will use to prepare all the mailing labels for the remaining copies of AC that are now languishing at our printer's mailing facility. The mass mailing of the FREE Premier Issue is expected to commence the first week of November.

If you have already sent us your mailing address, or if you participated in the Mail Campaign earlier this year, all you have to do is watch your mailbox. If you haven't yet sent us your name but would like to receive the free copy of the Premier Issue, send your postal mailing address to:

ATARI CLASSICS
179 Sproul Rd./Rt. 352
Frazer, PA 19355
ATTN: B. Poehland, Mging. Ed.

Of the 2000 copies of the Premier Issue that were printed, I estimate we have maybe 400 copies that are not yet spoken for.

The Premier Issue contains a subscription form. If you like the magazine, snip out the form (or xerox it), fill it out, & send it in with your payment. For those of you who have been wondering what the subscription prices are, here's the info:

USA 3rd class mail $25/yr
Canada (surface mail) $30/yr

Foreign (all) surface mail $32/yr
Europe/Mediterranean AIRmail $38/yr
Asia/Pacific area AIRmail $40/yr
AC Software Disk (global price)$ 9/yr

Subscription prices are for a 1-year period. AC expects to publish on a bimonthly schedule; however, if fewer than 500 subscriptions are received by Dec. 31st our publication schedule will be scaled back accordingly.

The AC Software disk will be a double-sided single-density "flippy" containing all the type-in software published in the magazine plus selections from the Public Domain. It will be produced and distributed 3 times/year, concurrently with every other issue of the magazine. The disk will be mailed separately. Our first disk is already in production and will be mailed out in January.

Issue #2 of

For those wishing to subscribe using a credit card, we take VISA & MasterCard! Just fill out your credit card info on the subscription form. PLEASE NOTE: there is a $2 surcharge for credit card orders. Credit card orders may also be placed by phone during normal business hours by calling Unicorn Publications at 313-973-8825.

We prefer that you should receive our magazine first before you subscribe. It will make our life easier if you use our form, plus it will give you an idea of what our product is like before you plunk down your cash.

If you so desire, you can send in a FREE AD with your subscription. Copy deadline for issue #2 is December 5, 1992. Personal ads up to 50 words in length are free to paid subscribers. See the "Swap 'n' Shop" column for rules pertaining to personal ads.

Send your postal mailing address NOW to ensure your name will be included in our mass mailout in November!!

"Atari 8-Bits Never Say Die"

- BEN POEHLAND
Managing Editor
ATARI CLASSICS

****

4055. 65XE and Software FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 22:07:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <719058131.F00001@tdkt.kksys.com>
Source record: 109112

I am interested in the Basic XE. Please leave a phone # I can call; thanks.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47.0)

4056. ATARI CLASSICS: OFF TO THE RACES!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 22:09:49 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9210132209.AA16109@smithkline.com>
Source record: 109200

Sorry, my initial post got transmitted in slightly garbled form. Here is the correct version.

********** A T A R I C L A S S I C S **********

ETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BUL

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"The Magazine For The Dedicated 8-Bit User"

About 350 copies were on hand for distribution at the Fest. I ended up bring-ing home about 40 of those, all the rest went into the hands of potential subscribers. I spent the whole weekend hawking AC from the Unicorn Publications booth in the main vendor area. About 150 subscription forms were also distributed.

Here on the 2nd official day of our subscription drive AC counts 20 paid subscribers. This might not sound like much, but even the larger magazines like AIM or CN would consider this an average figure. Considering this Fest was 93% ST, AC did very well for itself.

At the present time we are still working on AC's subscriber database, which we will use to prepare all the mailing labels for the remaining copies of AC that are now languishing at our printer's mailing facility. The mass mailing of the FREE Premier Issue is expected to commence the first week of November.

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Frazer, PA 19355
ATTN: B. Poehland, Mging. Ed.

Of the 2000 copies of the Premier Issue that were printed, I estimate we have maybe 400 copies that are not yet spoken for.

The Premier Issue contains a subscription form. If you like the magazine, snip out the form (or xerox it), fill it out, & send it in with your payment. For those of you who have been wondering what the subscription prices are, here's the info:

USA 3rd class mail $25/yr
Canada (surface mail) $30/yr
Foreign (all) surface mail $32/yr
Europe/Mediterranean AIRmail $38/yr
Asia/Pacific area AIRmail $40/yr
AC Software Disk (global price)$ 9/yr

Subscription prices are for a 1-year period. AC expects to publish on a bimonthly schedule; however, if fewer than 500 subscriptions are received by Dec. 31st our publication schedule will be scaled back accordingly.

The AC Software disk will be a double-sided single-density "flippy" containing all the type-in software published in the magazine plus selections from the Public Domain. It will be produced and distributed 3 times/year, concurrently with every other issue of the magazine. The disk will be mailed separately. Our first disk is already in production and will be mailed out in January 1993.

Production of Issue #2 of AC is underway and is also scheduled for mailout in January 1993.

For those wishing to subscribe using a credit card, we take VISA & MasterCard! Just fill out your credit card info on the subscription form. PLEASE NOTE: there is a $2 surcharge for credit card orders. Credit card orders may also be placed by phone during normal business hours by calling Unicorn Publications at 313-973-8825.

We prefer that you should receive our magazine first before you subscribe. It will make our life easier if you use our form, plus it will give you an idea of what our product is like before you plunk down your cash.

If you so desire, you can send in a FREE AD with your subscription. Copy deadline for issue #2 is December 5, 1992. Personal ads up to 50 words in length are free to paid subscribers. See the "Swap 'n' Shop" column for rules pertaining to personal ads.

Send your postal mailing address NOW to ensure your name will be included in our mass mailout in November!!

"Atari 8-Bits Never Say Die"

- BEN POEHLAND
Managing Editor
ATARI CLASSICS

****

4057. New terminal!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 22:37:50 UTC
From: bruck@BRACHOT.JCT.AC.IL
Message-ID: <9210132037.AA06560@brachot.jct.ac.il>
Source record: 109199

Hmmmm...

a coupla questions before my terminal emulator is DONE..

A) How is the Break key detected while R: is open (Telelink does it, so
I want to as well. You press break, and it sends a break.)
B) How is the Shift key (alone) detected?
C) How should keypad be implemented? 2 choices:

a- Ctrl-shift- 0 1 2 3 4 5 6 7 8 9 0 , . enter
b- Select-key (aka Omnicom)

Right now, A works, but I was thinking if both should work..
So, do ya think the b choice should also be implemented?

-Itay

4058. the Archives & Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 22:55:52 UTC
From: phbill@cyberden.uucp
Message-ID: <TVuLsB5w165w@cyberden.uucp>
Source record: 109203

I'm definitely not the archive-goer, but is there enough interest around here for an Action! directory (unless it's old news or something.. it's been a long while since I've touched BART :)). How many of us have Action!??

(I do! I do! ;))
bill

--
Bill Kendrick PhBill@Cyberden.UUCP Viva las Ataris!

(NOTE NEW ADDRESS! (NICE AND SHORT, TOO!))

4059. BLACK BOX/ MIO..???

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-13 23:17:27 UTC
From: usgcjsx@gsusgi2.gsu.edu
Message-ID: <usgcjsx.719018247@gsusgi1.gsu.edu>
Source record: 109202

What does it take to get a hard drive connected and workig
on an 800xl..??
Where can one purchase the hardware...??

--
/oo\ ---------- /Oo\
~~ ~~
DO not attempt to adjust your television set... A REAL Atari FAN!
We are controlling transmission.. A REAL Genesis FAN!
usgcjsx@gsusgi2.gsu.edu A REAL Felix FAN!
I STILL think Freaks should have won an Oscar! Kerry King is my Dad!
Dual Substance of Christ.. The Yearning So Human... (M.Cavalera) Seupltura
usgcjsx@gsusgi2.gsu.edu
Georgia State University Computer Center
(404) 651-4542/651-2686
/oO\ ---------- /OO\
~~ ~~

4060. GORF boot sectors - HELP!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-14 07:55:10 UTC
From: svhowardm@npe.isnet.inmos.co.uk
Message-ID: <1992Oct14.075510.1@npe.isnet.inmos.co.uk>
Source record: 109107

Anybody out there got GORF on disk?

I have, or rather had.

Whilst playing with a sector editor and looking at the boot
code, I had an inadvertant finger slip and WROTE to the first
four sectors of the disk!

Usually this kind of thing doesn't matter with games disks, but
GORF has a notch so's you can update the high score table. So I'm
really stuffed!

Can anybody send me a hex dump of the first 4 sectors??

Ta Guys.

4061. Latest Digi-Studio info

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-14 10:02:49 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct14.100249.5307@aber.ac.uk>
Source record: 109108

Here is the latest info on Package 2 of Digi-Studio.

All 3 packages are being merged into one big package. All the programs will be on one disk called the "Program Disk." Samples, tunes, and example LIDS .SRC files will be on another disk.

The manual is currently being re-edited, updated, and merged into one big document. This manual covers all the software supplied, and also contains a section on reading music. The manual is split into 12 sections, with 6 appendices. It is currently 28 pages long, and there's 2 more sections and all the appendices to add yet! It is being typeset and will be printed on a laser printer. The appendices will include many examples of LIDS programs with their corresponding snippets of music. The appendices will also include the examples referred to in the reading music section. These will be on music paper. Here's a full list of what will be in the manual:

Section 1 - Main Introduction to Digi-Studioo and booting info
Section 2 - Keyboard player instructions
Section 3 - Tune Player instructions
Section 4 - Sample Editor instructions
Section 5 - Tune Compiler instructions
Section 6 - LIDS system overview and introduction
Section 7 - Reading Music
Section 8 - Using the LIDS compiler
Section 9 - Using the text editor
Section 10- Converting music to LIDS
Section 11- Credits and copyright
Section 12- Support

Appendix A - Keyboard player note diagram
Appendix B - Examples on music paper for Section 7
Appendix C - Treble/Bass conversion chart
Appendix D - Full stave with note names for LIDS
Appendix E - Sharp/Flat alternatives
Appendix F - Examples of music with corresponding LIDS programs.

The full completed manual will run to an expected 50 pages. This will be presented as an A4 sized document, bound in plastic covers with a plastic spine. It is expected the manual will be printed on both sides of the paper.

The LIDS compiler is nearly finished. Error trapping is currently being added. Expected release date - Nov. 14th.

Dean Garraghty. djg0@aber.ac.uk

4062. Need MSDOS prog. to read atari disks

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-14 10:35:20 UTC
From: monty@blackhole.lerc.nasa.gov
Message-ID: <MONTY.92Oct14103520@blackhole.lerc.nasa.gov>
Source record: 109109

Could someone tell me if there exists a program for MS DOS that can
read Atari formatted 5 1/4 inch disks? If so, could you tell me
where I can anonymous ftp the program.

Thanks,
Monty

4063. Atari 800 Hardware FREE FREE FREE

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-14 14:05:29 UTC
From: andy@maxwell.physics.purdue.edu
Message-ID: <8465@dirac.physics.purdue.edu>
Source record: 109146

I'm posting this for a friend, so please reply to:

grazier@zephyr.ess.ucla.edu

I have a gadget for the Atari 800 which allows you to
use joystick port #3 as a printer port. I can't use
this with my 800XL, so I'm willing to give this away
to the first person who wants it. All I ask is that
you pay the shipping (about $3.00).

Kevin Grazier
grazier@zephyr.ess.ucla.edu

4064. Demos from a.a

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-14 18:39:47 UTC
From: atario@cats.ucsc.edu
Message-ID: <1bhphjlNNjs8@darkstar.UCSC.EDU>
Source record: 109110

Help! I can't get these demos from a.a to work:

das_omen.arc
journey.txt
journey1.dcm
journey2.dcm
t1000.arc
top3demo.arc

Das Omen gives me a title screen which says to press space, but nothing ever happens.

The Journey thing just boots halfway and sits there. Same for T1000 and Top 3.

Someone please e-mail me on how to get these beggars working? (FYI: I'm on a 1200XL w/ Rambo & 2 USD 1050's.)
--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

4065. Re: MIO RS232 Handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-14 21:59:09 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92288.165909JJMCWILL@MTUS5.BITNET>
Source record: 109111

You might check to make sure the version of Omnicom you are using doesn't have the 850 R: handler appended to it. Remember, the MIO does not need an R: handler loaded like the 850 does, and this MIGHT be the problem. Don't know for sure, sold my MIO a couple years back.

Jeff McWilliams

4066. Re: Demos from a.a

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-15 06:01:31 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct15.060131.69149@yuma.ACNS.ColoState.EDU>
Source record: 109113

In article <1bhphjINNjs8@darkstar.UCSC.EDU> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>Help! I can't get these demos from a.a to work:
>
>das_omen.arc
>journey.txt
>journey1.dcm
>journey2.dcm
>t1000.arc
>top3demo.arc

I cannot get t1000.arc to work either. Anyone else having problems...???

I get the thing over in z modem then port thru null modem to the 1200XL.
It unarcs all of the files okay except for t1000.frm (I think it is .FRM)
and the t1000.obj file.

These two files give me an error having something to do with CRC.
I don't even know what CRC is so... I tried d/ling the thing about 4 times
now with different protocols and such. All of the other things that I have
grabbed from the archive work fine the way I was doing it. Is the arc bad?

It sounds like a GREAT demo from the text included in the arc! That is why
I tried to get it so many times... Any comment Bill???? Anyone????

Sam

--

____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
____	_____________________

4067. Re: A few more Action! questions. (Sorry about the format, stupid te

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-15 06:02:23 UTC
From: phbill@cyberden.uucp
Message-ID: <oa0NsB4w165w@cyberden.uucp>
Source record: 109114

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> 1. How do you access individual elements of a CHAR ARRAY?
Just call it as "chararrayname(position)". "Chararrayname" is your
array, and "position" is where in it (from 1 to length (which btw is
stored in location 0 of the array!)).
>
> 2. What are the different variable types? (Difference between
> BYTE,
> CARD, CHAR ARRAY, etc)
Byte is a whole number value between 0 and 255 and takes up 1 byte of
memorry.
Card is a whole number value between 0 and 65535 and takes up 2 bytes of
memory. Just imagine how "DPOKE" in TurboBASIC XL (and BASIC XL I think)
and "PokeC" in Action! work and you understand. It's GREAT for system
pointers (like screen memory, display list, etc.)
>
> 3. How would you do the following in Action!?
>
> If name$="Test" then .....
>
> I can't figure out how to do comparisons with CHAR ARRAY.
This would be "If SCompare(name,"Test")=0 Then ..." If name and "Test"
are identical, then the returned value of the function "SCompare" is 0.
If name is "less than" "Test" than the number is <0 (aka -1), and if it
is "greater than" "Test" (BTW: all in ATASCII terms..."BOB" would be
greater than "ALICE" because of the "B" and "A") then it would be >0 (aka
1). Got it!? Good!

>
> 4. Is there any sort of INSTR command, like the one in
> TurboBasic?
Not that I've seen, but hey, it's a simple For..Do..Od loop in Action!,
and it would probably run just as fast as INSTR
>
> 5. Can anyone give me a list of CHAR ARRAY procedures? (Like
> real
> definitions to Scopy() Sassign(), and whatever else you can think.)
Action!'s string handling commands are as follows:

INT FUNC SCompare - it's a function. I explained it before. The two
parameters are what you want compared. If the 1st parameter is "greater"
than the 2nd, the value will be 1, if they are the same, it'll be 0, etc.

PROC SCopy - it copies a string. (aka "A$=B$") The 2 parameters are "destination" and "source".. so "LET A$=B$" in BASIC would be "SCopy(A,B)" in Action!

PROC SCopyS - it copies part of a string into another ("A$=B$(start,finish)") The parameters are dest., source, start, stop. "A$=B$(2,10)" would be "SCopyS(A,B,2,10)" and would copy the contents of B starting at location 2 and ending at 10 into A. (so A would be 9 characters long)

PROC SAssign - it's the compliment of SCopyS.. it works like "A$(s,f)=B$", copying a string into PART of another string. It's parameters are dest.,source,start,fin. Saying "SAssign(A,B,3,4)" would copy all of the elements of string B into elements 3 and 4 (erasing the old elements,mind you) of string A. It says: "If the space allowed (stop-start+1) in <dest> is greater than the length of <source>, then 'stop' will be changed to make the space available and the length equal."

>
> 6. Is there anyway to make the left margin in column 0 in the
> editor?
This can be done one of two or three ways:

1) Go to the Monitor ([shift]+[ctrl]+[M] from the editor) and type "O" (or "Options" or "oh no!" or whatever..just as long as it starts with "O") and answer the prompts. Pressing [RETURN] keeps them the same, pressing [ESC] exits from the Options prompt. The 2nd to last question i (is) "Left Margin? 2" .. just type "0" or whatever you want...

2) type "SET 82=0", which is just "POKE 82,0"

3) type "X Poke(82,0)" .. ditto ..this is the direct mode command (the "X")

and finally ..4) have a program do it.. if you have no program in memory, type "Poke(82,0)" in the editor, get to the monitor, and type "Compile" and then "Run" ("C" and "R" if you want..)... voila..

As for the string stuff... practice practice practice... and where exactly is your Action! manual, anyways!? >:-(grrr..

have fun

--
Bill Kendrick PhBill@Cyberden.UUCP Viva las Ataris!

(NOTE NEW ADDRESS! (NICE AND SHORT, TOO!))

4068. Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-15 09:35:03 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct15.093503.26654@aber.ac.uk>
Source record: 109116

Various people have been putting their high scores for Zybex on the net. I very much suspect these people are using the pirated copy. That's right - PIRATED. Zybex is NOT public domain. It was written and published by Zeppelin Games in the UK some 4-5 years ago. Zeppelin were always good to the Atari, and produced some great games. Zybex was intended for sale on tape, and was sold in the shops for 2.99 (pounds). A disk version was produced as well, which appears to have been a bad move. The version sold as PD in the US (and I've been sent a copy to check over) is just a straight copy of the original, except the loading page has been sector edited and somebody elses name has been added, apparantly from Peru. Let me ask you this: if this was your game, would you let it go as PD? No, I don't think so. Also, if this is supposed to be from Peru, how come it's written by Brian Jobling. How many people in Peru do you know called Brian Jobling? Come on, think! You have to be EXTREMELY careful when getting software from some countries. Poor countries such as Peru, Poland, Russia, etc. have too many problems to worry about, without worrying about copyright laws, so this stuff goes un-noticed over there. Treat any game with suspicion. If it looks like the names may have been changed then be very suspicous. Zybex was crudely altered on the loading page, but the names in the game itself would be impossible to change. If you get some software you haven't seen before, and you suspect it may be commercial, then please contact me. It may be a British game, or I may have heard of it. I would like to try and put together a list of all games that are being treated as PD when they are not PD at all. I could then use this to warn people. One name to look out for is Jancz Pelz (sp?), and the Querope Agency. We suspect in the UK that these people couldn't write a program if their life depended on it! Avoid at all costs! Thank you for reading this.

Dean Garraghty. djg0@aber.ac.uk

4069. Quick

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-15 12:33:17 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct15.123317.14223@aber.ac.uk>
Source record: 109117

If an English translation was done of the manual, I would be very interested
in distributing it in the UK. Perhaps you could ask PPP about this possibility?

Dean Garraghty. djg0@aber.ac.uk

4070. Re: MIO RS232 Handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-15 12:56:28 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.09y3@abcd.Houghton.MI.US>
Source record: 109115

In a message dated Wed 14 Oct 92 12:39, Karll The Ghoul <akh104@psuvm.psu.e
wrote:

KTG> After obtaining a working MIO (256k) and wiring up my harddrive
KTG> system..I notice something funy. It is very anoying and can lead
KTG> to great upheaval. Can you tel what it is?
KTG> Wy is it that the keys take so long to go to the modem and then
KTG> come back
KTG> ? Typing such things as 2n's like nn must be forced at the
KTG> keyboard..
KTG> I am a very fast typest and this tends to slow me down a bit...
KTG> The setup is ....Trasnkey-Omnicom-MIO-modem.

Somehow the key debounce timing is too long (everyone at one time or often
doesn't make a perfect make/break on a keyboard switch. In short, there
are often several contacts just miliseconds apart, i.e., key bounce - the
key debounce is simply a timer circuit that refuses to recognize the same
key within a very short period of time.)

Key debounce timing length is a POKEable address on the Atari.

I would suggest first trying a different communications package. I used
Term80, Express!, or BobTerm for several years under SDX with a one meg MIO
and hard drive with nothing like the above. I am often a fairly fast
typist also.

If it isn't the comm program, I would then start looking at the Transkey.
If I am not mistaken, how the Transkey works is to read the PC keyboard and
send the corresponding Atari keyboard signals directly to the keyboard
decoder chips as though the input had come from the Atari keyboard.

-- Via DLG Pro v0.995

Jim Johnson-
*** Remember, they're only tools - Not a way of life! ***

4071. Atari 800 Parts

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-15 17:11:02 UTC
From: carl@eagle.wesleyan.edu
Message-ID: <carl.2@eagle.wesleyan.edu>
Source record: 109118

Does anyone know where I can get parts for the Atari 800XL computer.
I am interested in some keyboards. Maybe somebody has one of these computers
sitting in the closet collecting dust.

Thanks for any info
DCARLSON@EAGLE.WESLEYAN.EDU

4072. no archive access?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 00:06:58 UTC
From: xx140@yfn.ysu.edu
Message-ID: <1992Oct16.000658.7582@news.ysu.edu>
Source record: 109119

**>I thought I'd pass this on to you people here.

Date: Wed Oct 14 14:17:00 1992
From: jrd@STONY-BROOK.SCRC.Symbolics.COM (John R. Dunning)
Subject: no bart access
To: ab588@yfn.ysu.edu, jrd@STONY-BROOK.SCRC.Symbolics.COM
Cc: jrd@STONY-BROOK.SCRC.Symbolics.COM

Date: Wed, 14 Oct 1992 00:35 EDT
From: ab588@yfn.ysu.edu (joseph sabatino)

> Is the bart system still working? We always had access to bart
> and the atari archive at umich but I have been trying for the
> past 2 weeks to send even for an Index and I get nothing back.
> Could our freenet system be at fault? Is the archive still in
> business? If our freenet system is at fault would you send our
> sys-administrator directions how to get it back. His email address
> is aa001@yfn.ysu.edu
thanks

I don't know for sure what's going on there, but there are two things
that might have an impact. The convention at the archives has changed,
the index file is now called "0index", and directories are capilatized.
Also, atari.archive is moving to a different machine, so there might be
some temporary turmoil.

--
****
YSU Freenet Atari SIG Sysops
Internet: xx140@yfn.ysu.edu
****

4073. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 00:36:31 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Oct16.003631.8139@news.ysu.edu>
Source record: 109120

Sorry Dean, but Zebex was posted on GEnie as released to PD in
Discommed format. The version I have is supposed to save high
scores but it does not.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4074. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 04:34:37 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct16.043437.12134@mnemosyne.cs.du.edu>
Source record: 109121

Dean Garraghty said some very good things about suspicious public domain
software. Zybex to be precise.
However, I'd like to point out to Dean that while there may not be very
many people in Peru with names like Brian Jobling, it would be wise to
keep in mind that the elected president of Peru has a Japanese name.
How many people in Peru are Japanese?
I'm not saying that Zybex is or isn't public domain. Just the logic to
help state his case is a mite fuzzy.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

4075. SX212 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 06:24:07 UTC
From: Mark Czarnowski <U58578@uicvm.uic.edu>
Message-ID: <92290.012407U58578@uicvm.uic.edu>
Source record: 109122

I am looking for a used, working SX212 Modem for my Atari XEGS. I have seen th
e modem new for $20-$35. Also, do you need software to run the modem through t
he SIO port? Thanx.

Mark B. Czarnowski
Internet: u58578@uicvm.cc.uic.edu
Bitnet: U58578@UICVM

4076. Re: MIO RS232 Handler

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 06:33:35 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92290.023335AKH104@psuvm.psu.edu>
Source record: 109123

To all those people who responded...thank you...I have worked around the problem. Apparently.....with KEY ON it works just fine!
I had always had it off for Sparta3.2d because I believe it never worked well...and would lock with it set on...Somehow X works.
I still think it must be a "problem" with the program..for other terminal emualtors work well with the key off. In any case..I am happy.. and Omnicom kicks BUTT!
Andrew

Reagan
Eight Years of Doom
Coming to theatres everywhere
Summer 1993

4077. Re: atari.archive.umich.edu to move

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 09:03:47 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct16.090347.4651@echo.philips.nl>
Source record: 109125
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

weiner@umnstat.stat.umn.edu (Jeffrey M. Weiner) writes:
>A quick note to let you all know that a.a.u.e will be moving from its
>home on terminator.cc.umich.edu to an as of yet unspecified location.
>Please continue to use the atari.archive.umich.edu name and
>you should experience no problems.

Why is it that my emails to atari@atari.archive.umich.edu
haven't got replies for the last few weeks?
Not even the "send index" or just simple "index" worked.

John
--
John Janssen Email: johnj@echo.philips.nl <-- May stop soon(?)
The Netherlands or: johnj@echo.tds.philips.nl <-- same
Work: +31 40 756425 or: John.Janssen@atehv.bso.nl <-- Back in Nov. 92
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

4078. Black Rabbit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 13:24:04 UTC
From: db32@prism.gatech.edu
Message-ID: <199210161324.AA06725@prism.gatech.edu>
Source record: 109124

Has anyone heard of a program called Black Rabbit? My son ran it (without documentation) and now the commands to save and recover from disk don't work. Booting is fine, but save and recover commands act as if there is no device there. Turning off everything does not reset things as they should be.

4079. csa8 == ia8 -P?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 15:02:42 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1992Oct16.150242.7389@tolten.puc.cl>
Source record: 109131

I have noticed that every post in this group is also published in Info-Atari8.
Are the newsgroup and the mailing list equivalent (i.e.: they post every article published in both thingies??).

--
MIGUEL FARAH F.	Swirdy rd im zrmdsyhr rdvoyp
mbfarah@isluga.puc.cl	rm ytrd ofopzsd fogrtrmyrs u
	oy od rmvtuqyrf. Frvuqjrt oy
#include <disclaimer.h>	smf upi eoaa hry im qtrzop.

4080. Atari 8-Bit magazines

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 22:01:52 UTC
From: x91herrera1@gw.wmich.edu
Message-ID: <1992Oct16.170152.5849@gw.wmich.edu>
Source record: 109126

Are there any magazines out there that currently cover only the 8-bit Atari? I know that Antic and Analog have shut down years ago, though I saw informed that if you subscribe to STart you get a dinky Antic section in the middle. But who wants to pay full subscription price for that?

Mail me with answers (please)

4081. Re: New terminal!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 22:10:24 UTC
From: phbill@cyberden.uucp
Message-ID: <2RcRsB1w165w@cyberden.uucp>
Source record: 109127

My God! YOU're working on a terminal, too!?

Here's what you wanted to know (at least #2): To determine whether the [SH] key is being pressed, check location 53775. If it's 247, then [SH] alone is being pressed. If it's 251, then any other key is (except [CTRL] and [BREAK] and all those). I'm not sure what it is when a combo of [SH] and a key is being done, but you can simply test it, eh?

MY terminal program is being written in Action! and I'm trying to make it a lot like BobTerm, but in a way better. I've added a split-screen chat mode.. the bottom 12 lines of the screen become the "being sent" area, and the top half becomes the "being recv'd" area. If the cursor is already below the "being recv'd" area, then the screen is scrolled up (it looks pretty cool, too! ;))

Also, rather than have these commands:

[A]-translation
[D]-duplex
in the main menu, and then these:
[s^F]-translation
[s^D]-duplex
in the terminal mode (as well as main menu, dial menu, etc)

I simply use the [s^] commands (BTW: [s^] stands for [shift]+[control])

I don't think I'm going to add fine scrolling, because it'd be a tougher job with the split screen (maybe... dunno). Since the program is in Action!, modules of the program can be easily changed or added (and yes, I'll have the source code available.) So far, I've gotten Baud and Quit in the main menu, and Split screen, Translation (Atari/ASCII), and word wrap (ooh! can't believe I figured THAT out all by myself!!) done, and have all of the additional BobTerm-style generic commands planned.

Also, I'm going to make my capture menu a lot better than BobTerm's. You'll have more choices with what to do with your captured data. You can save it, cancel save, and abort it (clear), instead of just save and abort. Also, if you have a partially full buffer when you want to do a file xfer, you'll be able to either save it, abort it (clear), or CANCEL save!... this would let you get straight to the file xfer without saving OR erasing the buffer (so the file xfer buffer won't be as big as possible, but at least you won't loose data). Also, upon getting a "disk full" error during capture close, you WON'T loose the data (I HATE when that happens in BobTerm!!)

I also may add a simple game to play during terminal mode (and maybe even file xfer!?..) and possibly even a terminal -> terminal version of

the game (what will the game be you ask? so do I! what would you guys/gals like to see? DeTerm has a BreakOut clone (yawn), I think a simple Tetris clone might take too much memory, a puzzle game is out of the question (talk about BORING!)...maybe PONG!? ahhahaha!!)

Anyways... damn... I still have to finish AACode, MyNI_DOS, CrashMan!, and TrueFont... anyone wanna help!? hehehe

Have fun Itay.... did I ask already?- are you doing file xfer? and what language are you programming in (assembly, no doubt :))...

adios
(turning into a mad hacker!)
bill

--
Bill Kendrick PhBill@Cyberden.UUCP Viva las Ataris!

(NOTE NEW ADDRESS! (NICE AND SHORT, TOO!))

4082. Re: Demos from a.a

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-16 22:30:02 UTC
From: phbill@cyberden.uucp
Message-ID: <RoDRsB2w165w@cyberden.uucp>
Source record: 109128

Hi! I programmed T1000.ARC :) It's bug was a problem with my UUencoded send. Get T1000.DCM - Mike Todd (THANKS!) fixed up my program and DiskComm'd it together.

As for the others.. I KNOW that Das_Omen doesn't work on the 1200xl's (I have a 1200xl! grr!) and I'll just guess that the rest of them might have the same problem.

I'm going to get Bob Woolley to fix up my 1200xl by replacing the Operating System ROMs. He's going to do it with EPROMs I believe, but there's another (slightly more difficult sounding, at least to a non-hardware hacker like myself) way of upgrading the 800XL OS and there's a text file on how to do it floating around. (I had it somewhere myself.)

Jeff McWilliams is also another 1200xl'r, he may be able to help.

--
Bill Kendrick PhBill@Cyberden.UUCP Viva las Ataris!

(NOTE NEW ADDRESS! (NICE AND SHORT, TOO!))

4083. Re: ATARI CLASSICS: OFF TO THE RACES!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 06:58:03 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Oct17.065803.4747@msuinfo.cl.msu.edu>
Source record: 109130

poehland%phvax.dnet@SMITHKLINE.COM writes:

>ATARI CLASSICS has arrived. Following a week of anxiety in which our printer
>didn't quite make the original shipping schedule, at the last moment Pattie
>Rayl managed to save the day by having the printer ship the magazines directly
>to the hotel in Reston, Virginia via 2-day air. They arrived in the nick of
>time, the day before the WAACE AtariFest began.

Interesting... Now that A.C. has shipped, perhaps the groovy guys and gals
at Unicorn will get on with the task of shipping their flagship AIM.

--
molin@crs.cl.msu.edu ||| Sing a happy tune and
Canton, Michigan USA ||| happy dancers will join
==================== / | \ your trip. -T. Golas

4084. Re: Atari 8-Bit magazines

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 11:16:48 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1992Oct17.111648.2592@ugle.unit.no>
Source record: 109132

There's a UK magazine called New Atari User, but I don't have the address or anything :(You'll have to ask around, I think it's subscription only.

(Note: This mag used to be called Page 6)

-Eyvind

--
//| | DISCLAIMER: I don't HAVE opinions.
// | | I just repeat what everyone else says!
\\ //--|miga: There can be only one. |
\X/ | eyvind@lise.unit.no | Aaaaaaaaaaaaaaaaaaaaaaaaargh! Ackpth!

4085. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 11:40:04 UTC
From: jonc@status.gen.nz
Message-ID: <H6DRsB1w165w@status.gen.nz>
Source record: 109129

thester@nyx.cs.du.edu (Uncle Fester) writes:

> I'm not saying that Zybex is or isn't public domain. Just the logic to
> help state his case is a mite fuzzy.
I can remember getting the tape version back in 1989 along with the
disk version.

Whilst this may be old software it is not to my knowledge Public
Domain.

Re the comments about changing the name being impossible. Pleas3e
(opps please) think again about this one.

I can remember changing the lives so I could finish it.. from
memory (and this could be very wrong so do not do it) on
sector 9?(94) there is a EA 03 change to EA 09 and you have
infinite lives. Hmmm I knew I should have made a record of all
these changes..

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

4086. Re: GORF boot sectors - HELP!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 16:28:21 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Oct17.162821.19900@dartvax.dartmouth.edu>
Source record: 109133

In <1992Oct14.075510.1@npe.isnet.inmos.co.uk> svhowardm@npe.isnet.inmos.co.uk writes:

>Anybody out there got GORF on disk?

>I have, or rather had.

>Whilst playing with a sector editor and looking at the boot
>code, I had an inadvertant finger slip and WROTE to the first
>four sectors of the disk!

>Usually this kind of thing doesn't matter with games disks, but
>GORF has a notch so's you can update the high score table. So I'm
>really stuffed!

>Can anybody send me a hex dump of the first 4 sectors??

>Ta Guys.

I tried to E-mail you and it bounced. Anyway, I bought the disk version
way back when, so I would be happy to help you out. Also, I have a cracked
binary-load version of it that I use with SIO2PC since SIO2PC doesn't (yet?)
do bad sectors. Since you have the original, I would be happy to send either
to you.

Please E-mail me and send your correct address.

--PC (pc@dartmouth.edu)

--
Only be careful, and watch yourselves closely so that you do not forget the
things your eyes have seen or let them slip from your heart as long as you
live. Teach them to your children and to their children after them.
Remember the day you stood before the Lord your God... --Deut 4:9-10a

4087. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 17:12:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67903@cup.portal.com>
Source record: 109134

$.02; A good way to check if software is pirated is to support people that still support the 8-bit. To find out Zybex is pirated, all you have to do is get a copy of B&C ComputerVision's catalogue. For instance, ZYBEX is listed under their "New Software From Europe" page for $20. Seems a little high if the European price was $2.99 pounds, but the point is one of the shops that has supported us for the last decade+ makes their living selling the program. I still blow $50 to $200 a year on my 8-bit, last titles I bought were the Phantasie Series for instance, just took me a while to get around to playing them<g>.
Anyway, at this stage of the game, at the very least we should have a catalogue handy from one of the outfits that still supports us. If we have a gross excess of cash, maybe trickle a few bucks to one of the shops.

4088. Re: Demos from a.a

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 18:47:15 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct17.184715.23475@cs.tulane.edu>
Source record: 109135

Newsgroups: comp.sys.atari.8bit
Subject: Re: Demos from a.a
Summary:
Expires:
References: <1bhphjINNjs8@darkstar.UCSC.EDU> <RoDRsB2w165w@cyberden.uucp>
Sender:
Followup-To:
Distribution:
Organization: Tulane University, New Orleans, LA
Keywords:

In article <RoDRsB2w165w@cyberden.uucp> phbill@cyberden.uucp writes:
>Hi! I programmed T1000.ARC :) It's bug was a problem with my UUencoded
>send. Get T1000.DCM - Mike Todd (THANKS!) fixed up my program and
>DiskComm'd it together.
>
Hay Bill, I just d/l'd t1000.arc, I had no problems with running the program
the archvive sent me. However, as many others have said there was a problem,
I've reArced the program (using SuperArc this time not pkarc) and have sent
it to the Archives (atari/8bit/New) There should be no more problems with the
program.

Mike
WBUG Atari Archive
Louisiana

4089. Re: Demos from a.a

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 19:54:04 UTC
From: phbill@cyberden.uucp
Message-ID: <T51ssB2w165w@cyberden.uucp>
Source record: 109138

pattons@CS.ColoState.EDU (samuel patton) writes:

> I cannot get t1000.arc to work either. Anyone else having problems...???
>
> I get the thing over in z modem then port thru null modem to the 1200XL.
> It unarcs all of the files okay except for t1000.frm (I think it is .FRM)
> and the t1000.obj file.
>
> These two files give me an error having something to do with CRC.
> I don't even know what CRC is so... I tried d/ling the thing about 4 times

Well... this is something you can blame on BobTerm! :) It sucks at ASCII-sending BIG text files... every time it refills the buffer, it accidentally sends a little more garbage. The file T1000.FRM is the graphics file (FRaMes) and T1000.OBJ is simply TurboBASIC XL's RUNTIME.OBJ, the runtime package. The CRC is a checksum error.. it means that the data that came in to be unARC'd didn't add up to what it was originally (ie, you may have some data: "ABCD", and when unARC'd you get "QESM" or something, and it knows that "ABCD" is not the same as "QESM"- most modem xfers also use CRC checking (like Xmodem-CRC for example!) to be sure that the data it received in the block was what it was supposed to be.)

Anyways... you can do one of two things with T1000.ARC. Delete it and get T1000.DCM (which Mike Todd was kind enough to put together for me, which includes the partially killed T1000.FRM (the last frame is a little off at the very bottom, but you get the idea) and a fresh copy of the RUNTIME.OBJ file), or, you can make your own version of what Mike did by getting a copy of RUNTIME.OBJ and running IT instead of T1000.OBJ (ya could even rename it to T1000.OBJ after you delete the corrupt one).

Sorry for the trouble.. I thought it may've been deleted from the archive by now...!?

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4090. Display list HEEELLLP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 20:00:29 UTC
From: phbill@cyberden.uucp
Message-ID: <iF2ssB3w165w@cyberden.uucp>
Source record: 109137

I've made a display list for my new terminal program (actually, I stole it from my BBS program I was working on (and junked) in BASIC) which has two lines of GR.0 at the top pointing to an 80-byte area of memory, and it's only POKE'd to, no PRINTing to screw up any data below the 80 bytes, and then I have 1 scan line of background, and the normal screen proceeds after that (24 lines of gr.0, pointing to screen memory... scmem was moved, but it doesn't really matter... i stuck it up above RAMTOP (PEEK(106)-something) My problems are as follows:

1) flicker... I get a split second of gunk on the screen ever so often... esp. during data rec'v

2) i get a screen full of the same line of garbage (I guess it to be a GR.15 or Gr.7 line) which goes from above the top border to below the bottom border and just sits there (sorta pulsating) and my program is dead til I hit [RESET].. this usually happens when I rec'v TONS of data...

and finnally..

3) i get a blank screen (as if someone turned the ANTIC DMA off (POKE 559,0), and it WASN'T ME!! :)).. and of course, the program crashes... usually burning afterwards (ie, unrecoverable... RESET gets me to a GR.0 screen and it just dies... I have to boot)

I'm programming in Action! (that's >I'm< "programming" in >Action!<, if you get my drift! ;) I'm a total amature, and I'm trying to do complicated stuff that I suck at even in BASIC..!!!)

Here's what I did w/ the screen/display list. I pointed a menu screen to a location behind RAMtop, then I pointed the terminal screen next to it (I forget if it was under or above), and finally, I pointed the display list behind RAMtop somewhere else, copied the normal GR.0 display list to there, changed the top few lines (adding the two data lines and scan line worth of border at the top of the screen) and changed the pointer at the bottom of the display list to point to its new beginning (I never understood this for a long time.. what you do at the end of the display list is put a "65", then the LSB/MSB for the beginning of the display list... or is it the beginning +/- something? Maybe that was my error.. I don't have very good refrences for creating my own display lists, and I didn't really look at any of them because I supposed that if it worked in BASIC ok, it should work in Action! ok too..

OH! btw: one major note, I totally Zero() the RAMTop area that I use BEFORE I use it... that way any old data doesn't get misinterpreted (esp. in the display list area, cuz I may not've filled it ALL up..that

way, 0's are left where they might need to be...)

!?!?!?!? HELP !??!?!?

thanx alot bill

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4091. 5200 vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-17 23:51:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67924@cup.portal.com>
Source record: 109139

Just a quick note; I was hanging out in a surplus electronics store & happened to come across a 5200 mother board. It's got a 6502C, Antic, GTIA, & Pokey. Apparently, they used the Pokey to interface with the joysticks & left out the 6520. The OS ROM just has a character set with some cartridge initialization code => useless. Anyway, if you want an XL chipset (I tested all the chips in an 800xl) & come across a 5200, you may want to pick one up. The chips seem to swap W/O problems.

4092. Re: Demos from a.a

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 00:16:25 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct18.001625.59622@yuma.ACNS.ColoState.EDU>
Source record: 109140

I got the version of t1000.arc that was sent to the archive in the
atari/8bit/New directory and it worked just fine. Thanks for the "corrected"
version. Good work Bill!

Sam

--

____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
____	_____________________

4093. Re: Display list HEEELLLP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 00:24:04 UTC
From: norlin@midway.ecn.uoknor.edu
Message-ID: <1992Oct18.002404.21665@constellation.ecn.uoknor.edu>
Source record: 109141

phbill@cyberden.uucp writes:

>I've made a display list for my new terminal program (actually, I stole
>it from my BBS program I was working on (and junked) in BASIC) which has
>two lines of GR.0 at the top pointing to an 80-byte area of memory, and
>it's only POKE'd to, no PRINTing to screw up any data below the 80 bytes,

Using the LMS (Load Memory Scan) bit in the 1st GR.0 display list line?

>1) flicker... I get a split second of gunk on the screen ever so often...
>esp. during data rec'v

This sounds as if you have the JVB (Jump and wait for Vertical Blank) set
incorrectly:

>there, changed the top few lines (adding the two data lines and scan line
>worth of border at the top of the screen) and changed the pointer at the
>bottom of the display list to point to its new beginning (I never
>understood this for a long time.. what you do at the end of the display
>list is put a "65", then the LSB/MSB for the beginning of the display
>list... or is it the beginning +/- something? Maybe that was my error..

The 65 is the JVB instruction to ANTIC. It actually is ignored during
"normal" processing because the deferred mode VBI somehow automatically
jumps back to the beginning of the DL. During critical I/O, though,
the deferred VBI is suspended (deferred), so the display, without an
appropriate JVB at the end of the DL, becomes garbled. (This was
detailed in Creative Computing, "Outpost Atari", sometime in the
early 80's -- 1981? October, perhaps?) The JVB, if I recall correctly,
simply should point to the beginning of the DL.

I'm not sure what would cause your other problems, which seem to
be basically the total destruction of the DL and other memory. You
might simply be reading data accidentally over your DL.

Norman
norlin@mailhost.ecn.uoknor.edu

4094. Re: Display list HEEELLLP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 01:52:18 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1992Oct18.015218.17782@ugle.unit.no>
Source record: 109142

Hmmm... I seem to remember (it's a loong time since i did any DL-programming - it's all copperlists on the Amiga now :), but there IS a maximum number of lines per page that can be displayed - if you get above that much, flaky things start to happen (but hey... Don't ask me WHY :) Could you try getting along w/something less? Oh, and you don't say, but did the DL work in the BBS program?

-Eyvind

(Anyone flame me about C= or the Amiga, they DIE)

(Believe it... I have a MegaSuperNeuronFluxCapacitor/Discharger (MSNFC/D), which kills all electronic and biological systems within 10m of the infected host... Watch it...)

:)

--
//| | DISCLAIMER: I don't HAVE opinions.
// | | I just repeat what everyone else says!
\\ //--|miga: There can be only one. |
\X/ | eyvind@lise.unit.no | Aaaaaaaaaaaaaaaaaaaaaaaaargh! Ackpth!

4095. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 03:22:15 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Oct18.032215.28847@mnemosyne.cs.du.edu>
Source record: 109143

I never said Zybex is or is not, public domain. Probably not.
I was merely pointing out that to base any argument about it on the ethnic
sound of someone's name in Peru is fallacious.
I'm not trying to be politcally correct either. I could give a rats ass
about PC or not PC.

Uncle Fester

--
: Master, : Uncle Fester : Printed :
: Me and Rex took the kar : thester@nyx.cs.du.edu : on 100% :
: to town. Stay home. Stay! : -or try- :recyclable:
: Ha ha ha ha. The dog. : T.HESTER4 on GEnie : phosphor :

4096. GEnie First, Atari RTC from Hong Kong

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 07:40:51 UTC
From: jonc@status.gen.nz
Message-ID: <sqXssB2w165w@status.gen.nz>
Source record: 109136

Greetings via Sunny Hong Kong Island,

Just a short note to say that GEnie are having and RTC
in the Atari RT on Monday Evening at 10PM EST live from
Hong Kong.

This will a first for GEnie and no doubt many interesting
items will be discussed.

For those of you who have GEnie access I will see you

10 PM EST this Monday Night

Regards,

Jon Clarke
Z*NET International Global News Gateway (In Hong Kong)

_
Jon Clarke o( )
jonc@status.gen.nz / /\ GE: J.CLARKE6
The Z*NET Global News Gateway in Auckland New Zealand HSBC NZM EBD

4097. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 11:15:38 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Oct18.111538.9074@yuma.ACNS.ColoState.EDU>
Source record: 109144

In article <1992Oct18.032215.28847@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:
>
>I never said Zybex is or is not, public domain. Probably not.
>I was merely pointing out that to base any argument about it on the ethnic
>sound of someone's name in Peru is fallacious.
>I'm not trying to be politcally correct either. I could give a rats ass
>about PC or not PC.
>
>Uncle Fester

I couldn't agree with you more... I hate the system of info. concerning 8 bit software now... It os all second hand since no one knows where or when the] legal release of something occured.

It is almost too small of a community to dispute such things... Some think it is PD, some don't. Where do you draw the line. In the U.S. something could have been released to PD where as it never was elswhere.

I know this may not be the case with Zybex (I have never seen the game) but such things as copyrights and such worldwide are flimsy at best.

There is no way that in this technical age that you could limit piracy over seas (as if you ever could....) but to worry about some 8 bit atari prog. becoming Brazilian (or whatever) after its release is the same as any int'l prog. Who the hell knows what some creep will do to something in a third world nation once he gets ahold of it.

This is the nineties... If you think piracy was bad in the '80's then get a grip... what makes anyone think that it would be dead in the '90's...
(no matter what machine your programming for...)

My .02 worth,

Sam

--

____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
____	_____________________

4098. Re: Display list HEEELLLP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 17:11:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <67953@cup.portal.com>
Source record: 109145

I think the only way you can hang is if you've got a variable or array residing in page 0 or maybe the hardware address space. 2nd choice would be you're over writting either the area where your DLI routine resides or a ram vector so when there's an interupt, the system jumps to garbage. Just a suggestion for any 1st pass debug'n in Action! Stuff like
BYTE spare=0
is not the same as
BYTE spare=[0]
Personally, this is my favorite mistake, I use it all the time <g>. Same thing for arrays, pointers, etc. I always check my declarations 1st & use the monitor to print out all my variables. Make a list of all the variables, go to the monitor, compile, then "? spare<RETURN>"
This will tell you where the variable is in memory & it's initial value.

4099. Color Composite video+audio monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 17:32:00 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00962472.26DA22A0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 109147
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.8bit,comp.sys.cbm

For sale-

14" composite color monitor with video and sound inputs.
Excellent picture quality, color and sound.
Made in Japan by BMC.

Useful for the Home Computers (Atari 8-bit, Commodores, Apple // series,
Texas Instruments TI-99/4A and similar ones with composite video color output).

Also useful as a VCR monitor- connects directly to your VCR, without any RF
modulation -- you'll get a MUCH better picture than most TV sets will display.

Depending on your application (computer, VCR) I might have a cable to hook up
the monitor to your computer and/or VCR.

Asking $85 or best offer. Please feel free to make offers, and respond
to e-mail address COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973 if you
do not have e-mail access.

Thanks you.

4100. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 19:22:26 UTC
From: phbill@cyberden.uucp
Message-ID: <4BuusB2w165w@cyberden.uucp>
Source record: 109148

Dean.. I wouldn't go around almost ripping on poor countries... but yes, I totally agree.. as a programmer, if I ever start SELLING software (which I AM planning on doing... aka "CrashMan!"), I would hate to see my wares floating around for free after I worked long & hard to get the damned thing done. I'm always looking out to see that I don't break any laws myself.. (ie, I'm always worried about what Action! stuff I'm using, because much of it is (c)'d) and like I once pointed out before, I had to get all over AtariBase's case for having pirate stuff on the board!!!!!!! SHEESH! Who the HELL'd be SOOOO stupid as to pirate and then UPLOAD a copy of one of ATARI's programs on ATARI's board!!!! DUH!! I don't think anything ever got done except the removal of the software..

That's one of the reasons I don't call AtariBase any more... they REALLY don't care about 8-bits any more.. REALLY!

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4101. Make backups

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 19:25:58 UTC
From: phbill@cyberden.uucp
Message-ID: <ZHuusB3w165w@cyberden.uucp>
Source record: 109149

Just a reminder to all those working on projects big and small...

MAKE BACKUPS!!! I almost lost my new terminal program,
but lucky for me, I actually decided to
back something up! :)

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4102. ALLOCATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-18 22:50:01 UTC
From: phbill@cyberden.uucp
Message-ID: <3X4usB2w165w@cyberden.uucp>
Source record: 109151

Does ALLOCATE work alright with compiled programs that INCLUDE the RUNTIME package and are run w/o the cartridge in? I can't seem to get my terminal program to run out of Action!.. it does my little "This is a beta test version!" screen, then when it starts doing its stuff (freeing 2k for screen memory, and in some versions 3k for fonts and <1k for display list, but now it just works w/ screen memory) it dies...

argh!

would anyone like to test this program!?
thanx

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4103. Atari 130XE and stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-19 00:37:59 UTC
From: gch@cypress.cis.ufl.edu
Message-ID: <37405@uflorida.cis.ufl.edu>
Source record: 109150

Well I finally have to sell it all.
Everything is for sale in one lump package for only $200 Postage Paid!
(in the USA, elsewhere may have to pay for shipping)

What you get:

Atari 130XE Computer with new keyboard
1030 Modem
1050 Disk Drive
Comodore 1702 Color Monitor (very sharp and clear)
APE Face Parallel Printer Interface
Atari Joystick (Original style)
cables to hook everything up.
original manuals to everything.

Programs:
Paperclip (with spell checker, manuals, and hardware key)
The Hitchhikers Guide to the Galaxy
Mr. Do's Castle
River Raid (cartridge)
Mountian King (cartridge)
Miner 2049er (cartridge)
K-Razy Shootout (cartridge)
Basic Language (cartridge)
Chameleon CRT Terminal Emulator (does 80 columns)
Lots of other games and assorted stuff.

Books:
Atari Graphics (by Compute!)
Mapping the Atari (VERY GOOD and complete)
Inside Atari Basic
Best of Antic Anthology vol 1 (with disk)
Atari Basic Quick Reference Guide.

A bunch of old Antic and a few Analog mags.

Any questions just write.

Greg Hartman

gch@reef.cis.ufl.edu

4104. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-19 03:25:23 UTC
From: phbill@cyberden.uucp
Message-ID: <1ogVsB2w165w@cyberden.uucp>
Source record: 109152

ab588@yfn.ysu.edu (joseph sabatino) writes:

>
> Sorry Dean, but Zebex was posted on GEnie as released to PD in
> Discommed format. The version I have is supposed to save high
> scores but it does not.
> --
> Joe Sabatino-->ab588@yfn.ysu.edu

Question is... by WHO? (or is it "whom"? I always screw that up..)
Anyways... was it by the original authors???

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4105. zzzz STFIELD.ACT - Part 1/1

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-19 03:30:04 UTC
From: phbill@cyberden.uucp
Message-ID: <TwgVsB4w165w@cyberden.uucp>
Source record: 109153

(not UUencoded)

The following is a simple starfield generator in Action!. I'd kill to
see someone improve on this! ;)
(I made it in less than 20 minutes.)

--snip--

```
; starfield (c) NBS 1992
;By Bill Kendrick

Define Max="5"

Byte Array X(Max),Y(Max),
XSpeed(Max),YSpeed(Max),
XDirection(Max),YDirection(Max),
XCount(Max),YCount(Max)

Proc Screen()
; creats screen and color pallette
Graphics(23)
Poke(708,2)
Poke(709,8)
Poke(710,14)
Return

Proc StartArrays()
; initializes array
Byte BTemp
For BTemp=1 To Max Do
X(BTemp)=Rand(20)+69
Y(BTemp)=Rand(20)+38
XSpeed(BTemp)=Rand(4)+1
YSpeed(BTemp)=Rand(4)+1
Do ; Repeat
XDirection(BTemp)=Rand(3)*3
YDirection(BTemp)=Rand(3)*3
Until XDirection(BTemp)<>3 Or
YDirection(BTemp)<>3 Od
XCount(BTemp)=0
YCount(BTemp)=0
oD
Return

Proc SetUp()
; set-up branch
Screen()
```

```
StartArrays()
Return

Proc Stars()
; star drawing/handling
Byte BTemp,XT,YT,XD,YD,XC,YC,XS,YS,C
For BTemp=1 To Max Do
XT=X(BTemp)
YT=Y(BTemp)
XD=XDirection(BTemp)
YD=YDirection(BTemp)
XS=XSpeed(BTemp)
YS=YSpeed(BTemp)
XC=XCount(BTemp)+1
YC=YCount(BTemp)+1
Color=0
Plot(XT,YT)
If XC>=XS Then
XC=0
XT==+XD
XT==-3
Fi
If YC>=YS Then
YC=0
YT==+YD
YT==-3
Fi
If XT<=0 Or XT>=159
Or YT<=0 Or YT>=95 Then
XT=Rand(20)+69
YT=Rand(20)+38
XS=Rand(4)+2
YS=Rand(4)+2
Do ; Repeat
XD=Rand(3)*3
YD=Rand(3)*3
Until XD<>3 Or YD<>3 Od
Fi
Color=Rand(3)
Plot(XT,YT)
X(BTemp)=XT
Y(BTemp)=YT
XDirection(BTemp)=XD
YDirection(BTemp)=YD
XSpeed(BTemp)=XS
YSpeed(BTemp)=YS
XCount(BTemp)=XC
YCount(BTemp)=YC
oD
Return
```

```
Proc Starfield()
; main procedure
SetUp()
Do ; Repeat
Stars()
Until Peek(53279)<7 Od
Return
```

--snip--
BTW: my style in Action! programming is very different from any other style format I've ever seen (maybe I'm sick!? :) better check my temperature). Anyways... I indent only 1 space when I structure (saving both memory and line width), and when I use a "Do..Od" loop, I put the "Do" on the line of the loop command it uses ("For", "While", etc. I also comment when they are "Repeat..Until's" with a "Do ; Repeat", and I put the "Od" on the same line of the "Until."

Does anyone else out there have a style they think looks really good and is efficient for programming in Action!?

Adios - - - - - -

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4106. Bill's Stars

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-19 07:08:32 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct19.070832.15536@cs.tulane.edu>
Source record: 109154

Hay Bill, just took a looke at the code for the stars in Action!. There is one thing I would add, Action! tends to hang when returning to dos, that is unless you point it in the right direction. I'd add an extra proc...

```
PROC Go_DOS() ; no "RETURN" is needed since we just go to DOS from here
[$6C$0A$00]
```

Just a jump to dosvec... Just add one more command after the until loop calling Go_Dos and you'll exit cleanly to dos.

Hope it helps

Mike...
WBUG Atari Archive
Louisiana

4107. Re: atari.archive.umich.edu to move

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-19 12:44:33 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Oct19.124433.25642@echo.philips.nl>
Source record: 109059
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.atari.st

johnj@echo.philips.nl (John Janssen) writes:
>Why is it that my emails to atari@atari.archive.umich.edu
>haven't got replies for the last few weeks?
>Not even the "send index" or just simple "index" worked.

Oops, I was just one day to early, as today I got a reply at last.
Well, it was from my last email sent, so I have to suppose that
all the other emails I sent are lost. Anyway, it's working again!

John
--
John Janssen Email: johnj@echo.philips.nl <-- May stop soon(?)
The Netherlands or: johnj@echo.tds.philips.nl <-- same
Work: +31 40 756425 or: John.Janssen@atehv.bso.nl <-- Back in Nov. 92
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, C

4108. 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-19 13:25:33 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct19.132533.1642@aber.ac.uk>
Source record: 109055

Does anybody know if a US 1050 drive will work unmodified in the UK. Obviously,
I will be using a UK power supply, but I reckon this will cause timing problems?
Anybody know?

Dean Garraghty.

4109. Re: Zybex is *NOT* PD

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-19 22:11:44 UTC
From: phbill@cyberden.uucp
Message-ID: <0TwwsB2w165w@cyberden.uucp>
Source record: 109056

Re: name changing

It's not impossible, but by the looks of the graphics they used to write
the names on the screen, it looks as though it's pretty difficult.

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4110. Stars demo n Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-20 03:21:26 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct20.032126.22765@cs.tulane.edu>
Source record: 109057

Well Bill, I ran your stars demo, not bad but..... You say you want to see a better stars demo in Action!? Here is one that was sent to us a few years ago. Show the use of VBI's and DLI's in Action!, as well as the use of ml code.

The code comes from issue 18 of Analog.

```
-----8<---cut here---8<-----
;STARS 3D DEMO

;SYSTEM EQUATES
CARD SDMCTL=$022F,
NMIEN=$D40E,
RANDOM=$D20A,
WSYNC=$D40A,
SDLSTL=$0230,
VDSLST=$0200,
COLPF0=$D016,
COLOR4=$02C8,
XITVBL=$E462

BYTE INDEX

CARD INDRCT=$D6

BYTE ARRAY TIMER=[8 8 6 6 5 5 3 3 2 2 1 1],
TIMARY=[8 8 6 6 5 5 3 3 2 2 1 1],
MANCOL=[$22 $24 $26 $28 $2A $2C $2E $22],
DLIST(600)=35840,
STRLIN(768)=36864,
STRTPL(16),
STRTPH(16),
STRPOS(16),
STRCOL(192)

CARD ARRAY STRTP(16)

;************************************
PROC SETVBV=$E45C(BYTE COMMAND,VBLANKHIGH,VBLANKLOW)
;************************************

;************************************
PROC SCROLL(BYTE DUMMY,STARINDEX)
[
$BD $FFFF
$85 INDRCT
$BD $FFFF
```

```
$85 INDRCT+1
$BC $FFFF
$B1 INDRCT
$0A
$0A
$91 INDRCT
$90 $0F
$A9 $01
$88
$C0 $FF
$D0 $02
$A0 $2F
$91 INDRCT
$98
$9D $FFFF
]
RETURN
;*************************************

;*************************************
PROC CNTDWN()

BYTE STARCOUNTER

SCROLL(0,13):SCROLL(0,13)
SCROLL(0,12):SCROLL(0,12)

FOR STARCOUNTER=0 TO 11 DO
TIMER(STARCOUNTER)==-1
IF TIMER(STARCOUNTER)=0 THEN
SCROLL(0,STARCOUNTER)
TIMER(STARCOUNTER)=TIMARY(STARCOUNTER)
FI
OD
RETURN
;*************************************

;*************************************
PROC VBLANK()

CNTDWN()
INDEX=0
[$4C XITVBL]
RETURN
;*************************************

;*************************************
PROC STRINI()

BYTE COUNTER

FOR COUNTER=0 TO 15 DO
STRTP(COUNTER)=STRLIN+48*COUNTER
```

```
STRPOS(COUNTER)=0
OD

FOR COUNTER=0 TO 16 DO
STRTPL(COUNTER)=STRTP(COUNTER)&255
STRTPH(COUNTER)=STRTP(COUNTER) RSH 8
OD

ZERO(STRLIN,768)

FOR COUNTER=0 TO 15 DO
STRLIN(48*COUNTER)=64
OD

RETURN
;************************************

;****************************************
PROC Go_DOS() ; no "RETURN" is needed since we just go to DOS from here
[$6C$0A$00]

RETURN
;****************************************

;************************************
PROC DLSINI()

BYTE STARTYPE,OFFSET,COUNTER
CARD TEMP

DLIST(0)=$70:DLIST(1)=$70:DLIST(2)=$F0

FOR COUNTER=0 TO 191 DO
DLIST(3*(COUNTER+1))=$CE
STARTYPE=RAND(8)
STRCOL(COUNTER)=MANCOL(STARTYPE)
OFFSET=RAND(48)
DLIST(3*(COUNTER+1)+1)=(STRTP(2*STARTYPE)+OFFSET)&255
DLIST(3*(COUNTER+1)+2)=(STRTP(2*STARTYPE)+OFFSET) RSH 8
OD

DLIST(579)=$41
DLIST(580)=DLIST&255
DLIST(581)=DLIST RSH 8
SDLSTL=DLIST
SDMCTL=$23

RETURN
;************************************

;************************************
PROC DLI()

[$AE INDEX $BD $FFFF $8D WSYNC
$8D COLPF0 $EE INDEX $40]
```

```
RETURN
;*************************************

;*************************************
PROC MAIN()

POKEC(DLI+4,STRCOL)
POKEC(SCROLL+7,STRTPL)
POKEC(SCROLL+12,STRTPH)
POKEC(SCROLL+17,STRPOS)
POKEC(SCROLL+40,STRPOS)
POKEC(DLI+1,INDEX)
STRINI()
DLSINI()
COLOR4=0
SETVBV(7,VBLANK/256,VBLANK&255)
VDSLST=DLI:NMIEN=192

DO
UNTIL PEEK(53279)=6
OD
;GO_DOS()

RETURN
;*************************************
```

4111. New 7800, 2600 closeout carts

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-20 04:22:23 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Oct20.042223.2551@news.ysu.edu>
Source record: 109058

```
CLOSEOUT CARTRIDGES
(*-DENOTES NEW CARTS ON LIST)
New Atari 2600 and 7800 cartridges $1.50 to $3.50 each. Still in sealed packages.
Leave e-mail to this message if interested.

7800 Serial # Price
---- -------- -----
*Barnyard Blaster cx7849 $3.50
*Basket Brawl cx7880 3.50
*Choplifter! cx7821 3.50
*Food Fight cx7804 3.50
*Galaga cx7805 3.50
*Impossible Mission cx7832 3.50
*Midnight Mutants cx7889 3.50
*Planet Smashers cx7868 3.50
Ace of Aces cx7846 3.50
Asteroids cx7802 3.50
Ball Blazer cx7815 2.50
Centipede cx7801 2.50
Crack'ed cx7836 3.50
Crossbow cx7844 3.50
Dark Chambers cx7837 2.50
Dig Dug cx7803 2.50
Donky Kong cx7848 3.50
Donky Konk Jr. cx7849 3.50
Fight Night cx7851 2.50
Hat Trick cx7829 3.50
Jinks cx7857 3.50
Joust cx7806 2.50
Karateka cx7822 1.50
One on One BasketB. cx7824 3.50
Pole Position II cx7808 3.50
Robotron:2084 cx7809 3.50
Touch Football cx7823 2.50
Tower Toppler cx7856 3.50
Xevious cx7818 2.50

2600 Serial # Price
---- -------- -----
*Circus Atari cx2630 $3.50
*Defender II cx26120 3.50
*Midnight Magic cx26129 3.50
*Millipede cx26118 3.50
*R.S. Tennis cx2680 2.50
*R.S. Volleyball cx2666 3.50
```

*Sentinel cx26183 3.50
*Super Baseball cx26152 3.50
*Warlords cx2610 3.50
*Xnophobe cx27172 3.50
Asteroids cx2649 3.50
Battle Zone cx2681 2.50
Centipede cx2676 3.50
Crossbow cx26139 3.50
Crystal Castles cx26110 3.50
Desert Falcon cx26140 2.50
Double Dunk BasketB.cx26159 2.50
Galaxian cx2684 3.50
Graviar cx2685 3.50
Jr. Pac-Man cx26123 3.50
Kangaroo cx2689 3.50
Moon Patrol cx2692 3.50
Ms. Pac-Man cx2675 3.50
Pole Plsition cx2694 3.50
Q*Bert cx26150 3.50
Realsports Baseball cx2640 2.50
Realsports Football cx2668 3.50
Secret Quest cx26170 3.50
Solaris cx26136 3.50
Space Invaders cx2632 3.50
Sprint Master cx26155 3.50
Super Breakout cx2608 3.50
Super Football cx26154 3.50
Vangard cx2669 3.50
Venture cx26135 3.50

Orders of 1-7 carts you pay shipping
8+ carts same as 7 carts
All orders COD or send Money Order for total plus $3/1-3 carts; $6/4-7 carts.
Specify Parcel Post or UPS.
Please send e-mail [R]eply to ab588@yfn.ysu.edu or
Order from:
Joe Sabatino
31 Skoplee Ave
Girard, OH 44420-3308
--
Joe Sabatino-->ab588@yfn.ysu.edu

4112. anybody got a GEnie account?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-20 20:14:46 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92294.151446JJMCWILL@MTUS5.BITNET>
Source record: 109060

Rick Reaser mentioned some pretty interesting sounding articles in the last issue of Current notes, that are available on GEnie. Is there any gracious souls out there who could upload these file to the Archive for us Internetters? The files he mentioned were:

5944 Transkey modification (especially interested)
5952 A talking RELAX demo
5969 plans to make a MIDI interface for the 8 bit

He also says there are some good Turbobasic programs on there.
With this dialect of BASIC being the most popular and easily obtainable for today's 8 bitters, perhaps they deserve consideration for uploading to the I-net as well.

Jeff McWilliams

4113. Happy 1050 with Controller for SALE!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-20 21:52:02 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <BwFwqq.8xo@mentor.cc.purdue.edu>
Source record: 109061

For Sale: Happy 1050 with Happy Controller Option and
Version 7.1 Software.

The Happy option will allow you to make copies
of about ANY 8-bit software ever made and be able
to read and write in single density, enhanced density,
and true double density with much FASTER disk access
than normal, although normal speed can be selected.
This is GREAT for backing up your collections of older 8-bit
software that you are concerned about losing!!

Price: $160.00 plus shipping.

The Happy Controller is a professionally installed
option that allows switch selection of regular speed
or Happy speed disk I/O. There is also a three position
switch that allows:
1) Writing regardless of write protect notch.
2) Normal Position
3) Write not allowed under any circumstances.
There is also a yellow light between the new switches
that is lit if writing is allowed.

The Version 7.1 software comes with Warp Speed DOS,
a sector copier, a Happy backup program, and diagnostic
and utility programs.

If interested, please e-mail to lenn@mentor.cc.purdue.edu
or lennjm@sage.cc.purdue.edu

This drive is in PERFECT condition. I have treated it with
the utmost in care.

Thanks,
Jody Lenn

4114. Mint Condition 65XE and software for SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-20 21:53:05 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <BwFwsJ.94K@mentor.cc.purdue.edu>
Source record: 109062

```
For Sale: 65XE with Power Supply and Manual
Used about THREE hours (yes, 3 hours)!!!!
$60 plus shipping

Software for sale:
Music Construction Set $7.00
Pinball Construction Set $8.00
Lode Runner $8.00
Mail Order Monsters $7.00
Basic XE $15.00

All software has full documentation.
Buyer pays all shipping.

Thanks,
Jody Lenn

e-mail to: lenn@mentor.cc.purdue.edu
or lennjm@sage.cc.purdue.edu
```

4115. Re: Bill's Stars

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-21 01:12:13 UTC
From: phbill@cyberden.uucp
Message-ID: <3uZysB3w165w@cyberden.uucp>
Source record: 109063

snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

```
>
> PROC Go_DOS() ; no "RETURN" is needed since we just go to DOS from here
> [$6C$0A$00]
>
> Just a jump to dosvec... Just add one more command after the until loop
> calling Go_Dos and you'll exit cleanly to dos.
>
```

I'll take it this works for ALL DOSes?? (.. :) .. I always try to make
my programs compatible with EVERYthing out there..)
thanx

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4116. A few more Action! questions

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-21 04:03:22 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct20.230323.13754@miavx1.acs.muohio.edu>
Source record: 109071

1. How do you access individual elements of a CHAR ARRAY?

2. What are the different variable types? (Difference between BYTE, CARD, CHAR ARRAY, etc)

3. How would you do the following in Action!?

If name$="Test" then .....

I can't figure out how to do comparisons with CHAR ARRAY.

4. Is there any sort of INSTR command, like the one in TurboBasic?

5. Can anyone give me a list of CHAR ARRAY procedures? (Like real definitions to Scopy() Sassign(), and whatever else you can think.)

6. Is there anyway to make the left margin in column 0 in the editor?

7. Any other commands in the editor or compiler that are not that easy to figure out? (Like how to compile to disk?)

I've only used Action! a little bit, but I like it a lot, I doubt I will ever go back to Basic!!!!

Thanks a lot!!!

(P.S. I will be getting the manual soon!!!!)

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 20-OCT-1992

4117. Re: 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-21 07:38:52 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.719653132@dtek.chalmers.se>
Source record: 109064

djg0@aber.ac.uk (Dean John Garraghty) writes:

>Does anybody know if a US 1050 drive will work unmodified in the UK. Obviously,
>I will be using a UK power supply, but I reckon this will cause timing problems?
>Anybody know?

It will work, (probably not with some protected software),
It will revolve slower than usual, probably around 240 rpm insterad of 288.

>Dean Garraghty.

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
Contact me about "Droppin Knowlede"/"Shut em Down" 12"!!!! DOL-EP-1

~~~~~~~~~~~~~~~~

4118. 1050 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-21 14:48:43 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9210211448.AA17061@smithkline.com>
Source record: 109067

In response to Dean Garraghty's query about stock 1050's running on British voltage mains, it should not make any difference at all. The external power pak is only a transformer, it will drop the 220V mains down to the 9VAC the drive requires. European mains are typically 50Hz, but this will not affect RPMs as drive speed is NOT synched to the power line frequency. The 1050 uses a 2917 tachometer chip to set drive speed; it operates off the drive's internal DC bus. Any conditions that would drop drive speed to 240RPM's would render at 50% of software unuseable. I've experimented with this. Incredibly, I found some software on single-density disks that would still load at 230RPM, to the accompaniment of pauses & hiccups. Below 220RPM pretty much nothing will load.

I think the reason Atari placed oversize filter caps in the 1050 power supply was to ensure adequate filtering even at the lower line frequencies used outside North America. Many 1050's had 6800uF caps, which is overkill for the USA but probably saved Atari money in not having to manufacture a separate drive for foreign markets.

- BEN POEHLAND
The 8-Bit Alchemist
Now Become Editor (sheesh)

****

4119. Re: Stars demo n Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-21 15:52:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68133@cup.portal.com>
Source record: 109082

$.02 The Go_Dos() doesn't have to be called as a PROC, matter of fact, it may even be better if it isn't. You can just have the code block as the last line of your main(). We got in a discussion about this on CI$ once, main worry was clearing the stack since you have all the JSR's in any compiled Action! program. People were talking about the various JMP $E477 etc & someone came up with an elegant solution. It was just something simple like a TSX ??? ??? ??? but it escapes me at the moment.

4120. Re: anybody got a GEnie account?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-21 17:07:30 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct21.120733.13761@miavx1.acs.muohio.edu>
Source record: 109072

In article <92294.151446JJMCWILL@MTUS5.BITNET>, Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
> Rick Reaser mentioned some pretty interesting sounding articles in the last
> issue of Current notes, that are available on GEnie. Is there any gracious
> souls out there who could upload these file to the Archive for us
> Internetters? The files he mentioned were:
>
> 5944 Transkey modification (especially interested)
> 5952 A talking RELAX demo
> 5969 plans to make a MIDI interface for the 8 bit
>
> He also says there are some good Turbobasic programs on there.
> With this dialect of BASIC being the most popular and easily obtainable
> for today's 8 bitters, perhaps they deserve consideration for uploading
> to the I-net as well.

I'll try to have a look tonight!!

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 21-OCT-1992

4121. Re: zzzz STFIELD.ACT - Part 1/1

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-21 18:47:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68142@cup.portal.com>
Source record: 109083

```
Hey! As long as it doesn't look like this<g>.
void
main() {
struct{unsigned
a:2, b:3, c:4;}s;
unsigned row,col;char
ch;int x;char y;unsigned
z;void printf( )
; /* a lie but
harmless
*/ x=0 ;
/* x is
set to
zero*/row
=25;col=
80; if (
row+col>
-1)x++;ch=
'\xFF';if(
(unsigned)
ch==0xFF)
x++;z=2;
y=(z &
0x3)<<
7; if(
y)x++;
z =12;

if(z/
-1)x++;s.b
=0;if( s.b
>5) x++;z =
37;if(-z<0)
x++;printf(
"x=%d\n",
x );}
```

4122. 65XE & 1050 power supply info needed

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-22 10:29:11 UTC
From: troyer@finmark.nynexst.com
Message-ID: <TROYER.92Oct22102911@finmark.nynexst.com>
Source record: 109068

I have recently dug up my old 65XE and 1050. Luckily, I still have the I/O cable, but I don't have either power supplies for them. Could someone send me the pinout for the XE's power connector and the power requirements of the 1050? I recall talk of a hardware/technical FAQ out there - does this exist? Oh, I could also use the pinout for the 5-pin DIN A/V cable for I can't seem to find one of those in my cable archives.

Thanks in advance,
-Tom Royer
troyer@nynexst.com

4123. supermegahyper 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-22 10:34:26 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92296.053426JJMCWILL@MTUS5.BITNET>
Source record: 109065

Remember my fast coprocessor on the Parallel Bus Idea? Well, I haven't been getting too far with a theoretical design lately. I've gotten caught up in school lab reports, quizzes, and helping Ben Poehland with the Atari CLassics mailing list database. He and I spent a long time on the phone this weekend getting the database in order, we're using turbofile, he on a computer with multiple, 1.44meg floppies connected to his Black Box, me with one 720K drive and a 1 meg RAMDISK. ALl this RAM is good for something after all. Sorts took up to 4 times longer for BEN than for me.

Then Sunday we encountered this really nasty bug which took all the people whose first names begin with AV-BE, and wiped them out, replacing them with all the people whose names begin with N-NO or something. Pretty horrible... thank goodness for backups. Anyway, we all should be seeing Atari Classics darn soon.. as long as no more gremlins creep into Ben's house while he's sleeping... I think he mentioned wrapping up the database this weekend and printing all the labels.

You'll probably hear more about our mailing list experiences in a future installment of my column, including an in-depth look at Turbofile, and its companion word processor, Turboword+.

SO, not much time to think about 65816s and stuff. I've been lurking around on C.S.Apple2 lately, since they're really gung ho about 65816s and all sorts of other things. I ran into one guy who is working on designing a high-res display card for the Apples. It uses the TMS34010 chip from Texas Instruments. It's a pretty fancy chip, runs about $35.00 or so, (I think, his price quote was Canadian). He said all you need to talk to the chip is 16 locations on a bus somewhere. Well, gee, we've got all sorts of address space in $D1xx, the Parallel Bus hardware area. They use a 6502, so do we, their bus speed is 1mHz, ours is 1.79mHz, not many problems there. I'm gonna keep in touch with this guy.. see how things develop. I think I saw USA-Flex selling refurbished VGA greyscale monitors for like $80.00. You could really have fun with something like that... and later buy a VGA color monitor... if you wrote software for it of course.

If you're just interested in 80 columns, there is the 6545 chip. It outputs to a TTL monitor, Bob Woolley published a design back last year I think. I finally got data from Rockwell on this chip, and if Tom Hunt doesn't beat me go it (which he probably will) I plan on writing some E: drivers for a board based on Bob Woolley's design.

So what would you like to see... simple 80 columns.. real cheap, or should I also continue looking into the possibility of a higher resolution display card? It wouldn't emulate the regular Antic modes... you would probably end up needing two monitors.. one for 40 columns.. one for VGA graphics.

You would need software written to use the display card, like a drawing program, or something. I think an 80, or 132column E: handler could be written though... maybe AtariWriter 80, Turbofile, and turboword+ would work on it... only the display updates could be really fast.

Jeff McWillimas... who's looking for a more appropriate signature poem.

4124. RE: supermegahyper 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-22 10:56:00 UTC
From: jjmcwill@next2
Message-ID: <1992Oct22.105600.27180@mtu.edu>
Source record: 109066

Note my last post, I couldn't even spell my own name right.. just goes to show ya... when it's 5:30AM, don't try posting anything to USENET!

Jeff

4125. Digi-Studio in the US

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-22 12:56:40 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct22.125640.13867@aber.ac.uk>
Source record: 109069

It looks like I have a distributor for Digi-Studio in the US. We've just got to work out the details. This will happen in about a week when we have a live meeting in London. What I would very much like to know is:

1. Would anybody in the US now be interested in buying it?

2. How much would you be prepared to pay?

Don't forget the full version will come with a 50 page fully typeset and laser printed manual, and will come on at least 2 disks. This thing is huge if I might say so myself! On first estimates, it looks as though it will be expensive in the US, even if I give up most royalties on it. The manuals will cost a fortune to print, and then pounds have to be converted to dollars and so on. I would say that $30 is a rough estimate at this point. Is this too much?? I would be grateful for opinions on this by email. Thanks.

Dean Garraghty. djg0@aber.ac.uk

4126. Sega Controllers on the 7800?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-23 01:02:25 UTC
From: hgm@ncsu.edu
Message-ID: <hgm.719802145@news.ncsu.edu>
Source record: 109070

I'm tired of wrestling with these terrible "ProLine" controllers that came with the 7800. I've tried connecting my Sega Genesis Powerstick to the 7800, and it confused the 7800 so bad that it wouldn't get past the "Atari" logo.

Now, I can probably reverse engineer a simple gender bender type of plug to allow the Sega controller to work, but I'm hoping that someone has already done the hard work for me. Any takers?

--hal

--
hgm@ccvr1.cc.ncsu.edu "The trick is -- find a name for it.
Then you can sell it. End of the Revolution."

4127. RGB2GRX.ACT

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-23 05:59:54 UTC
From: phbill@cyberden.uucp
Message-ID: <Ji33sB1w165w@cyberden.uucp>
Source record: 109073

I've made a program to convert ColrView images into grey images (in both Gr.9 and Gr.15 modes (Gr.9's converted from 4096 color pics., Gr.15's from 64 color pics.)

It works rather well, but the program isn't that good. Add to it if you like, etc.etc. Be sure to keep my original credits in there, and add who you are, etc. to whatever stuff you add to the program... Also, add 0.01 to the version number when you update it.. Have fun!

(btw: reason for this program: difficulty (lack of code floating around) and HUGE size of ColrView image viewing. Also, it's a way of getting GIFs into 4-grey images. Just load them with Jeff Potter's APACView as ColrView15 images and then load up this program...)

I'll possibly post a UUencoded version of the .COM file for all of you Action!less users out there. :) If you're too impatient, get an Action!-owning friend to make a .COM version for you. ;)

```
... snip ... snip ... snip ... snip ...
; RBG2GRX.ACT (c) NBS 1992
; by Bill Kendrick

Card Sc,TempError
Byte Array Sn(7680),Name(120),Ext
Byte Dot,Gr

PROC Go_DOS()
; jump to DOS
[$6C$0A$00]

MODULE ; BLKIO.ACT
; io stuff
; (c) 1983 ACS
; Copyright (c) 1983
; by Action Computer Services (ACS)
;
; This software may be incorporated in
; other software packages providing
; that this copyright notice is also
; incorporated as well.
; version 1.0
; last modified February 24, 1984
BYTE CIO_status
CHAR FUNC CIO=*(BYTE dev, CARD addr,
size, BYTE cmd, aux1, aux2)
[$29$F$85$A0$86$A1$A$A$A$A$AA$A5$A5
```

```
$9D$342$A5$A3$9D$348$A5$A4$9D$349
$A5$A6$F0$8$9D$34A$A5$A7$9D$34B$98
$9D$345$A5$A1$9D$344$20$E456
$8C CIO_status$C0$88$D0$6$98$A4$A0
$99 EOF$A085$60]
CARD FUNC ReadBlock=*(BYTE dev,
CARD addr, size)
[$48$A9$7$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$6$85$A0$85$A1$68$60$68$20 CIO
$BD$348$85$A0$BD$349$85$A1$60]
PROC WriteBlock=*(BYTE dev,
CARD addr, size)
[$48$A9$B$85$A5$A9$0$85$A6$A5$A3$5$A4
$D0$2$68$60$68$4C CIO]
MODULE

Proc Smear(Byte OffSet)
; smear two images
Byte X,Y,CC,CC2
For Y=0 To 191 Do
OffSet=1-OffSet
For X=OffSet To 159/(Gr+1) Step 2 Do
PokeC(88,Sn)
CC=Locate(X,Y)
PokeC(88,Sc)
CC2=Locate(X,Y)
Color=(CC+CC2)/2
Plot(X,Y)
Od ; Next X
Od ; Next Y
Return ; Smear

Proc SetUp()
; choose screen
Graphics(31)
Poke(708,2)
Poke(709,8)
Poke(710,14)
Sc=PeekC(88)
If Gr=1 Then
Graphics(9)
Sc=PeekC(88)
Fi
Return ; SetUp

Proc MyOpen(Byte Cmd)
; open w/ extender
Close(1)
SAssign(Name,Ext,Dot,Dot+Ext(0)-1)
Open(1,Name,Cmd,0)
Return ; MyOpen
```

```
Proc MyError(Byte ErrN)
; error trap
Byte Temp
Print("Error ")
PrintB(ErrN)
PrintE(" encountered!")
Close(1)
PrintE("Press a key or [ESC] to quit.")
Open(1,"K:",4,0)
Temp=GetD(1)
If Temp=27 Then
GO_Dos()
Fi
Return ; MyError

Proc RGB2GrX()
; main
Byte TempB
Card Temp
TempError=Error
Error=MyError
Graphics(0)
PokeC(709,15)
PokeC(82,9984)
PrintE(" RGB2GrX v.0.0 By Bill Kendrick NBS 1992");the " RGB..0.0"is inverse!
PrintE("ColrView to grey screen converter.")
PutE()
PrintE("Enter filename. 'D:', etc. device")
PrintE("required. NO extender!")
PutE()
PutE()
InputS(Name)

PutE()
PrintE("Press [L] for 4096 color picture,")
PrintE(" or [G] for 64 color picture.")
Close(1)
Open(1,"K:",4,0)
Do ; Repeat
TempB=GetD(1)
Until TempB='L or TempB='G Od
Gr=0
If TempB='L Then
Gr=1
Fi

SAssign(Name,".",Name(0)+1)
Dot=Name(0)+1
SetUp()

SCopy(Ext,"R")
Ext(0)=1
```

```
MyOpen(4)
Temp=ReadBlock(1,Sc,7680)

SCopy(Ext,"G")
Ext(0)=1
MyOpen(4)
Temp=ReadBlock(1,SN,7680)
Smear(0)

SCopy(Ext,"B")
Ext(0)=1
MyOpen(4)
Temp=ReadBlock(1,SN,7680)
Smear(1)

Graphics(47)
Poke(708,2)
Poke(709,8)
Poke(710,14)
PrintE("Enter destination disk, press a key.")
Close(1)
Open(1,"K:",4,0)
TempB=GetD(1)
Close(1)

Graphics(47)
Poke(708,2)
Poke(709,8)
Poke(710,14)
If Gr=1 Then
Graphics(41)
SCopy(Ext,"GR9")
Else
SCopy(Ext,"G15")
Fi
Ext(0)=3
Sc=PeekC(88)
MyOpen(8)
WriteBlock(1,Sc,7680)
Close(1)

Do ; Repeat
Until Peek(53279)<7 Od
RGB2GrX()
Error=TempError
Return ; end

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!
```

4128. Re: supermegahyper 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-23 06:39:50 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Oct23.113951.13820@miavx1.acs.muohio.edu>
Source record: 109078

In article <92296.053426JJMCWILL@MTUS5.BITNET>, Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
> If you're just interested in 80 columns, there is the 6545 chip. It outputs
> to a TTL monitor, Bob Woolley published a design back last year I think.
> I finally got data from Rockwell on this chip, and if Tom Hunt doesn't beat
> me go it (which he probably will) I plan on writing some E: drivers for
> a board based on Bob Woolley's design.
>
> So what would you like to see... simple 80 columns.. real cheap, or should
> I also continue looking into the possibility of a higher resolution display
> card? It wouldn't emulate the regular Antic modes... you would probably
> end up needing two monitors.. one for 40 columns.. one for VGA graphics.
> You would need software written to use the display card, like a drawing
> program, or something. I think an 80, or 132column E: handler could be
> written though... maybe AtariWriter 80, Turbofile, and turboword+ would
> work on it... only the display updates could be really fast.

I would be more interested in a cheap 80 columns. That way I could add 80
columns to all the 8-bits I own. It would be faster than Atari's 80 coumns,
wouldn't it? And it would be compatible too?

BTW, what 80 column chip did Atari use?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 23-OCT-1992

4129. Re: Bill's Stars

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-23 16:37:51 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Oct23.163751.15121@ucsu.Colorado.EDU>
Source record: 109074

In article <3uZysB3w165w@cyberden.uucp> phbill@cyberden.uucp writes:
>snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>> PROC Go_DOS() ; no "RETURN" is needed since we just go to DOS from here
>> [$6C$0A$00]
>>
>> Just a jump to dosvec... Just add one more command after the until loop
>> calling Go_Dos and you'll exit cleanly to dos.
>
>I'll take it this works for ALL DOSes?? (.. :) .. I always try to make
>my programs compatible with EVERYthing out there..)
>thanx

Of course it does - that's a vector JMP instruction to jump through the
vector address in DOSVEC (location $000A, 10 decimal).

--Michael

Michael Hill <>< Isaiah 9:6 | "Outside your door He is waiting, waiting for
hill@spot.Colorado.EDU | you/ Sooner or later you know He's got to
| come through/ No hesitation and no holding
University of Colorado@Boulder | back/ Let it all go and you'll know you're
$ mv net.flames /dev/null | on the right track" --Kansas, "Hold On"
-------------------------My boss is a Jewish carpenter!-----------------------
Did you ever notice that everybody in favor of abortion has already been born?!

4130. Where are the archives?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-23 18:11:31 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.48.719863891@kilcom1.ucis.dal.ca>
Source record: 109075

Hi everyone,

Does anyone know where the atari archives have been move to?

Later..

<<<

4131. Re: Where are the archives?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-23 22:11:47 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1c9tb3INNrdq@usenet.INS.CWRU.Edu>
Source record: 109076

In a previous article, kspeicht@kilcom1.ucis.dal.ca (Kevin F. Speichts) says:

>
> Hi everyone,
>
> Does anyone know where the atari archives have been move to?

At this moment my site says atari.archive.umich.edu is 141.211.164.8.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4132. DosVec

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-24 02:12:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct24.021235.19117@cs.tulane.edu>
Source record: 109077

Hay Bill, a jump through DosVec (Hex $000A) will always return you to Dos.

"Start vector for disk software."

"This is the address Basic jumps to when you call up Dos. It can be set by the user to point to your own routine, but reset will return DosVec to the original address. To prevent this, Poke 5446 with the LSB and 5450 with the MSB of your vector address and resave the Dos."

Now, if you've compiled Stars3d.act, you know that hitting the Start key will not cleanly return you to Dos... Stars3d leaves a VBI laying around... You must clear this VBI before Jumping to DosVec.

(BTW, the above is from Mapping the Atari By Ian Chadwick, Yeah I know you already know that but ya gotta give credit where credit is due.)

Mike...
WBUG Atari Archive
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

4133. Stars demo n Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-24 02:35:49 UTC
From: phbill@cyberden.uucp
Message-ID: <eqN5sB4w165w@cyberden.uucp>
Source record: 109079

OoooooOooOooh! Thanx for that demo! Can't wait to see that! (as well as chop it into teeny tiny bits! (get it? bits!? haha..sorry))
Thanx again!

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4134. Re: Bill's Stars

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-24 17:06:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68324@cup.portal.com>
Source record: 109080

Some of my post have been disappearing, but... you don't have to make the Go_Dos into a procedure, you can just have the code block [$6C $00 $0A] as the last line of your code vs RETURN. Somebody on CI$ posted a cure for this, it was just a simple code block at the start & end of your program to get the stack pointer (I think?) pointed to the right entry. I can't recall the routine, but it was by popular acclaim , the best way to do it. A lot of us put code on the bottom of page one, so if you had a routine that was called a number of times the stack would eventually grow down & trash it. I'll look around & see if I can find it.

4135. Re: Bill's Stars

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-24 17:12:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68325@cup.portal.com>
Source record: 109081

BTW: I think I may have [$6C $00 $0A] when I should'a [$6C $0A $00] <g>.

4136. Re: RE: supermegahyper 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-24 18:43:31 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <68328@cup.portal.com>
Source record: 109085

Jeff McWilliams mentions, among other things, the possibility of a Parallel Bus card containing a TMS34010 graphics controller chip, as an external graphics enhancement subsystem for the Atari 8-bit. Hear, hear! I've been working for a year or so now with a graphics board (for a DEC VAX) that uses the TMS34010's big brother, the TMS34020, and it's very nice! It's essentially a complete CPU optimized for graphics, and there even exists a standard set of graphical-primitive routines ("TIGA") for it. I imagine there'd be some expense involved in licensing TIGA or duplicating its functionality in custom-written TMS340x0 code, and you'd also (probably) need a colormap chip and a hefty slug of VRAM (video RAM), and I don't know what that would do to the PRICE of such a board. Maybe I'm wrong, but I wouldn't expect a several-thousand (or even several-hundred) -dollar add-on graphics board to be a big seller in the Atari 8-bit market... It'd perform like a mother though. ;-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4137. Video Blitz Demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-24 21:12:34 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Oct24.211234.26081@cs.tulane.edu>
Source record: 109084

Just sent to the Archives, vblitz.arc. Video Blitz is a graphics demo for the Glendale Atari show of 87. Requires 128k to run as it stores bitmapped immages in high mem then page flips to sim. motion. Really a nice demo.

Mike...
WBUG Atari Archives
Louisiana

BTW (because we're talking about Action!) I've just included the code blocks for Go_Dos, SetVBV, DLI etc with my runtime package... I never again have to think about recreating the code and its always there if I need it. (plus leaving it named as a proc makes it easy to debug...)

4138. RE: supermegahyper 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-25 06:35:49 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92299.013549JJMCWILL@MTUS5.BITNET>
Source record: 109086

Chris,

Yes, words of wisdom. TI wants $40.00 for the databooks for the
TMS34010... which include all sorts of goodies in them.
I'm gonna have to wait on those books.. so this is ANOTHER of those
long term projects. (darn). Knowing nothing about the TMS34010,
what it includes and what it doesn't, it sounds like you may be right
about the cost of the board.
The amount of VRAM would depend on what resolutions and colors
you want out of the thing.
This guy I've been communicating with on the Apple board seems to
know what he's talking about, and already has the databooks and a chip
or two. Since I've currently got nothing but time... I'm gonna see what
he comes up with... he said if the design is successful, he'd probably
borrow me the schematic, and from there I (we) could adapt the
interface to be PBI compatible instead of Apple port compatible.
If his card goes commercial, he won't be able to give me any
code used on the card though.

Like I said, the TI chip will probably run about $35.00,
probably figure some bucks for the VRAM, and all the other support
chips. I don't even know if, at the speed the 34010 runs (20 mHz??)
if you can get away with wirewrapping the board.. or point to point
soldering. Of course, it would be cool to have enough people interested
to have a place like CSS produce the boards commercially for us.

Jeff

4139. Re: zzzz STFIELD.ACT - Part 1/1

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-26 01:18:50 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Oct26.011850.18480@ra.msstate.edu>
Source record: 109087

HA, Ha! ...
8-)

John

--

_____________ _------_ |||IBM & | EE majors Do it Best 8-)
--------\\ ] ~-______-~ |||Atari |~~~~~~~~~John D. Zitterkopf~~~~~~~~~~~~~~
(~~~~~\\|_(__ ~~ / | \Rules!jdz1@ra.MsState.edu jdz1@MsState.bitnet
______| (/ | \ |AOL: zitt@aol.com jdz1@isis.MsState.edu

4140. "*** FORSALE Atari system $200 ***"

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-26 13:49:59 UTC
From: "D.C.I." <U27554@uicvm.uic.edu>
Message-ID: <92300.074959U27554@uicvm.uic.edu>
Source record: 109088

Since, my friend doesn't how to use this system and it will take some time teaching him. I'm posting this for him.

Atari 800XL w/ Atari Dos 3.0
Atari Disk-Drive
Sanyo B/W 13" T.V. set
GE TPX-8100 dot matrix printer
plus "Paper Clip" wordprocessor, joystick, and all the manuals.

Asking price $200 plus shipping or best offer.

Please note, items will not be seperated.

You can either e-mail to him at u17611@uicvm.uic.edu, which his name is "Gregory Smagala". If, you want a faster response. Please e-mail to the address below.

Wilson L.

@@@

4141. Digi-Studio in the US

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-26 15:14:42 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9210261514.AA24369@smithkline.com>
Source record: 109089

I think $30 is a reasonable price for a high-quality professional software package (well, it's actually better to ask $29.95, in the style retail trade).

For comparison, last year's ChromaCad program- the most recent commercial release I'm aware of- consisted of two separate packages that sold for $29.95 each. Now the combined package is selling for $29.95. Each module in Chroma-Cad consists of a professionally bound/printed manual plus one or 2 disks.

An independent review in Atari Classics would make interesting reading if we were to receive a copy of the program from the US distributor....

- BEN POEHLAND
Managing Editor
ATARI CLASSICS

****

4142. 80 Column Video

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-26 15:25:22 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9210261525.AA24413@smithkline.com>
Source record: 109090

In response to the posts by Jeff McWilliams & Ryan Collins, Jeff's 80 column video ideas are extremely interesting & I hope he will pursue at least some of that in Atari Classics. A cheapie DIY 80-col display to start, then VGA if it looks feasible for the weekend solder-jockey.

The video driver chip in the XEP-80 is the montrous 48-pin NS-405 or 455 (Atari used both in production units). Dadblammitall, I haven't been able to find a source for this chip ANYWHERE & don't even know if it's still in production. It was made by National Semiconductor. Many people think this chip is another custom LSI like ANTIC, etc. Not true! It's an off-the-shelf chip, which makes my inabilty to second-source it all the more annoying.

Over a 7-month period in 1991 I engaged in a titanic struggle with National to obtain specs on the NS-405/455. I was finally successful only after I gave up doing things honestly & starting telling them pitiful tales & huge lies. As far as I'm aware they didn't print specs on this chip in any of their usual databooks. One of the Alchemist projects I had under deverlopment while I was still at Current Notes was an 80-column TTL driver run off the XEP-80. According to the chip specs it IS theoretically possible. I'm not familiar with Bob Woolley's design but would be most interested to see what he did. The main point of design constriction there is whether some sort of buffer would be needed to drive the monitor inputs without blowing up the NS-405.

BTW, Jeff's comments about Atari Classics & our TurboFile database are right on. This past weekend was most productive, AC will be going out on time (I'll post a separate Bulletin the next day or so). There was enormous slaughter of gremlins, a graveyard crew is still shoveling their mutilated disgusting little corpses out from under my 800XL & the new 20meg hard drive AC's circulation database resides on (whew!). TurboFile is a real gas, bummer those MicroMiser people quit supporting it.

_ BEN POEHLAND
The 8-Bit Alchemist

****

4143. ATARI CLASSICS: On Time, On Schedule

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-27 00:44:31 UTC
From: poehland%phvax.dnet@SMITHKLINE.COM
Message-ID: <9210270044.AA28272@smithkline.com>
Source record: 109091

********** A T A R I C L A S S I C S **********

pdate update update update update update update update update update update upd

I was just thinking of the lines from a dumb train song:

"Let me tell you the story of Old 49
The fastest engine on the Santa Fe Line:
In April of '44 she made her made her wild dash,
She made it on time and she did not crash."

Well, not much drama there!

And I'm pleased to say, that's pretty much how it is with Atari Classics. With absolutely invaluable assistance from Jeff McWilliams (he saved my butt, & probably saved the magazine), I completed the print run of mailing labels for the Premier Issue this past weekend. They are now on their way to our Publisher by 2nd Day Air, & distribution of the magazine will commence this week barring unforseen catastrophes.

It looks like the mass mailing of our free Premier Issue will go out to just under 800 people.

As result of our activities at the WAACE Fest, subscriptions are now trickling in, about 25 I think. I'm very encouraged that 75% of paid subscribers so far are going for the disk as well.

Our Advertising Editor, Dr. Roland Herman, just informed me last week that the ad blitz we are conducting to solicit commercial advertising is in full swing. Approximately 70 letters were sent out to the vendor community to let them know we exist & that our commercial ad rates are a bargain.

So, now that our mass mailing is in the works, does that mean you can't get your free copy of our Premier Issue? NOT AT ALL! We still have several hundred issues not spoken for. Those are sitting in my living room, I'm dying to give them away! Send your postal mailing address to:

ATARI CLASSICS
179 Sproul Road/Rt. 352
Frazer, PA 19355
ATTN: B. Poehland, Mging. Ed.

We will continue to distribute free copies of the Premier Issue until the mailout of Issue #2 in January 1993 or until they run out, whichever happens first. Get 'em while they're hot!

And, for everyone who's been dying to press money into our hands in return for a subscription, let me assure you we are AT LAST accepting money!

This thing is FOR REAL, people. There's a subscription form on the last page of the Premier Issue, we take credit cards & everything.

And all of you who were on the Internet a year ago when this AC movement began- & who participated in the Mail Campaign- give yourselves a big pat on the back. Without your support, & the 615 folks who responded to the Campaign, we would be nowhere. A year ago our community was in total disarray. It is we ourselve who have given our community something at last to look forward to. We are our own future, & Atari Classics is the expression of our collective desires.

This will probably be the last Update/Bulletin type thing I'll post. From this point forward the magazine will either be carried to ultimate success by the user community that gave it birth, or it will fail if the user community turns away. You'll all get a chance to vote in November (pun intended!).

A few curious notes. Rick Reaser, the 8-Bit Editor of Current Notes, was Paid Subscriber #1. Myself, I came in a tad slow at #24. We both took the disk.

And, I'm hoping, the rest of you will follow our example.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS

****

4144. Re: New terminal!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-27 11:52:03 UTC
From: ichamiel@nyx.cs.du.edu
Message-ID: <1992Oct27.115203.17945@mnemosyne.cs.du.edu>
Source record: 109092

In article <2RcRsB1w165w@cyberden.uucp> phbill@cyberden.uucp writes:
>My God! YOU're working on a terminal, too!?

Yes I am, but not a VT52 40-col like BT, but a VT100 kinda like Omnicom
and K65, building on their featuresz and fixing annoyances I found in them.
For example, you can choose block cursor or line (2-scan-line-height)

>Here's what you wanted to know (at least #2): To determine whether the

Thanks!! but still, I don't know how to A) detect Break and B) xmit
a BREAK (long SPACE) without closing the R: port.

>I also may add a simple game to play during terminal mode (and maybe

Whoa... how DO these guys get such ideas.... Na, mine won't have em, it's big
enough as it is !!!

>Have fun Itay.... did I ask already?- are you doing file xfer?
>and what language are you programming in (assembly, no doubt :))...

No file-xfer in ver 1, but the foundations do exist for adding it.
I'll ask around for Kermit code, when my current Term-only prog is debugged.
In assembly, of course!! VT100s need top speed to function better than all
the rest!! :)

-Itay

4145. P.D. Catalogue

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-27 14:41:35 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct27.144135.20103@aber.ac.uk>
Source record: 109093

I have just put a text version of my full PD catalogue on the archive. It is currently in New and is called pdlist.txt. It contains a listing and descriptions of all 150 disks in my PD library here in the UK. It also includes prices and ordering instructions for the UK and US. If you don't have access to the archive, then email me and I'll mail you a copy of the catalogue.

Dean Garraghty. djg0@aber.ac.uk

4146. Atari 2600 cartridges &hardware, Sears Video Arcade II (long list)

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-27 19:46:41 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00962B8F.139EF2A0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 109094

Atari 2600 base machine -- traditional design
Atari 2600 base machine -- Jr. (smaller, more recent design)
Sears Video Arcade II - a greatly improved Atari 2600, looks similar to the
7800 , with top-panel push buttons and red LEDs.
plays 2600 catridges, includes Sears Video
Arcade 2 joystick/paddle combo. Also accepts all
Atari-compatible joysticks and paddles.
2 Atari joysticks
Better joysticks compatible with the Atari 2600
a pair of paddle controllers
Keyboard controller
Keyboard Controller pair
One case for holding Atari cartridges, black plastic, with push-levers that
eject out desired cartridge
Atari dust cover with Atari logo on it

CARTRIDGES-
Decathlon
Barnstorming
Smurf
Tron Deadly Discs (Disney)
Venture (Exidy)
Journey Escape (Data Age)
Battle Zone
Freeway
Skiing
Keystone Kapers
Copper Command
Ice Hockey
Pressure Cooker
E.T.
Pele's Soccer
Frogger
Star Raiders
Pitfall
defender
Astroids
Homerun
Donkey Kong
Space Invaders
Outlaw
Combat
Pole Position
Demon Attack

Pac Man
Ms. Pac-Man
Activision Kaboom!
Crystal Castles (Bentley Bear's A-maze-ing Adventures)
Jungle Hunt
Berzerk

4147. Atari 2600 cartridges &hardware, Sears Video Arcade II (long list)

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-27 19:48:51 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00962B8F.60E90500@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 109095

I forgot to mention that the items in the list I have just posted are for sale, please feel free to make a reasonable offer on any items from the list that interest you... Please respond via e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call nights (804) 293-8973. Thanks!

4148. T.V. adapter for 1200 needed!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-27 21:56:09 UTC
From: duke@net6.ics.uci.edu
Message-ID: <2AEDBAF9.13174@ics.uci.edu>
Source record: 109096

I am looking for a cable to hook up my Atari 1200 to a color t.v.

Anyone with one for sale or knows where to get one, please please reply!!

--
Duke P. Hong
duke@valentine.uci.edu

4149. Re: DosVec

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-28 00:03:55 UTC
From: anyone@cyberden.uucp
Message-ID: <9cVBTB6w165w@cyberden.uucp>
Source record: 108906

snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

>
> "Start vector for disk software."
>
> "This is the address Basic jumps to when you call up Dos. It can be set by t
> address. To prevent this, Poke 5446 with the LSB and 5450 with the MSB of yo
> vector address and resave the Dos."

Way cool.. why didn't I notice that little ditty before! :)
(fun fun fun!)

| / |\
| H E \ Y B E R |/ E N [anyone@cyberden.uucp]

4150. Re: zzzz STFIELD.ACT - Part 1/1

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-28 00:07:07 UTC
From: anyone@cyberden.uucp
Message-ID: <kiVBTB7w165w@cyberden.uucp>
Source record: 108905

Definitely one of the more interesting program listings >I<'ve ever seen!
phbill

```
_____________________________________________________________________________
| / |\
| H E \ Y B E R |/ E N [ anyone@cyberden.uucp ]
```

4151. Re: T.V. adapter for 1200 needed!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-28 00:56:24 UTC
From: jjmcwill@next2
Message-ID: <1992Oct28.005624.12001@mtu.edu>
Source record: 109097

In article <2AEDBAF9.13174@ics.uci.edu> duke@net6.ics.uci.edu (Duke P. Hong) writes:
> I am looking for a cable to hook up my Atari 1200 to a color t.v.
>
> Anyone with one for sale or knows where to get one, please please reply!!
>
>
> --
> Duke P. Hong
> duke@valentine.uci.edu
Duke,

What you need is a regular RCA-RCA cable and one of those TV Game boxes that come with Nintendos, Atari 2600 machines, etc.
You should be able to find both of these at Radio Shack, or maybe even Kmart.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
This fell sergeant, death, Is swift in his arrest..

4152. Will some kind sole please supply info...

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-28 09:15:05 UTC
From: troyer@finmark.nynexst.com
Message-ID: <TROYER.92Oct28091505@finmark.nynexst.com>
Source record: 109099

Hello all,

I posted here before but did not receive any response. I am looking for the pinouts for the a/v connector and power connector on a 65XE, and the power requirements for the 1050. If anyone has this info, please mail it to me - I would very much like to get my 8bit up and running again. Someone mentioned a technical FAQ of some sort I think - this would be helpful as well.

Thanks in advance,

-Tom Royer
troyer@nynexst.com

4153. P.D. Catalogue again!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-28 13:35:44 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Oct28.133544.19411@aber.ac.uk>
Source record: 109098

The P.D. Catalogue I mentioned yesterday has been moved into the Djg directory on the archive. If you want a copy, but don't have access to the archive, then please mail me, and I'll email you a copy.

Dean Garraghty. djg0@aber.ac.uk

4154. 800XL - Graphics

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-28 15:53:36 UTC
From: greyrat@opal.cs.tu-berlin.de
Message-ID: <1992Oct28.155336.21547@cs.tu-berlin.de>
Source record: 109100

Hei !!!

Well I'm searching for some details about the Atari 8bit - Graphics like :
Is there a standard-format of this pictures (like .GIF on PC or Koala
on c64), does the 800Xl use more than one bitmap or one bitmap plus a
color table and so on ...

If anyone knows something about it or if there's some literatury about
it, please contact me at : greyrat@cs.tu-berlin.de

ciao,
Greyrat !!!

4155. New 7800 & 2600 cart sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-29 21:22:13 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Oct29.212213.5877@news.ysu.edu>
Source record: 109101

CLOSEOUT CARTRIDGES
(*-DENOTES NEW CARTS ON LIST)
New Atari 2600 and 7800 cartridges $1.50 to $3.50 each. Still in sealed packages.
Leave e-mail to this message if interested.

7800 Serial # Price
---- -------- -----
*Barnyard Blaster cx7849 SOLD OUT
*Basket Brawl cx7880 3.50
*Choplifter! cx7821 3.50
*Food Fight cx7804 3.50
*Galaga cx7805 3.50
*Impossible Mission cx7832 SOLD OUT
*Midnight Mutants cx7889 SOLD OUT
*Planet Smashers cx7868 3.50
Ace of Aces cx7846 3.50
Asteroids cx7802 3.50
Ball Blazer cx7815 2.50
Centipede cx7801 2.50
Crack'ed cx7836 3.50
Crossbow cx7844 3.50
Dark Chambers cx7837 2.50
Dig Dug cx7803 2.50
Donky Kong cx7848 SOLD OUT
Donky Konk Jr. cx7849 3.50
Fight Night cx7851 2.50
Hat Trick cx7829 3.50
Jinks cx7857 3.50
Joust cx7806 2.50
Karateka cx7822 1.50
One on One BasketB. cx7824 3.50
Pole Position II cx7808 3.50
Robotron:2084 cx7809 3.50
Touch Football cx7823 2.50
Tower Toppler cx7856 3.50
Xevious cx7818 2.50

2600 Serial # Price
---- -------- -----
*Circus Atari cx2630 $3.50
*Defender II cx26120 3.50
*Midnight Magic cx26129 3.50
*Millipede cx26118 3.50
*R.S. Tennis cx2680 2.50
*R.S. Volleyball cx2666 3.50

*Sentinel cx26183 3.50
*Super Baseball cx26152 3.50
*Warlords cx2610 3.50
*Xnophobe cx27172 3.50
Asteroids cx2649 3.50
Battle Zone cx2681 2.50
Centipede cx2676 3.50
Crossbow cx26139 3.50
Crystal Castles cx26110 3.50
Desert Falcon cx26140 2.50
Double Dunk BasketB.cx26159 2.50
Galaxian cx2684 3.50
Graviar cx2685 3.50
Jr. Pac-Man cx26123 3.50
Kangaroo cx2689 3.50
Moon Patrol cx2692 3.50
Ms. Pac-Man cx2675 3.50
Pole Plsition cx2694 3.50
Q*Bert cx26150 3.50
Realsports Baseball cx2640 2.50
Realsports Football cx2668 3.50
Secret Quest cx26170 3.50
Solaris cx26136 3.50
Space Invaders cx2632 3.50
Sprint Master cx26155 3.50
Super Breakout cx2608 3.50
Super Football cx26154 3.50
Vangard cx2669 3.50
Venture cx26135 3.50

Orders of 1-7 carts you pay shipping
8+ carts same as 7 carts
All orders COD or send Money Order for total plus $3/1-3 carts; $6/4-7 carts.
Specify Parcel Post or UPS.
Please send e-mail [R]eply to ab588@yfn.ysu.edu or
Order from:
Joe Sabatino
31 Skoplee Ave
Girard, OH 44420-3308
--
Joe Sabatino-->ab588@yfn.ysu.edu

4156. Re: Will some kind sole please supply info...

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-29 22:34:56 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68605@cup.portal.com>
Source record: 109102

OK, but I don't own a 65XE so I'm guessing it's the same as a 800XL.
Looking at din connector:

7 6
3 1
5 4
2
[6,1,4]=> 5 volts
[7,3,5,2] & shell=>ground
If you cut your own supply, it should do at least 1.2 amps.
The 1050 takes a 9VAC supply that can deliver 31VA. You may be able to sub something in the 12VAC range since it has it's own regulated supply within the drive. Video... last time I replied to this, I had someone jump on my case<g>.
N
3 1
5 4
2
3=>audio, 1=>composite lum, 4=>composite video, 2=>ground, 5 NC

4157. SIO Chip

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-29 23:57:42 UTC
From: at847@cleveland.Freenet.Edu
Message-ID: <1cptpmINNq08@usenet.INS.CWRU.Edu>
Source record: 109103

Which chip (name and number) controls the SIO port? I believe mine's
gone bad. I can't boot off of my 1050 and SIO2PC will only boot
the first time the 800 is powered up, after that it doesn't respond.
It's a stock 800, by the way, if that makes any difference...
Jeff

4158. Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-30 01:12:50 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Oct30.011250.11803@dartvax.dartmouth.edu>
Source record: 109104

I'm interested in writing an emulator for the 800. I don't have much free time, so I'm not sure if I'll ever get it done, but...

I figure it should be really easy to write a 6502 emulator in C. The CTIA (or, if I get ambitious, GTIA) emulator would be a bit more work and system dependent (I'm thinking of doing it for VGA or possibly X). For now, I'm not even thinking about sound.

I'm aware of the copyright problems associated with copying the OS, so I would design the system to intercept legal (and common) calls and call C functions that would be part of the emulator. If I get really ambitious, I could even intercept calls at a higher level and provide DOS functionallity without loading DOS.

I have a few questions:

1. I understand that much of this work has been done before, but can't be released because of copyright problems. Could parts of it be released to be integrated into this project?

2. Would other people who are familliar with C be interested in helping write portions of this project? Besides the graphics, the biggest part of the task will be writing all the OS routines in C.

And no, I'm not committing myself to doing this. It's something that I would like to do, and I have a lot of design ideas for it, but getting my Ph.D. work done is by far my highest priority.

--PC

--
"And he [Christopher Robin] respects Owl, because you can't help respecting anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

4159. Re: New terminal!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-30 08:55:57 UTC
From: phbill@cyberden.uucp
Message-ID: <yB0FTB1w165w@cyberden.uucp>
Source record: 108911

ichamiel@nyx.cs.du.edu (Itay Chamiel) writes:

> Thanks!! but still, I don't know how to A) detect Break and B) xmit
> a BREAK (long SPACE) without closing the R: port.
>

Exactly why would one want to send a [Break]????

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4160. Re: T.V. adapter for 1200 needed!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-30 08:57:53 UTC
From: phbill@cyberden.uucp
Message-ID: <7e0FTB3w165w@cyberden.uucp>
Source record: 108913

duke@net6.ics.uci.edu (Duke P. Hong) writes:

> I am looking for a cable to hook up my Atari 1200 to a color t.v.
>
> Anyone with one for sale or knows where to get one, please please reply!!
>

Well... with the 1200xl you can hook it up to a TV one (or even both! :)
) of two ways....

"Switch Box" - all you need here is a simple RCA-style plug and a switch-
box (available at the local Radio Shack store) and pos-
sibly an antannea(sp!?)-to-cable converter (simple little
peice of plastic and metal that has the screws for ant.
wires, and a plug to hook it up to cable.)
This set-up all depends on how you have your TV set-up
already, and what type of switch-box you get. (btw: switch
boxes are also called "TV/Game Selectors".)

or

"Monitor" - here you require a monitor or TV that has the two RCA (video
and audio) ports. Then you have to get (or make) a monitor
plug to fit in the "monitor" port in back of the 1200xl. The
Commodore 64 monitor plug works great. If you have it set up
this way, you'll most likely just need to hit the TV/Video or
TV/VCR button on your TV (or VCR!) to select the computer,
rather than changing the TV to channel 3 (or 2, depending on
how you have the switch on the back of the 1200xl set) and
then reaching in back for that crude little switch-box. :)

Anyways... hope you understand that (it's late!) later

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4161. Re: 800XL - Graphics

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-30 09:04:14 UTC
From: phbill@cyberden.uucp
Message-ID: <RP0FTB4w165w@cyberden.uucp>
Source record: 108912

greyrat@opal.cs.tu-berlin.de (Daniel Krajzevicz) writes:

> Is there a standard-format of this pictures (like .GIF on PC or Koala
> on c64), does the 800Xl use more than one bitmap or one bitmap plus a
> color table and so on ...
>
> If anyone knows something about it or if there's some literatury about
> it, please contact me at : greyrat@cs.tu-berlin.de
>

Well... there are many different formats out there that the Atari can
read, and a few it can write. These include:

GIF R/W
IFF R(/W? never seen in tho)
PI? R (those ST formats)
PI9 R/W (256 color APAC pictures)
PZM R/W (256 color hi-rez APAC pictures...also ".ILC")
RLE (R/W? they'd seem simple enough...)
PIC R/W (these are usually the compressed (most commonly known as
"Koala-style") bitmapped pictures, also ".KOA")
GR9 R/W (this is the graphics 9 (grey) images)
PIC R/W (confusing... "PIC" is also sometimes used for normal Graphics
7 (160 x 96 x 4) and 7.5 (7+, or 15) (160 x 192 x 4) pictures.
I personally name them ".GR7" and ".G15")

There're many more out there... again, the most commonly used are the
PIC and GR9 files. The formats from other systems include
GIF - >the< standard
IFF - ILBM Amiga files
PI? - Atari ST's (I'm not sure of all of the ST formats readable by
8-bits)
RLE - if these exsist... these are great for sending online... I dunno
too much about them, but thier format is so simple it's sickening..

The only types of non-Atari files (that >I< know of) that can be made are
GIFs, but these can only be made out of 320 x 192 x mono, 160 x 192 x 4
color, and 80 x 192 x 16 grey images. (no 256 color GIFs to show
off...darn)

Oh, I almost forgot!!... another wonderful format is the ColrView format.
These files are saved as 3 seperate files (although I mentioned to the
programmer, Jeff Potter, that it'd be just as simple to have one single
file and have the 3 parts appended to each other..) These are named
".R", ".G", and ".B" (and if ColrView ever works with single files, I'll
suppose they'd be called ".RGB"! :)). Anyways...these are loaded up as

either 160 x 192 x 64 color or 80 x 192 x 4096 (you heard right) color screens. VERY impressive. Now if we could only make GIFs out of THESE!! 8^)

I hope I helped a little. THe most standard ways of saving/loading Atari files is to have the 7680 (or 3840) bytes of graphics data (to be sent directly to screen memory) and then the background color (to be sent to location 712), and the 3 other pallette colors (to be sent to locations 708 thru 710).

Have fun....

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4162. Re: Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-30 19:10:42 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.12.720472242@ibm3090.rz.uni-karlsruhe.de>
Source record: 108908

In article <1992Oct30.011250.11803@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:

>I'm interested in writing an emulator for the 800. I don't have much free
>time, so I'm not sure if I'll ever get it done, but...

>I figure it should be really easy to write a 6502 emulator in C. The
>CTIA (or, if I get ambitious, GTIA) emulator would be a bit more work and
>system dependent (I'm thinking of doing it for VGA or possibly X). For
>now, I'm not even thinking about sound.

BTW: I've got an APPLE][emulator for the IBM-PC. It emulates the 6502 processor and it does it perfectly. I think it would be a great idea to look at this emulator first and to see how others do it.
This emulator can be found on many FTP archives like SIMTEL par example.
If you can't find it get back on me and I'll send it to you.

Marek Tomczyk

4163. Has anyone Solved Sorcerer?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-30 20:23:12 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.58.720476592@kilcom1.ucis.dal.ca>
Source record: 108909

Has anyone solved Infocoms Sorcerer? If so how do you open the
trunk? Any other additional hints would be appreciated. Thanks..

<<<

4164. Re: Stars demo n Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-30 21:00:19 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Oct30.210019.27662@ucsu.Colorado.EDU>
Source record: 108907

In article <68133@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>$.02 The Go_Dos() doesn't have to be called as a PROC, matter of fact, it
>may even be better if it isn't. You can just have the code block as the
>last line of your main(). We got in a discussion about this on CI$ once,
>main worry was clearing the stack since you have all the JSR's in any
>compiled Action! program. People were talking about the various JMP $E477
>etc & someone came up with an elegant solution. It was just something simple
>like a TSX ??? ??? ??? but it escapes me at the moment.

Actually, LDX #$FF TXS will reset the stack pointer.

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't be afraid, He has risen/ He's not here,
hill@spot.Colorado.EDU | why are you trembling with fear/ Just as He
| told you, just as He said/ They could not
University of Colorado@Boulder | stop Him, He is not dead! He's the Messiah"
$ mv net.flames /dev/null | --Bloodgood, "The Messiah"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!

4165. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-31 08:35:28 UTC
From: dam1@ra.msstate.edu
Message-ID: <1992Oct31.083528.18832@ra.msstate.edu>
Source record: 108910

I have finally decided to sell my Atari 8-bit system,
it includes the following: (this is an updated list)

Hardware - 1050 Disk Drive with US Doubler
1020 color pen plotter/printer

Accessories - 5 joysticks
1 set of paddles
1 ICD printer cable
1 ICD modem cable

Software on disk - SpartaDOS 3.2d
Bank Street Music Writer
The Converter version 1.51
Paper Clip
Print Power
The Print Shop
RAMbrandt version 2.0

Games on cartridge - Asteroids (no docs)

Games on disk - Alternate Reality - The City
Alternate Reality - The Dungeon
Artic Antics
ballblazer
Boulderdash Construction Set
Chessmaster 2000
David's Midnight Magic
F-15 Strike Eagle
Hacker
Jawbreaker
Jewels of Darkness
Leaderboard Dual Pack
Master of the Lamps
MRCA Mach 2
Pinball Construction Set
Quest of the Space Beagle (no docs)
Silicon Dreams
Tail of Beta Lyrae
Temple of Apshai Trilogy
Gateway to Apshai
Trail Blazer

Books - Basic Atari BASIC
De Re Atari
Mapping the Atari, revised version (includes XL stuff)

Magazines - ANALOG Computing issues 44, 45, 46, 49 (7/86, 8/86, 9/86, 12/86)
Antic: May, July, Aug/1985
May*, June, Dec*/1987
Feb, Apr, Nov*, Dec*/1988
* these issues include the disk

Except as noted, all hardware is in great condition and all software
includes documentation.

I also have over 50 dd/ds SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439
Miss. State, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Danny Martin : dam1@Ra.MsState.Edu

4166. Moving stars in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-31 08:39:01 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <720561884.F00001@tdkt.kksys.com>
Source record: 108915

Thats got to be one of the easiest things to do. Me and a friend worked on a program to do that and wh did it with DLI's instead of VCOUNT. No one ever told us how it was done either but I knew it was something simple because you see it in an aufull lot of games. I used A code block for the DLI in mine. Both me and my friend use Action too. I hav'nt yet got into any of these Action disscutions but I figured I would now.

Id also like to tell all you people who overuse the Poke() procedure to stop doing it. There are better ways. for example, defining veriables to memory locations and using Pointers and arrays are better looking and most inportantly, they are faster, probably alot faster than that damn Poke(). Also, Pointers can be used to pass many variables from one procedure to another(actually this would pass the location of the local variable table in the passing proc.) as oposed to just passing a bunch of them in the normal manner(action! will actually pass all of them) which consumes more proccesing time. I didnt explane very good how you pass vars with pointers did I? Maybe next time.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4167. What about speeding up the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-31 15:57:36 UTC
From: Bill Mentink <U55060@uicvm.uic.edu>
Message-ID: <92305.095736U55060@uicvm.uic.edu>
Source record: 108914

Hey, I'm curous. I would guess it would be, well, a challenge. Mostly because the Atari 8 bit machines are very complex. However, I wouldn't think that its immpossible. Use one of the 65816's, you have the ROMs right there, if you wanted to really pep up the speed you use a totally different clock speed say 16Mhz. Of course the problem would be those custom chips, I doubt they could support the speed increase. How much can you speed the custom chips up and not have them fail? What about implementing an non-Atari chip and have a PLA or ROM to decode for the chip?
Has anyone tried to use the 65816 as a replacement for the 6502?

I know OLD questions, but I have just gotten a trs80 (trash ate me) and it makes me think about ideas when these machines were new. I was there, although only 11 at the time.

Bill

4168. Re: Has anyone Solved Sorcerer?

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-31 17:08:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1cueirINN8dl@life.ai.mit.edu>
Source record: 108928

In article <kspeicht.58.720476592@kilcom1.ucis.dal.ca> kspeicht@kilcom1.ucis.dal.ca (Kevin F. Speichts) writes:
> Has anyone solved Infocoms Sorcerer? If so how do you open the
>trunk? Any other additional hints would be appreciated. Thanks..

Try asking in rec.games.int-fiction, a newsgroup devoted to just these sorts of games.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

4169. zzzz GDESKD02.ACT

Newsgroup: comp.sys.atari.8bit
Date: 1992-10-31 21:08:11 UTC
From: phbill@cyberden.uucp
Message-ID: <cw2iTB5w165w@cyberden.uucp>
Source record: 108927

Here's GDesk demo 0.2. The main source includes procedures for making and testing buttons (3 types, normal, [RET], and [ESC] ([RET] and [ESC] would be the same as clicking them with the pointer)), moving the pointer, Print8'ing text onto the screen, Draw'ing lines, drawing Circle's, etc. No docs., nothing much in the source to tell you what it does either, but if you understand Action!, you can figure most of it out. BTW: pressing [SHIFT] + [CONTROL] + [1] or [2] will change screen and arrow modes. (there are six of each).

PS- I still need a better way of plotting the arrow on the screen. For now it moves on only a 40 x 192 grid instead of a 320 x 192 grid. Grrr..

have fun.. tell me what you think --------------------SNIP!--------

```
; GDESK.ACT 0.0
; Bill Kendrick NBS 1992
MODULE
Define Red="170",Green="85",Black="0",
White="255",Move="MoveBlock"
Card ScMem,X,CurrentShape
Card Array ArwTemp(1280),Shape(64)
Byte Array TempScMem(1024),ButX(10),
ButX2(10),ButY(10),ButOn(10)
Byte Fire,Y,Sp,Max,Mode,Key,Size,Width,
ArwDraw,ArwOff,Accl,AcclTimer,
FlshSpeed,NumFlshes,Fast

Proc KeyOff()
Key=255
Poke(764,255)
Return

Proc Pause(Byte Time)
Byte BT,BT2
For BT=0 To Time Do
For BT2=0 To 254 Do Od
Od
Return

Proc _ArwS()
[8 1
248 0 0 0 224 0 0 0 240 0 0 0 184 0 0 0
156 0 0 0 14 0 0 0 6 0 0 0 0 0 0 0]

Proc _Clock()
[13 1
56 0 0 0 56 0 0 0 56 0 0 0 124 0 0 0
```

```
130 0 0 0 146 0 0 0 154 0 0 0 130 0 0 0
130 0 0 0 124 0 0 0 56 0 0 0 56 0 0 0
56 0 0 0]

Proc _Disk()
[1 1
0 0 0 0]

;Proc _Trash()
;[1 1
; 0 0 0 0]

;Proc _Folder()
;[1 1
; 0 0 0 0]

;Proc _Document()
;[1 1
; 0 0 0 0]

;Proc _Image()
;[1 1
; 0 0 0 0]

;Proc _Application()
;[1 1
; 0 0 0 0]

;Proc _Accessory()
;[1 1
; 0 0 0 0]

;Proc _System()
;[1 1
; 0 0 0 0]

Proc PutWas()
Move(ScMem+Y*40,ArwTemp,Size*40)
Return

Proc GetIs()
Move(ArwTemp,ScMem+Y*40,Size*40)
Return

Proc ArwPoke(Card Whr Byte Wth,Wut)
If ArwDraw=0 Then
Poke(Whr,Wth%Wut)
ElseIf ArwDraw=1 Then
Poke(Whr,Wth!Wut)
ElseIf ArwDraw=2 Then
Poke(Whr,Wth%Wut-Wut)
Else
Poke(Whr,(Wth%Wut)-Wut)
Fi
```

```
Return

Proc DrawArw()
Byte BT,Was,Now
Card Where,Temp
If ArwOff=1 Then Return Fi
For BT=0 To Size Do
Where=ScMem+X/8+(Y+BT)*40
PokeC(@Temp,Shape(BT*2))
Now=Peek(@Temp)
If Now<>0 Then
Was=Peek(Where)
ArwPoke(Where,Now,Was)
Fi
Now=Peek(@Temp+1)
If Now<>0 And Size>1 Then
Was=Peek(Where+1)
ArwPoke(Where+1,Now,Was)
Fi

Where=ScMem+X/8+(Y+BT)*40+2
PokeC(@Temp,Shape(BT*2+1))
Now=Peek(@Temp)
If Now<>0 And Size>2 Then
Was=Peek(Where)
ArwPoke(Where,Now,Was)
Fi
Now=Peek(@Temp+1)
If Now<>0 And Size>3 Then
Was=Peek(Where+1)
ArwPoke(Where+1,Now,Was)
Fi
Od
Return

Proc ChangeShape(Card What)
PutWas()
Size=Peek(What)
Width=Peek(What+1)
Move(Shape,What+2,Size*4)
Zero(Shape+Size*4,128-Size*4)
GetIs()
DrawArw()
Return

Proc GDesk_SetUp()
Byte BT
For BT=1 To 5 Do
Close(BT)
ButOn(BT*2-1)=0
ButOn(BT*2)=0
```

```
Od
Graphics(24)
PokeC(709,15)
ScMem=PeekC(88)
Zero(ScMem,7680)
X=160
Y=96
Sp=0
Accl=1 ;
Max=32 ;
Mode=1 ;
ArwDraw=0 ;
FlshSpeed=10 ;
NumFlshes=1 ;
Fast=0 ;
Size=32
Width=4
ArwOff=0
GetIs()
ChangeShape(_ArwS)
For BT=0 To 15 Do
Pause(1)
Sound(0,29,10,15-BT)
Od
Return

Proc ChangeMode()
If Mode=0 Then
Graphics(8+16+32) ; bn
PokeC(709,15)
ElseIf Mode=1 Then
Graphics(15+16+32) ; bg
Poke(708,8)
Poke(709,8)
Poke(710,15)
ElseIf Mode=2 Then
Graphics(15+16+32) ; blsh
Poke(708,2)
Poke(709,8)
Poke(710,15)
ElseIf Mode=3 Then
Graphics(8+16+32) ; wn
PokeC(709,10*256)
Poke(712,10)
ElseIf Mode=4 Then
Graphics(15+16+32) ; wg
Poke(712,10)
Poke(708,6)
Poke(709,6)
Poke(710,0)
```

```
ElseIf Mode=5 Then ; wsh
Poke(712,10)
Poke(708,6)
Poke(709,2)
Poke(710,0)
Fi
Move(ScMem+7680-1024,TempScMem,1024)
Poke(87,8)
Return

Proc OSKeyOff()
KeyOff()
Pause(20)
Return

Proc TestOSKeys()
If Key=223 Then
OSKeyOff()
Move(TempScMem,ScMem+7680-1024,1024)
Mode==+1
If Mode=6 Then Mode=0 Fi
ChangeMode()
Fi
If Key=222 Then
OSKeyOff()
ArwDraw==+1
If ArwDraw=4 Then
ArwDraw=0
Fi
PutWas()
DrawArw()
Fi
Return

Proc Arw()
Byte Stk,OY
Card OX
If ArwOff=1 Then PutWas() Return Fi
OX=X
OY=Y
Stk=Stick(0)
Fire=1-STrig(0)
If Stk<15 Then
PutWas()
If Stk>4 And Stk<8 And X<320-Sp Then X==+Sp Fi
If Stk>8 And Stk<12 And X>=Sp Then X==-Sp Fi
If (Stk=13 Or Stk=9 Or Stk=5) And
Y<192-Sp Then Y==+Sp Fi
If (Stk=14 Or Stk=10 Or Stk=6) And
Y>=Sp Then Y==-Sp Fi
GetIs()
```

```
DrawArw()
If Sp<Max Then
AcclTimer==+1
If AcclTimer>=Accl Then
Sp==+1
AcclTimer=0
Fi
Fi
Fi
If X=OX And Y=OY Then
Sp=1
Fi
Key=Peek(764)
TestOSKeys()
Return

Proc Print8(Byte X,Y Byte Pointer Text)
Byte Pointer Ch=756,Tm
Card Pointer Sp=88
Byte N,P,I
Card L,M,O,SPt,CPt
PutWas()
SPt=Sp^:CPt=Ch^*256
For M=1 TO Text^ Do
Text==+1:L=Text^
I=L&128:L==&127
If L<32 Then
L=512+8*L
ElseIf L<96 Then
L==-32:L==*8
Else
L==*8
Fi
O=Y*320+X
FOR n=0 TO 7 Do
Tm=CPt+L+N
P=Tm^
If I<>0 Then
P==!255
Fi
Tm=SPt+O+N*40
Tm^=P
Od
X==+1
Od
GetIs()
If Fast=0 Then
Arw()
Fi
DrawArw()
```

```
Return

Proc Draw(Card X1 Byte Y1 Card X2 Byte Y2)
PutWas()
Plot(X1,Y1)
DrawTo(X2,Y2)
GetIs()
If Fast=0 Then
Arw()
Fi
DrawArw()
Return

Int Func Abs(Int N)
If N<0 Then Return(-N) Fi
Return(N)
Proc Circle(Int X,Y,R)
Int Phi,PhiY,PhixY,x1,Y1
Phi=0
X1=R
Y1=0
PutWas()
Do
PhiY=Phi+Y1+Y1+1
PhiXY=PhiY-X1-X1+1
Plot(X+X1,Y+Y1)
Plot(X-X1,Y+Y1)
Plot(X+X1,Y-Y1)
Plot(X-X1,Y-Y1)
Plot(X+Y1,Y+X1)
Plot(X-Y1,Y+X1)
Plot(X+Y1,Y-X1)
Plot(X-Y1,Y-X1)
Phi=PhiY
Y1=Y1+1
If Abs(PhiXY)+0<Abs(PhiY) Then
Phi=PhiXY
X1=X1-1
Fi
Until Y1>X1 Od
GetIs()
If Fast=0 Then
Arw()
Fi
DrawArw()
Return

Proc Snd(Byte Voice,Pitch,Distortion,Volume)
Card Who
Who=53760+Voice*2
Poke(Who,Pitch)
```

```
Poke(Who+1,Distortion*16+Volume)
If Fast=0 Then
Arw()
Fi
Return

Proc MoveArw(Card NewX Byte NewY)
PutWas()
X=NewX
Y=NewY
GetIs()
DrawArw()
Return

Byte Func CKey()
Byte Send
Send=Peek(764)
If Send<255 Then
Poke(764,255)
Fi
Return(Send)

Proc SetArw(Byte What)
ArwOff=1-What
MoveArw(X,Y)
Sp=0
Return

Proc Cls(Byte What)
SetBlock(ScMem,7680,What)
GetIs()
DrawArw()
Return

Proc Place(Card TempX Byte TempY,DType)
Card OX
Byte OY,OType,ODraw
PutWas()
OX=X
OY=Y
OType=ArwDraw
ODraw=ArwOff
X=TempX
Y=TempY
ArwDraw=DType
ArwOff=0
DrawArw()
X=OX
Y=OY
ArwDraw=OType
ArwOff=ODraw
GetIs()
```

```
DrawArw()
Return

Proc Highlight(Byte X1,X2,Y)
Byte BT,XT,New
Card Where
PutWas()
For BT=Y*8 To Y*8+7 Do
For XT=X1 To X2 Do
Where=ScMem+BT*40+XT
New=Peek(Where)!255
Poke(Where,New)
Od
Od
GetIs()
DrawArw()
Return

Byte Func Button()
Byte BT,Who
Card TX,TX2
Byte TY,Fl
Who=0
If Fire=1 Then
For BT=1 To 10 Do
If ButOn(BT)<>0 Then
TX=ButX(BT)
TX2=ButX2(BT)
TY=ButY(BT)
If X/8>=TX And X/8<TX2
And Y/8=TY Then
Who=BT
Fi
Fi
Od
Fi
If Key=12 Then
KeyOff()
For BT=1 To 10 Do
If ButOn(BT)=2 Then
TX=ButX(BT)
TX2=ButX2(BT)
TY=ButY(BT)
Who=BT
Fi
Od
Fi
If Key=28 Then
KeyOff()
For BT=1 To 10 Do
If ButOn(BT)=3 Then
```

```
TX=ButX(BT)
TX2=ButX2(BT)
TY=ButY(BT)
Who=BT
Fi
Od
Fi
If Who<>0 Then
For Fl=1 To NumFlshes Do
Highlight(TX,TX2-1,TY)
Pause(FlshSpeed)
Highlight(TX,TX2-1,TY)
Pause(FlshSpeed)
Od
Fi
Return(Who)

Proc SetButton(Byte Which,X,Y Byte Array Text Byte Mommy)
Byte Wid,Y1,Y2
Card X1,X2
ButOn(Which)=Mommy
Print8(X,Y,Text)
Wid=Text(0)
ButX(Which)=X
ButX2(Which)=X+Wid
ButY(Which)=Y
X1=X*8
Y1=Y*8
X2=(X+Wid)*8
Y2=Y*8+7
Color=1
Draw(X1,Y1,X2,Y1)
Draw(X2,Y1,X2,Y2)
Draw(X2,Y2,X1,Y2)
Draw(X1,Y2,X1,Y1)
If Mommy>1 Then
Draw(X1+1,Y1,X1+1,Y2)
Draw(X2-1,Y1,X2-1,Y2)
If Mommy=3 Then
Color=0
Draw(X1,Y1,X1+1,Y1+1)
Draw(X2,Y1,X2-1,Y1+1)
Draw(X1,Y2,X1+1,Y2-1)
Draw(X2,Y2,X2-1,Y2-1)
Fi
Fi
Return

MODULE ; GDesk.ACT
```

```
Proc SetUp()
Byte BTemp
GDesk_SetUp()
Fast=1
Poke(559,0)
SetArw(0)
Color=1
Draw(10,10,310,10)
Draw(310,10,310,60)
Draw(310,60,10,60)
Draw(10,60,10,10)
Print8(2,2,"GDesk")
Draw(14,14,58,14)
Draw(58,14,58,25)
Draw(58,25,14,25)
Draw(14,25,14,14)
Print8(8,4,"By Bill Kendrick")
Print8(8,5,"(c) NBS 1992 d.0")
For BTemp=0 To 24 Step 4 Do
Circle(270,35,BTemp)
Od ; Next BTemp
Poke(559,34)
SetArw(1)
ChangeShape(_ArwS)
SetButton(1,8,6," OK ",2)
Return ; SetUp

Proc Title()
Do ; Repeat
Arw()
Until Button()=1 Od
Cls(Green)
ArwDraw=2
SetArw(1)
Poke(87,15)
Color=3
Draw(159,0,159,191)
Draw(159,191,0,191)
Draw(0,191,0,0)
Print8(0,0,"Desk File View Opt. ")
ChangeShape(_Disk)
Place(20,20,1)
ChangeShape(_ArwS)
Return

Proc Main()
Byte BT
Do ; Repeat
Arw()
Until Key=12 Od
Return
```

```
Proc GDesk()
SetUp()
Title()
Main()
Return
```

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4170. Re: New terminal!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 02:14:04 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92305.211404JJMCWILL@MTUS5.BITNET>
Source record: 108916

In article <yB0FTB1w165w@cyberden.uucp>, phbill@cyberden.uucp says:
>
>Exactly why would one want to send a [Break]????
>
>--
>Bill Kendrick : PhBill@Cyberden.UUCP I like California!

Because, Bill, a lot of servers use the break signal to mean that you want to send a command to the server, and not to the computer you are connected with. For example, for me, I call a place called the Annex, from which I connect to my System 5 accout, or my NeXT account. The only way I can get back to the Annex once I'm connected to either of these... without logging out of them, is to send a break signal. to me, a VT100 is useless without this capability.

Jeff

4171. Re: Has anyone Solved Sorcerer?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 03:36:14 UTC
From: 6500null@ucsbuxa.ucsb.edu
Message-ID: <6373@ucsbcsl.ucsb.edu>
Source record: 108918

In article <kspeicht.58.720476592@kilcom1.ucis.dal.ca> kspeicht@kilcom1.ucis.dal.ca (Kevin F. Speichts) writes:

>
> Has anyone solved Infocoms Sorcerer? If so how do you open the
>trunk? Any other additional hints would be appreciated. Thanks..

You've just run up against Infocomm's software protection scheme.
There's a cardboard dial Gizmo included with the game (you bought it,
right?), and the game will generate some random variable and tell
you to translate it with the Gizmo, and you type in the translation.

I don't own this game so I don't have a Gizmo, but I believe there was
a doc file floating around with the translation table.

(I believe one of the random variables was animal-type)

--

Null - 6500null@ucsbuxa.ucsb.edu

4172. Me

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 04:14:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68694@cup.portal.com>
Source record: 108917

Dilemma: Am I the only guy paying for net access? It's not just a
rhetorical question. Problem is Portal is now going to up my monthly
fees to $20/month. Thing is, I really like Portal & think it's the
best value for the money. It cost more then $20/month just to look
around anything other then E-mail on other systems. The additions they
are adding like FTP to justify the increase in fees probably cost them as
much if not more the the extra $5/month to implement, but 1) I think I
already have every file I'll ever need 2) my output is slow enough that
I'd never be missed. I'd like to not say I hate the ST sig, but I haven't
been there in months 'cause I got tired of reading flames 9 out of ten
letters. Some guy local to me is agravating for our ST BBS to go usenet &
I'm also on a local usenet node that doesn't carry alt.syst.atari.<anything>
but I'm not familiar with the system. Portal's so damm easy for some stuff
that I doubt if I'd want to go to the bother of learning a new system.
The price increase does not go into effect until Dec 1st, but I really
wonder if I should continue beyond that. The 8-bit sig here is the only
thing worth while since I'm not into alt.syst.sex.animals etc.
Well... sorry for unloading, please ignore<g>.
Rick

4173. Re: What about speeding up the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 12:35:36 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0ak0@abcd.Houghton.MI.US>
Source record: 108919

The problem with speeding up the Atari is that EVERYTHING is tied to the current bus speed. There is a reason for the oddball 1.79MHz speed. It is the same as the composite video refresh rate.

The 6502 puts data into memory, and during the vertical blank, the ANTIC picks it up and puts out a picture through GTIA. To mess with the bus speed, you would have to have some exact multiple of the current bus speed, run two clocks (one for the 6502 and the other for the ANTIC & GTIA), plus have some means of synchronizing them so they don't overlap with memory access.

This is where not having dedicated video memory becomes a liability rather than an asset.

The better means would be to keep the same bus speed, but put in a more efficient CPU that can execute 6502 instructions with fewer clock ticks. I don't know if the 65816 can do that or not.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4174. Re: (how much do you pay for net access?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 12:43:49 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0ak2@abcd.Houghton.MI.US>
Source record: 108920

In answer to the earlier question, I pay nothing for net access -
The SYSOP of a local BBS pays the cost of tieing into the net, and gives
users of his BBS free access to the newsgroups that he supports. (a lot,
but the point is, he selects which newsgroups are on his board.)
Anyone can respond to a newsgroup message or enter a new one. But EMAIL
access is limited, and there is no FTP access.

To get any better access than the above could cost me plenty.

jim_johnson@abcd.houghton.mi.us

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4175. Trying to get a working term prg

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 16:06:51 UTC
From: pbhoeffl@undergrad.math.waterloo.edu
Message-ID: <Bx1orH.8qK@undergrad.math.waterloo.edu>
Source record: 108921

A cheery November to you all!

For several days now, I've been trying various terminal programs from the archive, but I can't get any of them to work.

I've tried Bobterm 1.2, but it just crashes upon loading. Basic on or off, it crashes. Most of the others will run, but won't work because I don't have an RS232 handler loaded. Well, I don't have one, and all these prgs seem to think I should.

There is a file 'xm301.doc' which purports to contain a T: driver, but the file is truncated around mid-Section-2. Lotsa help.

I'm using an 800XL with an XM301 modem (and a Rana 1000, if that makes any difference). Could somebody offer some pointers on what I might be doing wrong, or what I need to get this working?

Email or posts, all are appreciated.

--

---

pbhoeffl@cayley.uwaterloo.ca Bret Hoeffler

4176. Turbofile

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 20:56:58 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Nov1.205658.14895@news.ysu.edu>
Source record: 108922

I'm wondering if anyone might kow if Turbofile (from MicroMiser software), is still available. Turbofile is (was) a database program that is apparently easy to adapt to Hard Drive systems..

Or, is it possible that someone who has it is willing to part with their copy???

I have a record-keeping problem that I ☐{would like to solve with my 8-bit..I seriously don't want to have to use an IBM..(all my buddies would say: "I told you so!")..and you know how irritating that can be for an 8-bitter!

Thanks...
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

4177. Re: New terminal!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 21:02:39 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Nov1.210239.22298@mnemosyne.cs.du.edu>
Source record: 108923

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

>In article <yB0FTB1w165w@cyberden.uucp>, phbill@cyberden.uucp says:
>>
>>Exactly why would one want to send a [Break]????
>>
>>--
>>Bill Kendrick : PhBill@Cyberden.UUCP I like California!

>Because, Bill, a lot of servers use the break signal to mean that
>you want to send a command to the server, and not to the computer
>you are connected with. For example, for me, I call a place called
>the Annex, from which I connect to my System 5 accout, or my NeXT
>account. The only way I can get back to the Annex once I'm connected
>to either of these... without logging out of them, is to send a break
>signal. to me, a VT100 is useless without this capability.

The same is true for me... Although I connect to a decserver. So
breaks are definately necessary. Even though I dont use my 8bit as much
anymore with have an STe and a unix pc.

John
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

4178. Frequently-Asked Questions List

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 22:34:48 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1d1m28INNasd@usenet.INS.CWRU.Edu>
Source record: 108924

```
The 8-bit Atari
Frequently-Asked Questions List
for the Internet

Posted on or about the first of the month, simultaneously to:

comp.sys.atari.8bit and the Info-Atari8 Digest
------------------ -----------------
(the Usenet newsgroup) (the Internet mail-list)

which are, in fact, one and the same group.

Revised 1-Nov-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All postings to comp.sys.atari.8bit automatically appear in the
Internet's Info-Atari8 Digest.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the Internet mail-list dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All contributions to the Info-Atari8 Digest automatically appear
on Usenet's comp.sys.atari.8bit.
To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
To contribute to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu.
Please note: there is NEVER a good reason to send anything to the address
Info-Atari8@naucse.cse.nau.edu.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning,
jrd@atari.archive.umich.edu.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu
(141.211.182.23), login as "anonymous" and type in your e-mail address as your
password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is
```

your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragraph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), include this line:

path {your mail address here}

This allows you to tell BART exactly where to mail the files requested. This can be useful for UUCP and other addresses that BART may not be able to figure out otherwise.

BART automatically UUEncodes binary files before sending them to you. Other files of interest are 8-bit.cat, containing 1-line descriptions of the files available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.182.23), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/New". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file so Jeff Weiner knows what directory to place it in at the archive. It is especially important to specify that your upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you. Note that long binaries should only be posted to the discussion group as a last resort.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published monthly. It covers the 8-bit Atari computers exclusively.
To have Z*Mag delivered "right to your own mail box," send a message to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/Zmag directory, in filenames

such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/Djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network.
The Atari SIG carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers. Send correspondence and press releases to xx004@po.cwru.edu.

What magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA 19355
USA: $25/1 yr (6 issues)
Canada: $30/1 yr
Foreign: $32/1 yr
8-bit disk: add $9/1 yr (3 disks)
71450.1050@compuserve.com

Atari Interface ATARImagazin (exclusively 8-bit)
Unicorn Publications Power per Post
3487 Braeburn Circle Postfach 1640
Ann Arbor, MI 48108 W-7518 Bretten
$18/1 yr (12 issues) GERMANY

Canadian: $42/1 yr 30DM + 4DM p&p/6 months (3 issues)
Foreign: $48/1 yr abroad: 30DM + 10DM p&p/6 months
8-bit disk: add $50/1 yr (12 disks)8-bit disk & membership: add 60DM
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.

820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

End of FAQ list.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4179. Re: New terminal!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 22:47:50 UTC
From: phbill@cyberden.uucp
Message-ID: <F71kTB2w165w@cyberden.uucp>
Source record: 108933

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> signal. to me, a VT100 is useless without this capability.
>

Hmm... well maybe Itay could use a [SHIFT]+[CONTROL] combination to mean
"Break"? How about [SH]+[CT]+[ESC] or +[TAB]?? (I use [TAB] alot
myself..)

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4180. Re: Me

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 22:50:02 UTC
From: phbill@cyberden.uucp
Message-ID: <401kTB3w165w@cyberden.uucp>
Source record: 108932

Rick_Michael_Cortese@cup.portal.com writes:

> thing worth while since I'm not into alt.syst.sex.animals etc.

Sounds like an interesting system. Who created it? Tandy? Apple?

hehe...sorry :)

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4181. Re: Trying to get a working term prg

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-01 22:52:55 UTC
From: phbill@cyberden.uucp
Message-ID: <we2kTB4w165w@cyberden.uucp>
Source record: 108931

Hmm... BobTerm crashes on your 800xl? What DOS are you using? It should work just fine with MyDOS and Atari DOS, but I'm not sure about Sparta (either version). I'm not sure what handler you need with the XM modem, but I'm pretty positive that most terminal software out there requires an "R:" handler, not a "T:" handler. I use the BobVerter (and sometime othe assorted R: Handlers) and it works just fine with my SX212. I'd think there'd be a copy of almost all of the handlers up at the archive.. hmm...

have fun! :) (btw: 300 baud? oooh.. couldn't find a better modem, eh? ;) SX212's go for $25-35! :))

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4182. Re: Trying to get a working term prg

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-02 00:03:38 UTC
From: bmarcum@world.std.com
Message-ID: <Bx2Au3.KJq@world.std.com>
Source record: 108925

Bobterm is a fine program, and it always worked for me, way back when I was using an XM-301 modem. But you need a modem handler. The Bobterm.arc file should contain a file called XM.COM; you rename it to RS232.COM. Assuming you've done that and it still crashes, what else is connected to your computer? The XM301 draws power from the SIO bus, and there could be problems if you have other interfaces that also get power from the computer.

Bill Marcum bmarcum@world.std.com

4183. Re: SIO Chip

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-02 01:10:33 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68729@cup.portal.com>
Source record: 108926

Try part #C012294

4184. Re: 800XL - Graphics

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-02 11:36:29 UTC
From: winston@merk.com
Message-ID: <1992Nov02.113629.21611@merk.com>
Source record: 108929

As a follow up to what was said about ATARI 8-BIT picture formats...

I know of a program to convert standard Micro-Illustrator, Micro-Painter, ".PIC" files to ".RLE" (Run Length Encoded) files called: RLEMAKER . RLE MAKER is part of the RSCOPE/RLEVIEW RLE terminal program. (Does anyone have the online "help" file for this program ? In every version that I have downloaded this file is missing.) NOTE: Micro-Illustrator/Micro-Painter is considered a "standard ATARI graphics dump" and there are many ATARI programs which can read this format.

There is also a program to read MAC-PAINT format Apple Macintosh pictures on the ATARI 8-bit called: MACREAD . The ATARI 8-bit version of MACREAD is not quite as good as the C64 version of MACREAD, in that it doesn't allow for realtime scrolling of the MAC-PAINT image, but the program is quite servicable.

The ST picture format viewer that I have is called: DEGASVU . As far as I know, DEGASVU can only read ".PI1" class DEGAS format pictures. I don't have any ".PI1" class DEGAS pictures. All of the DEGAS pictures on BBSes I see are in either TINY format or ".PI3".

The two ATARI 8-bit programs that I know deal with ".GIF" are called: AT8GIF and GIFNCODE . There may be others, as well.

I haven't seen APACVIEW, the APAC picture viewer, on any of the BBSes near Boston, Massachusetts, although I have seen Color View. (Strange....)

4185. Re: Trying to get a working term prg

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-02 14:46:16 UTC
From: pbhoeffl@undergrad.math.waterloo.edu
Message-ID: <Bx3Fp5.1vo@undergrad.math.waterloo.edu>
Source record: 108930

In article <Bx2Au3.KJq@world.std.com> bmarcum@world.std.com (Bill Marcum) writes:
>Bobterm is a fine program, and it always worked for me, way back when I was
>using an XM-301 modem. But you need a modem handler. The Bobterm.arc file
>should contain a file called XM.COM; you rename it to RS232.COM. Assuming
> you've done that and it still crashes, what else is connected to your
>computer? The XM301 draws power from the SIO bus, and there could be problems
>if you have other interfaces that also get power from the computer.

I've done that renaming thing, but it doesn't seem to get to a part where it
actually loads it up (disk drive has a track display). I have nothing else
attached to the serial bus, and the modem seems to power up just fine.

Is it possible the version I ftp'd from the archive could be flawed?
(bterm12.arc). I doubt this, but might the Rana 1000 (i.e. 3rd party) drive
be interfering in some way?

--

---

pbhoeffl@cayley.uwaterloo.ca Bret Hoeffler

4186. Re: 800XL - Graphics

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-02 23:30:39 UTC
From: phbill@cyberden.uucp
Message-ID: <sTXmTB4w165w@cyberden.uucp>
Source record: 108939

winston@merk.com (Winston Smith) writes:

> AT8GIF and GIFNCODE . There may be others, as well.
>
> I haven't seen APACVIEW, the APAC picture viewer, on any of the BBSes ne
> Boston, Massachusetts, although I have seen Color View. (Strange....)
>

Well, APAC>View< is a GIF loader, while APAC>Load< is simply an APAC
loader. I'm not sure if any version of APACLoad can handle interlaced
APAC (.ILC & .PZM (PryZm)).. Jeff? Any comments? :)

--
Bill Kendrick : PhBill@Cyberden.UUCP I like California!

4187. Digi-Studio sell-off

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-03 13:24:03 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov3.132403.11250@aber.ac.uk>
Source record: 108934

Well, it looks like I have a distributor for Digi-Studio in the US. The price of Digi-Studio in the US will be $29.95. This will include a 50+ page manual and at least 2 disks. It is at the discretion of the distributor whether the asking price includes shipping, but I think it will.

This new version of Digi-Studio gets released in the UK on 14th November. It will be available in the US about 2 weeks later.

I will release the name and address of the distributor when it gets nearer the time, just in case there are any last minute problems.

Because the new version is coming out, I need to clear out all remaining copies of the "old" packages 1 and 1.5. You should all have the info on these already (I sent enough copies out on the net!!). I don't have many copies left, so it's first come, first served. Here's what's left with the new prices:

Package 1 and 1.5 packs - 2 manuals, 2 disks. 20 copies left.
UK price 4pounds, US price $10

Package 1.5 only - 1 manual, 1 disk. 10 copies left.
UK price 2pounds, US price $5

These US prices INCLUDE shipping from the UK. You can pay in cash in US$. Just write your name and address on a piece of paper, put in the right amount of cash and send it direct to me at the address below. These packs will also be offered in the UK, so you may like to email me to reserve copies before sending your order. You may like to register your letter at the post office, which costs $3. But, we're only talking about a few dollars here, so you probably don't want to bother! Send orders to:

DEAN GARRAGHTY
(DIGI SELL-OFF)
23 YSTWYTH CLOSE
PENPARCAU
ABERYSTWYTH
WALES, UK
SY23 3RU

EMAIL: djg0@aber.ac.uk.

Dean Garraghty.

4188. Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-03 15:11:16 UTC
From: opalla@issan.informatik.uni-dortmund.de
Message-ID: <1d64qkINN8ao@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 108936

I got the 8-Bit emulator for the ST (ST Xformer 2.55 - stxf255.lzh) from aa.
I hope there is someone who can answer two questions:

- Only 15 text-lines are displayed - is this a program-error or just
wrong pre-setting?

- Does te offer for the user's manual include europe (germany)?

Thanks in advance

Rudolf.

____
| |
| Rudolf Opalla - opalla@issan.informatik.uni-dortmund.de |
|____|

4189. WANTED:printer for 400

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-03 16:48:11 UTC
From: M.S.Wileman1@lut.ac.uk
Message-ID: <1992Nov3.164811.14301@lut.ac.uk>
Source record: 108938

Hi,

I'm not exactly sure if I've got the right group here, but
I was wondering if anyone has got a pRinter suitable for an Atari 400
with 16K anywhere? I know it's an unusual request, but I have recently
aquired said computer, oh yes, and if anyone has a wordprocessing package
for the same, could they please E-mail me and let me know?

Thanks in anticipation!

Yours,

Moose...

E-Mail: M.S.Wileman@lut.ac.uk

4190. Atari Xformer source, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-03 18:16:22 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1992Nov3.181622.5490@ugle.unit.no>
Source record: 108937

Someone (on c.s.amiga.emulations, I think) told me that the Xformer source was available - I'm thinking of considering the possibility of possibly writing an emulator for the Amiga (hypothetically, that is), and I was wondering if anyone knows if this is true, and if so, where I coud get it. I posted here asking for help before (I think), but now at least I have something specific to ask about...

-Eyvind

--
//| | DISCLAIMER: I don't HAVE opinions.
// | | I just repeat what everyone else says!
\\ //--|miga: There can be only one. |
\X/ | eyvind@lise.unit.no | Aaaaaaaaaaaaaaaaaaaaaaaaargh! Ackpth!

4191. Re: Trying to get a working term prg

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-03 20:10:35 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92308.151035JJMCWILL@MTUS5.BITNET>
Source record: 108935

Bret,

I used to have a Rana 1000, and I really can't think of a way that the drive could possibly be interfering with communications to/from your modem. Does the XM301 have a built-in mini-terminal program like the 1030 did? Perhaps you could try jumping into that to see in the XM301 is even operating properly.

Which DOS do you use, is it SmartDOS? That is the DOS that came with the Rana1000. Perhaps the DOS is causing problems.

Jeff McWilliams

4192. Re: Trying to get a working term prg

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-04 15:03:30 UTC
From: pbhoeffl@undergrad.math.waterloo.edu
Message-ID: <Bx75tv.9v0@undergrad.math.waterloo.edu>
Source record: 108940

Well, more and more, the trail seems to lead to DOS. I've tried using MYDOS 3.013, and SpartaDOS 2.3 (not a typo), and Atari DOS 2.6f, all with identical results. The modem is currently borrowed from a co-workers dusty basement, and hence has no documentation. Frankly, I'm a bit spoiled and find 300 baud repulsive :-), but for the moment I'd like to get it working.

With respect to other terminals, GTERM boots just fine, but then gives a $82 error, because there's no R: device. Maybe I'm just dense (and I'm quite willing to entertain the possibility!), but I can only find one R: handler at the archive, namely atarirs.arc, and it doesn't seem to solve any of my problems either.

--

---

pbhoeffl@cayley.uwaterloo.ca Bret Hoeffler

4193. FOR SALE: 800XL, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-04 15:23:00 UTC
From: v462etnn@ubvmsd.cc.buffalo.edu
Message-ID: <Bx76px.JB1@acsu.buffalo.edu>
Source record: 108941

Hloe!

I'm selling my Atari system. Included:
Atari 800XL w/ 256K Newell
1050 w/ US Doubler
ISD Basic XE
SpartaDox 3.2d
Mapping the Atari
(several other atari books)
Okimate 10 w/ atari interface
MPP expansion card
Supra 300 modem
Lots of PD software
Several years of Antic, Analog.
(Analog collection starts w/
number 5)
A bunch of other hardware (mouse,
Parrot sampler, speech synthesiser).

Make me an offer. No COD. Your offer should include
shipping (about $15 - consider the magazines).

David Anderson

4194. exit

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-04 20:54:29 UTC
From: brownan@vax.sonoma.edu
Message-ID: <1992Nov4.125429.1@vax.sonoma.edu>
Source record: 108942

finally, a place where the 8bitters can converse.

Does anyone know of any possible enhancements to diamond gos?
I bought it a few years back and got like no support from
alan reeve. The guy took my money and never sent me what I ordered.
He says that he has no record of it, and when I talked to him a few months
back, he has completely abandoned us. oh well...

I have another question. Would anyone be interested in a new comercial
quality text game? I work a lot with macs here at sonoma state(in california)
and I was thinking of developing a text like game on it to sell. But
if there is enough demand for the thing, I will develop it on the 8bit
and I will then port it over to the bigger machines. if you can,
give me feedback on the idea. My Email address is:
brownan@vax.sonoma.edu I think. If not, reply to the message.

another thing. Is there anyone out there that has an amdeck 600 color monitor?
One of my fraternity brothers gave me a working one, but I just can't seem
to find the specs to the pinouts of the monitor so that I can make a
cable for it. Any help with this would be appreciated.

finally, is there a vt-100 emulator that has uploading/downloading capabilities?
I have the vt-10^2 and it works decently with the exception that it doesn't
u/l or d/l, and after a few minutes, while using it, it doesn't scoll once
the bottom line of the screen is accessed, leaving me with something like
a printer when the paper is stuck. It keeps writing over things.

It is from antic magazine.

thanx alot
anthony brown

email brownan@vax.sonoma.edu

4195. Re: Me

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-05 17:18:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68935@cup.portal.com>
Source record: 108943

I'm not joking! It's one of BAAUG's members (who shall remain semi unknown<g>) He carries alt.sys.sex.*.* which takes up 1/3 of the bbs, various anarchy topics, & techy stuff.

4196. SX212 & Homewriter 10 Printer ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-05 19:34:57 UTC
From: niceswangern@bvc.edu
Message-ID: <1992Nov5.143458.2603@bvc.edu>
Source record: 108944

Hello,

This is my first post to this newsgroup. I have an Atari 800XL at
home that I used to use A LOT, but once I got into high school and college,
I didn't get much time to use it. I still get a few catalogs from certain
companies, though. The other day I noticed that B&C is selling the SX212
modem for $30.
My question is : If I buy the "SX-Express Modem Software Package",
will this be the only extra thing I'll need to buy to use this modem?
Also, what are the costs nowadays for using the modem [subscribing to
certain services, etc.]?

Another unrelated question ... A long time ago I bought an Epson
Homewriter-10 printer and hooked it up to my 1050 disk drive with an Epson
Interface (Part #8692AA). Everything has worked fine on it, except for the
fact that it won't print ANY graphics whatsoever. I have several programs
like Cardware and such, as well as lots of pictures from AtariArtist that
I'd like to print, but can't. Would a new interface help the problem?
(This printer does support graphics, by the way.) Maybe the ICD printer
cable will work?
Well, that's enuff questions. I'd appreciate ANY responses.
Either e-mail them here or just post them. Thanks a kazillion.

Nate Niceswanger
Somers, Iowa, U.S.A.

4197. Re: old atari carts, (400/800) Now answer with new question

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-05 23:19:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1dca6nINNjme@usenet.INS.CWRU.Edu>
Source record: 108945
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In a previous article, buxton@whitewater.chem.wisc.edu (buxton) says:

>In article <1992Nov4.215529.3015@bmers145.bnr.ca> kennyy@bnr.ca (Kenny
>Yan) writes:
>> In article <RINGO.92Nov3155308@grand-cayman.icad.com>,
>> ringo@icad.com (Amy Gorin) writes:
>> >
>> > I have the following 3 cartridges:
>> >
>> > Star Raiders, Atari CXL4011 (says "Left cartridge" on top)
>> > ET Phone Home, Atari RX8030 (also says "Left cartridge")
>> >
>> > Mach 128, from Access Software (no number, but it has a switch
>> > and a push button on the front of the cartridge itself).
>> >
>> > The bus on these is clearly not 2600/7800, and I dont' think
>> > they're 5200 either. If anyone knows what they're for,
>> > and wants to trade 3 2600 or 7800 carts for them, let me know.
>>
>> > -ringo
>>
>> The 2 Atari cartridges are for the old 400/800/XL/XE 8-bit computers.
>> They are labelled 'left cartridge' because the 800 computer had 2
>> cartridge slots, 'left' and 'right'. (Score 1 for the ergonomics guys.)
>> Digging in my memory closets, I remember only one cartridge for the
>> right slot, and it wasn't from Atari. I don't remember what it did,
>> either.
>
>For those interested in the cartridge that fit in the right side I have
>the answer. The only one I am aware of was called "Monkey Wrench" and was
>designed for some sort of programming enhancement. I never owned it, but
>remember reading about it in magazines at the time (Compute, Analog).
>There may also have been a sequel cartridge called "Monkey Wrench II" that
>also fit in the right side, but I am not sure.

Monkey Wrench II works in the left slot, I believe.

>Now for a really obscure question. The Atari 400/800 series had a series
>of custom graphics/sound chips. One was the Pokey, and another was the
>CTIA which was succeeded by the GTIA in early 1982. Why was the GTIA
>better, and what could it do that the CTIA could not?
>Eric
>

As far as I know what GTIA provides is 3 new graphics modes (9, 10, and 11 from BASIC). One is 16 shades of 1 color, one is 16 colors of the same brighness, and one is a mix, 8 colors/brightness - all in a resolution somehwhere between gr.7 and gr.8. Does GTIA add anything else?

(Note I've cross-posted this to comp.sys.atari.8bit, where the 8-bit Atari experts are.)

--

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4198. Searching for OASIS Sysop in new Zealand

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-05 23:47:04 UTC
From: the.patryn@genie.geis.com
Message-ID: <1992Nov5.234704.18157@homebase.vistachrome.com>
Source record: 108950
Cross-posted to: comp.sys.atari.8bit,alt.bbs

A colleague on GEnie writes:

I am trying to get in touch with an Oasis Sysop in New Zealand
whose SysOp handle is Pandora and her first name is Dawn. If you
read this Dawn, could you email me through Internet at the
following address:

THE.PATRYN@genie.geis.com

Hiram Lester & I are both looking forward to hearing from you.

Steve

-30-

[One should be able to Reply to this article - I have changed
the From: and Reply-To: headers accordingly. -Andy]

--
Andrew Finkenstadt, Vista-Chrome, Inc., Homes & Land Publishing Corporation
GEnie Unix RoundTable Manager, andy@vistachrome.com, andy@genie.geis.com.
Send mail to ora-request@vistachrome.com to join Unix, CASE, and
Desktop Oracle RDBMS Database discussions.

4199. Re: SX212 & Homewriter 10 Printer ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-06 03:29:15 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92310.222916JJMCWILL@MTUS5.BITNET>
Source record: 108946

Nate,

Not to put down the distributors who sell modem software, as for a lot of people it's the only way they can get ahold of the stuff... but... the best modem software for your Atari is shareware, excluding the Express! cartridge. I haven't seen or used that product, I stand strongly by Bobterm for general communications, and Omnicom for vt100 capability. Bobterm should be the only thing you need for connecting to BBS systems, Compuserve, GEnie, Delphi, etc. I suggest a VT100 program like Kermit 65 or Omnicom if you want to dial into your school's mainframe.

Regarding your printer, is the port on the printer itself the standard centronics connector, or something different? If this model you have has some proprietary connector, you may be stuck with the interface cable Epson sold to you. I believe this was the case with the Big Blue printer, wasn't it?

Jeff McWilliams

4200. Re: Atari Xformer source, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-06 04:09:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <68969@cup.portal.com>
Source record: 108947

Derek said he had U/L'd the source code to Genie a number of years ago. He currently works for MicroSoft so you may be able to reach him @microsoft.com or something like that. You might just try phoning Branch Always Software at @(206)885-5893. If you just hang out here & in the ST sig, eventually he well rear his ugly head to accuse us of all being thieves, pirates, & stupid. Years ago someone told me he was an anal sphincter. I argued that he wasn't, I was wrong. I still have to get back to that guy & admit he was right.

4201. Atari 5200 Joysticks?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-06 05:56:38 UTC
From: as232@cleveland.Freenet.Edu
Message-ID: <1dd1emINN4ne@usenet.INS.CWRU.Edu>
Source record: 108953

Is it even possible to get these anymore? Where? How? Any info would be appreciated. Please E-mail, thanks.

Mike
--

4202. TurboBasic 3.2q...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-06 07:04:10 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Nov6.070410.28819@cs.tulane.edu>
Source record: 108952

I don't know if there is any interest but, I just received from Tom Hunt
of Closer To Home BBS a version of TurboBasic that will load and run
with SpartaDos 3.2d (or any of the patched versions that are out there).

This version will run just as fast as the current version (1.5) however,
this version can not be compiled. From what I've been told, if a program
is compiled using Compiler.com, it uses the ram under Dos and causes
Sparta 3.2d to lock up.

Now, Tom is looking for the Source code for TurboBasic 1.5XL if it is
out there. What he wants to do is patch it to work with any dos.
If anyone knows where it can be found or if you have a copy of the source
code, plese send me a copy so I can get it to Tom.

Thanks

Mike
Atari Archive
Louisiana

4203. Re: SX212 & SX Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-06 13:16:35 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0apt@abcd.Houghton.MI.US>
Source record: 108948

You cannot connect a SX212 to an Atari 8bit right out of the box. Like most modems, no cable is included. The Express! SX package comes with an Atari SIO cable and a slightly modified version of Keith Ledbetter's Express! 3.0 (Atari hired Keith to do the modifications) and Atari's handler for the SX212.

There is nothing wrong with this package. It is a competent comm program.

However, if you already have an extra SIO cable, and a copy of either Express! 3.0 or BobTerm (for those of you who have forgotten, neither of these programs is in the public domain, and the authors would welcome a couple bucks for their efforts!), you really won't gain a thing by purchasing the Atari package.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4204. Re: Atari 5200 Joysticks?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-06 16:55:17 UTC
From: jim@neb
Message-ID: <1992Nov6.165517.5293@neb>
Source record: 108949

Yes, last time I checked, my local radio shack still had joysticks
compatible with the 5200. Also you can find them in an ocasional
toystore.

-jim
--
```
*****************************************************************************
* Jim Hood | mail/uucp: ..!uplherc.upl.com!neb!jim *
* (alternate) | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* For you @ people | neb!jim@uplherc.upl.com *
*---------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs - Salt Lake City, Utah USA *
* Public Node (801)-572-4969 Telebit WorldBlazer v.32/v.42bis/PEP *
*****************************************************************************
```

4205. Re: Trying to get a working term prg

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-06 17:40:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <69007@cup.portal.com>
Source record: 108951

The problem may be(I addition to others<g>) Atari in their infinite wisdom decided that since an 850 interface is an "R:" device, a modem well be a "T:" (for telephone) device ergo some stuff that looks for a "R:" will get confused by only having a "T:" there. Ditto for stuff looking for a "T:" & finding a "R:". I just checked my handler & it's 2.5k so typing it in is out of the question. Where are you & how are you currently getting the programs to the Atari (my VP impression)? If you send me your address, I could probably mail you a copy of the thing.

4206. Re: Atari Xformer source, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 00:34:17 UTC
From: dunham@mpd.tandem.com
Message-ID: <2816@devnull.mpd.tandem.com>
Source record: 108954

In article <68969@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>Derek said he had U/L'd the source code to Genie a number of years ago.
>He currently works for MicroSoft so you may be able to reach him
>@microsoft.com or something like that. You might just try phoning Branch
>Always Software at @(206)885-5893.

His address is darekm@microsoft.com.

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

4207. BBKCP

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 05:00:32 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Nov7.050032.20132@cs.tulane.edu>
Source record: 109005

A while back there was a lot of talk of a command line proc for Dos2.5
and compat's. While looking through the WBUG files today, I found a
copy of BBKCP. It does seem to work with Dos 2.5 and Mydos, gives the
feel of a low grade SpartaDos. If anyone is still interested, I've sent
it to the archives at Umich. Also, I've sent the latest version of
ApacView, 2.4 dated 10/92 to the archives.

And as always, if you can7t get the file from the archive, drop me a note
and I'll eithe e-mail you a copy or send a copy USPS....

Also, I checked GEnie for the source code for Xformer... There are a number
of write up7s about the program, however, no source code.

Mike
WBUG Atari Archive
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

4208. Re: ATARI EMULATOR FOR THE PC? Please!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 17:30:21 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.721157421@vincent2.iastate.edu>
Source record: 109012

In <1df49vINNi9p@aludra.usc.edu> jleon@usc.edu (Juan Carlos Leon) writes:

>Is there any Atari 8bit emulator for the PC? I've seen an emulator for the
>apple II and as far as I know it uses the same microprocessor like atari.
>I'm asking this because I've been an atari user for 8 years, now I have a 486
>PC (I still have my 130XE) and I want to be able to use my hundreds of atari
>programs/games on my PC.

As I understand it, there was one written, but it was never released
due to legal difficulties with the OS code. Not sure if it was
completed, or just being developed.

>Also, can anybody point me to a ftp site where to find a program that could
>let me read atari disks on the PC?

atari.archive.umich.edu is the site for 8bit stuff, in atari/8bit
directory. It's also mirrored on wuarchive.wustl.edu, I forget
which dir. There are several programs on the archive which will
allow you to read and possibly write atari *double density* disks
on the PC. I think the FAQ has descriptions of these (??)

hope that helps.

4209. Latest version of MyDos?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 17:59:21 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.721159161@vincent2.iastate.edu>
Source record: 109015

does anyone know what the latest version of Mydos is?
I have 4.50, and I tried to compile 4.51 from the archive,
but it didn't work (it tries to access device $12 on the
serial bus?).

I've seen 4.53 mentioned, and also versions that work with
atariwriter. Where can I get these? Also, what differences
are there from 4.50?

thanks.

4210. Re: exit

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 20:22:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <69056@cup.portal.com>
Source record: 109009

IMHO: You'd need more then luck to make any money on a text only game in any market. Infocom did great games & is no more. Not that they wouldn't be appreiciated, just not paid for.
I've got an Amdek 710, it's a IBM CGA monitor & I'd bet the 600 is either a IBM CGA or mono monitor=>can't be hooked up to Atari.

4211. Re: SX212 & Homewriter 10 Printer ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 20:33:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <69057@cup.portal.com>
Source record: 109011

The pack will have everything you need cause the SX will either direct connect to the serial cable or to a standard serial cable like found on an IBM or ST. Good choice for a modem if you don't mind 1200 baud in exchange for something that can be used with anything.
How are you hooking the Epson to a 1050??? Anyway, most people use an 850 or P:R: connection from ICD for hooking up printers. Most of the software for doing printer graphics expects one of these devices to be hooked up. They are a little pricey still so....
No DATA on VT-100.

4212. PIC (atari) format ---> BMP (pc) format????

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 21:19:01 UTC
From: jleon@usc.edu
Message-ID: <1dhbs5INNhmh@phakt.usc.edu>
Source record: 109008

Hi everyone, can anybody tell me if there's a program which can convert a .PIC atari graphic file to a .BMP (or .PCX or whatever) pc graphic file? I have some PIC files that I want to see and I left my atari at home when I came here to study. Now I just have access to pc computers.
I did some experiments when I was at home and it seems that both formats are in some way similar.

Thanks

Juan Leon.

4213. Comments on XE/XL memory upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 21:49:52 UTC
From: jleon@usc.edu
Message-ID: <1dhdm0INNktf@phakt.usc.edu>
Source record: 109010

Hi again!
I've found on the atari ftp site two files about upgrading the memory
in a XL or XE machine (addmema.arc & addmemb.arc) and I was thinking
in doing one of this upgrades.
Can anybody give me some comments about this? I have a 800XL and a
130XE at home, is it better to upgrade the XE? or the XL? I mean which one
will handle the upgrade smoothier. Is there really an advantage in doing this?

I will apreciate any response.

Juan Leon.

4214. Re: SX212 & Homewriter 10 Printer ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 22:22:25 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1992Nov7.222225.24489@ultb.isc.rit.edu>
Source record: 109013

In article <1992Nov5.143458.2603@bvc.edu> niceswangern@bvc.edu writes:
>Hello,
>
The other day I noticed that B&C is selling the SX212
>modem for $30.
> My question is : If I buy the "SX-Express Modem Software Package",
>will this be the only extra thing I'll need to buy to use this modem?

You actually don't need to buy SX Express to use the modem! A sharware
program called BobTerm supports the SX212 modem.

>Also, what are the costs nowadays for using the modem [subscribing to
>certain services, etc.]?

The best sources for Atari 8-bit services are local BBSes. If you want
to subscribe to one of the national networks (such as GEnie, CompuServe,
etc), you will be paying at least $5 a month just for having an account
on one of these systems, plus an hourly fee ranging from $6 to $13.

> Another unrelated question ... A long time ago I bought an Epson
>Homewriter-10 printer and hooked it up to my 1050 disk drive with an Epson
>Interface (Part #8692AA). Everything has worked fine on it, except for the
>fact that it won't print ANY graphics whatsoever. I have several programs
>like Cardware and such, as well as lots of pictures from AtariArtist that
>I'd like to print, but can't. Would a new interface help the problem?
>(This printer does support graphics, by the way.) Maybe the ICD printer
>cable will work?

If this printer is identical to the Epson LX-90 I used to own, which
required the owner to purchase a cartridge that plugged into the printer
and provided the necessary interface, then you need a different
cartridge. The Atari interface cartridge for that printer emulates a
1025. To do graphics, you need the IBM cartridge. Good luck finding
one, however. They are VERY difficult to locate. It may actually be
cheaper for you to buy a used printer with a standard Centronics
interface. Oh yeah, you will need something like an 850, P:R
Connection, or some other printer interface to hook up a standard
Centronics printer to your 8-bit.

____
	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	

4215. RMBOOT3A

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-07 23:01:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1dhhs4INNi95@usenet.INS.CWRU.Edu>
Source record: 109014

Don LeBow over on CIS (76704.41@compuserve.com) sent me an updated RAMBOOT3 file for use with MYDOS. I uploaded both RMBOOT3A.AUT and RMBOOT3A.DOC to the atari.archive.

Here is RMBOOT3A.DOC:
==========
This is a fixed version of the RAMBOOT3 file that's distributed with the official release archive of MYDOS v4.50. The program initializes the RAMDISK, copies DUP.SYS and MEM.SAV to it, then finishes by copying any files it finds in a subdirectory named RAMDISK.

Due to a transcription error in the source code, the copy routines work much slower than they should. If you've been using this program and have been wondering why it takes so long, then try this one. Rename RMBOOT3A.AUT to AUTORUN.SYS (or whatever you need for a Bootfile name.)

Following is the section of code from the original RAMBOOT3.M65 that has been changed:

```
3540 ;COPY DUP.SYS FROM D1: TO D8:
3550 ;
3560 COPIES LDX #$30
3570 LDA #12
3580 STA ICMD,X
3590 JSR CIOV
3600 JSR CLOSIT
3610 SEC
3620 LDA MEMTOP
3630 SBC #BSS&255
3640 STA BUFLEN
3650 LDA MEMTOP+1
3660 SBC #BSS/256
3661 ;bug fix!
3662 ;following was STA BUFLEN
3670 STA BUFLEN+1
```

Hope you find this useful.

>>don lebow 10/92
==========
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4216. Re: Latest version of MyDos?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-08 02:37:20 UTC
From: phbill@cyberden.uucp
Message-ID: <XsFwTB1w165w@cyberden.uucp>
Source record: 109018

I have v.'s 4.53/3 and 4.53/4 (those are right, right?). The "/3" and "/4" tell how many digits are listed for file size. I may one day decide to switch to "/3" (I started my MyDOS life with the "/4" version, and just lately got a hold of "/3") because it'd be more compatible with programs like AtariWriter (that way I could see how big files are, not just CLOSE to how big they are). BTW: I've never had problems booting MyDOS and then binary loading "AUTORUN.SYS" on the AtariWriter+ disk (or did you mention a patch for AtariWriter? (the cart. one) (is there a cart. version of AW+ as well?))

Anyways... have fun. also, look for "MyNI_DOS", my MyDOS CLI... it's still in the works though.

--
Bill Kendrick : PhBill@Cyberden.UUCP Currently working on GDesk

4217. Re: PIC (atari) format ---> BMP (pc) format????

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-08 02:40:32 UTC
From: phbill@cyberden.uucp
Message-ID: <0XFwTB2w165w@cyberden.uucp>
Source record: 109019

Well, if you know how to load the PIC files correctly (the extenders have gotten all confused in the past 10 years..), it would SEEM that BMPs'd be easy to make. The two types of ".PIC"s I know of are standard memory dumps (dumping 7680 bytes of screen memory straight to the disk, and then added the 4 color register values.. this is for a Graphics 15 (aka 7.5 and 7+) screen), and the "Koala" style, compressed, files.

I guess it'd be a good idea to bug IBM gurus on the format of BMP files...

later

--
Bill Kendrick : PhBill@Cyberden.UUCP Currently working on GDesk

4218. Searching for OASIS Sysop in new Zealand

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-08 04:51:59 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <10292312.17519.15368@kcbbs.gen.nz>
Source record: 109007

the.patryn@genie.geis.com writes:
>I am trying to get in touch with an Oasis Sysop in New Zealand
>whose SysOp handle is Pandora and her first name is Dawn. If you
>read this Dawn, could you email me through Internet at the
>following address:
>
> THE.PATRYN@genie.geis.com

Hi Steve & Hiram, I will reply to you via email but I thought I would
send this in the newsgroup just in case it doesn't get through. I'm a
bit suspicious of the first part of your address with the full stop in
it, I have a sneaky feeling it won't be accepted, anyway I'll have a go
right now!
PS Unfortunately I'm not an Oasis Sysop anymore!
Cheers.....Dawn

<-->
< Kia Ora from Aotearoa. Pandora@kcbbs.gen.nz >
>->->->->> Please DO NOT QUOTE ANYTHING back to me <<-<-<-<-<
<-->

4219. CSS's SuperPill for TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-08 18:26:10 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <6584@ucsbcsl.ucsb.edu>
Source record: 109016

I have an era copy of CSS' Superpill hardware/software
cartridge copying system that I would like to trade
for something else for the Atari 8-bit.
Maybe a cartridge? (XE Lode Runner would be nice...)
Make me an offer (I will also consider offers involving
Atari 7800, ColecoVision, or Intellivision, or Odyssey2,
or even Bally Astrocade stuff!)

David Tipton

4220. visicalc <-> harddrive

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-08 18:27:53 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Nov8.182753.2390@merrimack.edu>
Source record: 109017

Has anyone been successfula installing visicalc on a harddrive.

I have a legal version of visicalc & use sparta 3.2d on the harddrive.
If anyone can let me know if this possible, I'd appreciate it.

thanks in advance,
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

4221. Speeding up processing speed

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 06:15:01 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <721289945.F00001@tdkt.kksys.com>
Source record: 109021

To Jim J:
I agree with what you said accept that DLI processing is done during screen time.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4222. Speedin up the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 06:22:02 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <721289945.F00002@tdkt.kksys.com>
Source record: 109020

Also another factor I ment to menchon in my last post is that what if the custom chips and 6502 cannot work at a much faster clock rate? I know with the older IBMs thats true because the integrated components need time to get charged or dis-charged.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4223. CORRECTION to SuperPill trade offer

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 09:06:55 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <6595@ucsbcsl.ucsb.edu>
Source record: 109028

```
>I have an era copy of CSS' Superpill hardware/software
>cartridge copying system that I would like to trade
>for something else for the Atari 8-bit.

Should read an EXTRA copy, not "era". I hate line noise!
```

4224. Macs and Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 09:59:57 UTC
From: moocow@kuhub.cc.ukans.edu
Message-ID: <1992Nov9.035958.44537@kuhub.cc.ukans.edu>
Source record: 109022

I had noticed the post concerning a link between PC's and Ataris and I was wondering if a similar thing exists or is in the works for a link between Macs and Ataris. I still have my Atari 800 as well as a Macintosh LC and I was wondering if there was any way to connect the Atari to the Mac and then run the Atari in its own window. And has anyone worked upon an Atari emulator for the Macintosh?

thanks for your help, i understand either one of these possibilities are probably a bit far-fetched.

Chris
moocow@kuhub.cc.ukans.edu

4225. Help with Bobterm and Hayes 2400 modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 13:59:19 UTC
From: smith@acpy01.att.com
Message-ID: <1992Nov9.135919.18203@devildog.att.com>
Source record: 109024

I'm using Bobterm 1.20 with a Hayes 2400 modem. If I set up an automatic
dial entry, after a connection, the program redials. I have to manually
dial (ATDT...) to connect. Bobterm doesn't seem to recognize when
the modem has connected.

Has anyone had this problem? I suspect my modem settings need to be changed.
Thanks.

~~~~~~
Bob Smith Work : (908) 457-6833
AT&T Home : (908) 359-4120
Room D33 Internet: smith@acpy01.ATT.COM
180 Centennial Avenue Attmail : attmail!rsmithjr
Piscataway, NJ 08854
~~~~~~

4226. Atari User Group meeting - Wed Nov 11/92

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 14:03:39 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <BxGCE4.JGn@math.uwaterloo.ca>
Source record: 109006
Cross-posted to: uw.sys.atari,kw.micro,comp.sys.atari.st,comp.sys.atari.8bit

In November, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a Library Night.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the November issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, November 11, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

4227. Re: old atari carts, (400/800) Now answer with new question

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 14:20:46 UTC
From: jeep@tc.fluke.COM
Message-ID: <1992Nov9.142046.2478@tc.fluke.COM>
Source record: 109023
Cross-posted to: rec.games.video,comp.sys.atari.8bit

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, buxton@whitewater.chem.wisc.edu (buxton) says:

>>In article <1992Nov4.215529.3015@bmers145.bnr.ca> kennyy@bnr.ca (Kenny
>>Yan) writes:
>>> In article <RINGO.92Nov3155308@grand-cayman.icad.com>,
>>> ringo@icad.com (Amy Gorin) writes:
>>> >
>>> > I have the following 3 cartridges:
>>> >
>>> > Star Raiders, Atari CXL4011 (says "Left cartridge" on top)
>>> > ET Phone Home, Atari RX8030 (also says "Left cartridge")
>>> >
>>> > Mach 128, from Access Software (no number, but it has a switch
>>> > and a push button on the front of the cartridge itself).
>>> >
>>> > The bus on these is clearly not 2600/7800, and I dont' think
>>> > they're 5200 either. If anyone knows what they're for,
>>> > and wants to trade 3 2600 or 7800 carts for them, let me know.
>>>
>>> > -ringo
>>>
>>> The 2 Atari cartridges are for the old 400/800/XL/XE 8-bit computers.
>>> They are labelled 'left cartridge' because the 800 computer had 2
>>> cartridge slots, 'left' and 'right'. (Score 1 for the ergonomics guys.)
>>> Digging in my memory closets, I remember only one cartridge for the
>>> right slot, and it wasn't from Atari. I don't remember what it did,
>>> either.
>>
>>For those interested in the cartridge that fit in the right side I have
>>the answer. The only one I am aware of was called "Monkey Wrench" and was
>>designed for some sort of programming enhancement. I never owned it, but
>>remember reading about it in magazines at the time (Compute, Analog).
>>There may also have been a sequel cartridge called "Monkey Wrench II" that
>>also fit in the right side, but I am not sure.

>Monkey Wrench II works in the left slot, I believe.

Monkey Wrench II goes in the right slot so it can be used with the ATARI
BASIC Cartridge (I have one and used to use it extensively in the early 80's).

I also have a cartridge called "Magic Dump" which goes in the right slot.
It is a screen dump utility.

--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
. John Fluke Mfg. Co., Inc.
/|__. P.O. Box 9090, M/S 239E
'o~~~o` Everett, WA 98206 USA

4228. Re: Macs and Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 21:37:52 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Nov9.213752.6340@dartvax.dartmouth.edu>
Source record: 109027

In <1992Nov9.035958.44537@kuhub.cc.ukans.edu> moocow@kuhub.cc.ukans.edu writes:

>I had noticed the post concerning a link between PC's and Ataris and I was
>wondering if a similar thing exists or is in the works for a link between
>Macs and Ataris. I still have my Atari 800 as well as a Macintosh LC and I
>was wondering if there was any way to connect the Atari to the Mac and then
>run the Atari in its own window. And has anyone worked upon an Atari emulator
>for the Macintosh?

>thanks for your help, i understand either one of these possibilities are
>probably a bit far-fetched.

The SIO2PC device is a combination of hardware and software that allows a
PC to pretend to be a physical Atari drive. The Atari's SIO signals are
translated into RS232 signals by the hardware device, and the PC software
interprets these signals and responds in such a way as to emulate an Atari
drive (or printer). Unfortunatley, the PC software is (I believe) written
in assembly and is not publicly available, making it rather difficult to
port.

Theoretically, however, the device should work with any computer that can
send and receive RS232 signals. [I don't know about Mac's--don't they use
RS432? Does this matter?] The issue is writing the software for the
server machine to interpret the signals. If you are interested in writing
such software, I would suggest contacting Nick Kennedy, the creator of SIO2PC,
and asking for a copy of the PC code and any suggestions he may have.
Also, I beleive that others have done some work on writing their own software
for SIO2PC. If their code is in C, it should be much easier to port.

Good luck.

--PC
--
preston.crow@dartmouth.edu
crow@nes.nersc.gov
by008@cleveland.freenet.edu
crow@coos.dartmouth.edu

4229. Re: old atari carts, (400/800) Now answer with new question

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 21:57:27 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1992Nov9.215727.27174@ugle.unit.no>
Source record: 109026
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In article <1992Nov9.142046.2478@tc.fluke.COM>, jeep@tc.fluke.COM (Dale A. Chaudiere) writes:

> >Monkey Wrench II works in the left slot, I believe.
>
> Monkey Wrench II goes in the right slot so it can be used with the ATARI
> BASIC Cartridge (I have one and used to use it extensively in the early 80's).

I thought Monkey Wrench II was the XL/XE compatible version, and since the right slot doesn't exist on these machines, I don't see how that could be... Anyway, MW II was '85 or '86 (you DID say EARLY 80's...) Of course, I could be wrong. NOT! :)

> jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894

--
//| | DISCLAIMER: I don't HAVE opinions.
// | | I just repeat what everyone else says!
\\ //--|miga: There can be only one. |
\X/ | eyvind@lise.unit.no | Aaaaaaaaaaaaaaaaaaaaaaaaargh! Ackpth!

4230. Re: Help with Bobterm and Hayes 2400 modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 22:58:24 UTC
From: phbill@cyberden.uucp
Message-ID: <2ZuZTB5w165w@cyberden.uucp>
Source record: 109038

Re: problems with Bobterm dialing...

I was wondering, did Bob Puff write BobTerm's dial menu? I seem to recall reading somewhere (BT's docs?) that the dial menu was by someone else.. (maybe this was another term program, though). Anyways.. is it just me, or does anybody else think that the dial menu even LOOKS as though someone else wrote it?

Also, has Bob released any newer versions of SuperARC/unARC and DiskComm?

thanx

--
Bill Kendrick : PhBill@Cyberden.UUCP Currently working on GDesk

4231. Thanks Rick!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 23:04:07 UTC
From: phbill@cyberden.uucp
Message-ID: <k0uZTB6w165w@cyberden.uucp>
Source record: 109039

I must thank RIck Cortese for help with pointer movement on GDesk. It moves SMOOTHLY now! WOW! It's great. Instead of jumping 8-pixels when it moves left and right, it moves ONE PIXEL AT A TIME. I didn't directly import the source you sent me though Rick. I did take it's concept (using the RSHift, LSHift operators at move the bits.. I knew I'd have to use those, but how was another story..) Perhaps I could even write a new Print8 (ok, update the old one) which will be able to position text anywhere on the screen, not just on the Graphics 0-like 40 x 23 grid.

NOW, however, I have a very STRANGE problem. I have a clock display at the upper right of the screen on GDesk, and when you point to the rightmost upper corner of the screen, the clock changes modes (time, time set, date (set), and off). When it's in time set or date (set) modes, you click the numbers to advance them by one, BUT.. the numbers just jump all over the place.. I decided "ok, maybe it's a problem with how I store it in the string I use to display it with the Print8() procedure, I'll print the values to the printer every time they change"... guess what, not only do the numbers on the printout come out correctly (how I WANT it to), but so does the time on the screen!.. so I decided "alright, I'll turn the PrintBD() calls (that you use to print to device (in this case, printer)) into remarks, and it should work right"...

guess what? same thing as before.. the numbers jump around strangely.. since I'm using BYTEs, it's a little harded to see what the pattern is with the clock, but the thing SHOULD be working right... I asked a computer expert (not w/ Ataris or Action!, though) what she thought (actually, I was just mentioning this bug-from-hell that I found (made?)) and she said it probably had to do with the fact that the printer slows down the system.. it might be that when I press the button to advance the number on the clock that it keeps advancing (and wrapping at 256 back to 0, since they're bytes) until I let go (which can be 10s of times in a fraction of a second), but it has checks to wrap at time limits (12 hours, 59 minutes & seconds)... also, the same bug happens with my date (set) mode...

anyone have any ideas!? is this confusing or WHAT?!

thanx in advance.. perplexed,

--
Bill Kendrick : PhBill@Cyberden.UUCP Currently working on GDesk

4232. Re: Macs and Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-09 23:41:29 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.721352489@vincent2.iastate.edu>
Source record: 109030

In <1992Nov9.213752.6340@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:

>In <1992Nov9.035958.44537@kuhub.cc.ukans.edu> moocow@kuhub.cc.ukans.edu writes:
[atari to mac stuff deleted]

>The SIO2PC device is a combination of hardware and software that allows a
[...]
>drive (or printer). Unfortunatley, the PC software is (I believe) written
>in assembly and is not publicly available, making it rather difficult to
>port.

I've got a copy of the source in assembly, but I don't know if the
author wants it distributed. I really like the sio2pc, but to be
honest, the code isn't the greatest. It would probably be easier to
rewrite from scratch, though I suppose it'd be a place to start.

>Theoretically, however, the device should work with any computer that can
>send and receive RS232 signals. [I don't know about Mac's--don't they use
>RS432? Does this matter?] The issue is writing the software for the
>server machine to interpret the signals. If you are interested in writing
>such software, I would suggest contacting Nick Kennedy, the creator of SIO2PC,
>and asking for a copy of the PC code and any suggestions he may have.
>Also, I beleive that others have done some work on writing their own software
>for SIO2PC. If their code is in C, it should be much easier to port.

I've looked at how its done, and it isn't really that difficult.
There are 4 lines coming from the interface: data out and data in
(which are just going to the serial chip), the command line, and an
enable. The trick is getting the timing right. The hardware ref.
manual has enough info for that. If the mac has a standard rs232
port, it should be possible. If not, you could also try using the
printer port. This wouldn't require as much interface hardware, but
the programming would be more difficult. You'd need to do the UART
function in software, and timing could be tricky.

I don't have a mac, but if someone wants to give it a try, drop me
some email. You might also ask the author of AFS, which is the
program Preston mentioned above. I don't recall who it is, but I
believe it is in C.

Todd
--
Todd Greenfield
tgreen@iastate.edu

4233. Re: Macs and Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 00:46:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <BxH64F.Lxy@acsu.buffalo.edu>
Source record: 109025

In article <1992Nov9.213752.6340@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu (Preston F. Crow) writes...
>In <1992Nov9.035958.44537@kuhub.cc.ukans.edu> moocow@kuhub.cc.ukans.edu writes:
>
>The SIO2PC device is a combination of hardware and software that allows a
>PC to pretend to be a physical Atari drive. The Atari's SIO signals are
>translated into RS232 signals by the hardware device, and the PC software
>interprets these signals and responds in such a way as to emulate an Atari
>drive (or printer). Unfortunatley, the PC software is (I believe) written
>in assembly and is not publicly available, making it rather difficult to
>port.
SIO2PC is in the public domain (or maybe it's shareware).
It's available via anonymous FTP from atari archive (the
exact address escapes me right now).

It's been much improved and I believe the source code
comes w/ it. If not, disassembly shouldn't be too much
of a problem.

David Anderson

4234. 800XL system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 01:08:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <BxH74r.MF3@acsu.buffalo.edu>
Source record: 109029

I'm selling my Atari 800Xl system. It includes:
800XL w/ Newell FastChip and Rambo 256K
1050 w/ US Doubler
Okimate 10 color printer (w/ atari interface)
Supra 300 baud modem
AtariArtist cart and drawing tablet
speech synthesizer
Parrot sampler
MPP expansion/experimenter's card
Lots of PD software
Atari-to-parallel converter
lots back issues of Antic and Analog (analog back to #5)

E-mail me an offer! Get this out of my house! No COD!

David Anderson

4235. Re: Macs and Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 03:37:51 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Nov10.033751.29157@dartvax.dartmouth.edu>
Source record: 109031

In <BxH64F.Lxy@acsu.buffalo.edu> v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:
>In article <1992Nov9.213752.6340@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu (Preston F. Crow) writes...
>>The SIO2PC device is a combination of hardware and software that allows a
>>PC to pretend to be a physical Atari drive. The Atari's SIO signals are
>>translated into RS232 signals by the hardware device, and the PC software
>>interprets these signals and responds in such a way as to emulate an Atari
>>drive (or printer). Unfortunatley, the PC software is (I believe) written
>>in assembly and is not publicly available, making it rather difficult to
>>port.

>SIO2PC is in the public domain (or maybe it's shareware).
Shareware. Not public domain.
>It's available via anonymous FTP from atari archive (the
>exact address escapes me right now).

>It's been much improved and I believe the source code
>comes w/ it. If not, disassembly shouldn't be too much
>of a problem.

Last I heard, Nick Kennedy wasn't very excited about people looking at his source. I think that's what the documentation says. Anyway, if you want the source, I think you need to contact him.

Disassembly is a big problem if you don't have a PC. The assembly code is 8088 assembly, not 6502, so the person looking to port the software to another platform has a real challenge. And for most programmers, the idea of porting an assembly language program isn't very exciting. I would suspect that most would find re-writing it in C would be the best bet. What is really needed is a list of the signals that the RS232 port needs to read and send, along with information on necessary delays.

--PC
--
Only be careful, and watch yourselves closely so that you do not forget the things your eyes have seen or let them slip from your heart as long as you live. Teach them to your children and to their children after them. Remember the day you stood before the Lord your God... --Deut 4:9-10a

4236. Re: visicalc <-> harddrive

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 05:20:30 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0asv@abcd.Houghton.MI.US>
Source record: 109032

In a message dated Sun 8 Nov 92 20:56, Nin15b0b@merrimack.edu (david E. Sh
wrote:

NES> Has anyone been successfula installing visicalc on a harddrive.

NES> I have a legal version of visicalc & use sparta 3.2d on the
NES> harddrive.
NES> If anyone can let me know if this possible, I'd appreciate it.

NES> internet: nin15b0b@merrimack.edu or uucp:
NES> samsung!hubdub!nin15b0b

I can't speak for VisiCalc, but if you own a one meg MIO, and if the
application is not copyprotected, you can use DiskCom to put an image of
the bootable disk on a ramdisk. Swap the MIO ramdisk to drive 1, and
reboot.

I kept DiskCom versions of PaperClip, MYDOS, etc. on my SpartaDOS formatted
harddrive. When I wanted to use one of these non-SpartaDOS compatible
applications, I simply called a batch file which setup the ramdisk*,
swapped the ramdisk to drive 1, and rebooted. Coming from the harddrive to
the ramdisk only took a minute or so (typically less time than booting from
floppy), and the applications performed all disk accesses like a streak of
lightning. When I was done, I reset back to the MIO configuration and
swapped drives to their normal positions.

*NOTE: I ran my MIO constantly from a trickle charged battery. I never
lost the RAM contents or reset the MIO in two plus years. I kept one
ramdisk floppy sized to do the above tricks. If you don't keep a floppy
sized ramdisk at all times, you will have to rebuild (and reload) your MIO
configuration each time you want to use it for the above.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4237. Re: old atari carts, (400/800) Now answer with new question

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 15:08:08 UTC
From: darkwing@cis.umassd.edu
Message-ID: <BxIA1K.LHI@umassd.edu>
Source record: 109033
Cross-posted to: rec.games.video,comp.sys.atari.8bit

In <1dca6nINNjme@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, buxton@whitewater.chem.wisc.edu (buxton) says:

>>In article <1992Nov4.215529.3015@bmers145.bnr.ca> kennyy@bnr.ca (Kenny
>>Yan) writes:
>>> In article <RINGO.92Nov3155308@grand-cayman.icad.com>,
>>> ringo@icad.com (Amy Gorin) writes:
>>> >
>>> ...
>>
>>For those interested in the cartridge that fit in the right side I have
>>...

>Monkey Wrench II works in the left slot, I believe.

>>Now for a really obscure question. The Atari 400/800 series had a series
>>of custom graphics/sound chips. One was the Pokey, and another was the
>>CTIA which was succeeded by the GTIA in early 1982. Why was the GTIA
>>better, and what could it do that the CTIA could not?
>>Eric
>>

>As far as I know what GTIA provides is 3 new graphics modes (9, 10, and 11
>from BASIC). One is 16 shades of 1 color, one is 16 colors of the same
>brighness, and one is a mix, 8 colors/brightness - all in a resolution
>somehwhere between gr.7 and gr.8. Does GTIA add anything else?

>(Note I've cross-posted this to comp.sys.atari.8bit, where the 8-bit Atari
>experts are.)
>--
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
>Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
> Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

GTIA also reversed the artifacting of GR8 mode..... it reversed the color effects of odd/even pixels... This will affect colors in games such as Hard Hat Mack (which I'm not sure was written for CTIA or GTIA artifacting).

Other than that, I think that is the extent of the changes... If I'm wrong someone correct me....

-- Curt

darkwing@cis.umassd.edu

4238. xf35 vs. bob puffs conversion???

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 15:39:51 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov10.153951.17112@news.ysu.edu>
Source record: 109034

My
sparta x cart supports the bob wooley rom...I know that the xf35
kit sold by I.C. has that rom but does the kit sold by Bob Puff
have such an animal??? Does the bob puff conversion to 720k drives
support high speed i/o??
--
Joe Sabatino-->ab588@yfn.ysu.edu

4239. Basic Xe Manual

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 17:16:49 UTC
From: kazial@acsu.buffalo.edu
Message-ID: <BxIG02.L86@acsu.buffalo.edu>
Source record: 109035

I bought a Used Basic XE Cart a long time ago, and the guy
who sold it to me didnt have the docs.. I bought a lot of
hardware and software, and that was one of the throw-ins.

I've gone back to using my 800 and XE after many years
and find I'd like to play around with it.. so I'd be interested
in either buying someone's manual, or getting a copy.

Please get back to me - email would be best, don't want to
clutter the board.

I can be reached at kazial@armstrong.cs.buffalo.edu

thanks, Craig

'Violence inherent in the system.. help help, I'm being repressed!'
Internet: kazial@cs.buffalo.edu -Monty Python (The Holy Grail)
UUCP : kazial@sunybcs.uucp
Bitnet : kazial@sunybcs.bitnet kazial%cs.buffalo.edu@ubvm.bitnet
---

4240. Homewriter-10 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 22:29:10 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92315.172910JJMCWILL@MTUS5.BITNET>
Source record: 109036

```
========================================================================== 67
Received: from MTUS5 by MTUS5.cts.mtu.edu (Mailer R2.08) with BSMTP id 0381;
Tue, 10 Nov 92 15:46:30 EST
Received: from smithkline.com by MTUS5.cts.mtu.edu (IBM VM SMTP V2R1) with TCP;
Tue, 10 Nov 92 15:46:25 EST
Received: from PHVAX.DECnet MAIL11D_V3 by smithkline.com (5.57/Ultrix2.4-C)
id AA15902; Tue, 10 Nov 92 15:40:20 -0500
Date: Tue, 10 Nov 92 15:40:20 -0500
Message-Id: <9211102040.AA15902@smithkline.com>
From: poehland%phvax.dnet@smithkline.com
To: "jjmcwill@mtus5.mtu.edu"%INET.dnet@smithkline.com
Subject: Pls fwd to csa8? Subject: HomeWriter-10 Printer

From: INET::"MAILER-DAEMON" "Mail Delivery Subsystem" 9-NOV-1992 19:06:08.23
To: <phvax::poehland>
CC:
Subj: Returned mail: User unknown

----- Transcript of session is unavailable -----

----- Unsent message follows -----
Received: from PHVAX.DECnet MAIL11D_V3 by smithkline.com (5.57/Ultrix2.4-C)
id AA12230; Mon, 9 Nov 92 18:29:14 -0500
Date: Mon, 9 Nov 92 18:29:14 -0500
From: phvax::poehland
To: INET::"comp-sys-atari-8bit@ucbvax.berkeley.edu"
Subject: HomeWriter-10 Printer

Trying to answer this question takes me back a few years, I hope the cobwebs
don't get in the way. The HomeWriter-10 printer was made by Epson & was- I
THOUGHT- a custom-modified version of the LX-80 but with a built-in interface
for certain computers. My impression was that the HW-10 was the one with an
built-in interface for the C-64, but I can't swear to that. A great deal of
confusion is possible here because Epson marketed this printer in 1984-1986 in
a wide variety of configurations & manufacturing changes with at least 4 dif-
ferent model names for basically the same printer. And just to make matters
more muddy, Epson also marketed a line of interfaces for various 8bit home
computers, including the Atari 8bits. These interfaces were known as PICs
(Printer Interface Cartridge). I never saw a review of the Epson PIC for
the Atari 8bits.

The LX-80/HomeWriter-10 was the first Epson 9-pin to have NLQ output. And yes,
it is also graphics-capable. If the printer chokes on graphics, either a DIP
switch may need to be turned on inside the printer to put it in graphics mode,
or else the problem is in the interface. There was at least one third-party
interface (Ape-face???) that had the same problem.
```

If you are using one of the Epson interfaces (either a PIC or a built-in interface), I'd bet even money the graphics problems will go away with an 850 or a P:R:Connection. Hrrumph, even the parallel port on the XEP-80 won't do or a P:R:Connection.
or a P:R:Connection.

Whoops, got a little technical problem here....

It may well be the Epson interface was a text interface only. Many of the early interfaces were like that, especially since the earlier models of Epson printers were mostly text printers which required a Graftrax upgrade to do graphics. Some interfaces couldn't recognize Graftrax. With the LX-80/ HomeWriter-10, Graftrax was built-in (another of the advanced features of that printer for its day).

Just my $.02.

- BEN POEHLAND
The 8-Bit Alchemist

****

4241. Re: Atari Xformer source, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-10 23:00:17 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Nov10180017@kropotkin.gnu.ai.mit.edu>
Source record: 109037

In article <68969@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>Derek said he had U/L'd the source code to Genie a number of years ago.
>He currently works for MicroSoft so you may be able to reach him
>@microsoft.com or something like that. You might just try phoning Branch
>Always Software at @(206)885-5893. If you just hang out here & in the ST
>sig, eventually he well rear his ugly head to accuse us of all being
>thieves, pirates, & stupid. Years ago someone told me he was an anal
>sphincter. I argued that he wasn't, I was wrong. I still have to get
>back to that guy & admit he was right.

The source code he gave out was for a much older version. No I
haven't actually seen it myself. I tried to get source code from
Darek at one point and although he didn't tell me I was an anal
sphincter, he did his best to try to make me feel like one.
(Basically he said that Xformer was as good as it could ever be, and
could not be improved, therefore morons like me who thought they could
improve it weren't worth the 15 minutes it would take him to upload
the code.)

To anyone trying to get source for Xformer, or anything else, from
Darek...don't waste your time.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

4242. Atari Emulator for PC minus ROM's

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 03:43:33 UTC
From: gt8741b@prism.gatech.edu
Message-ID: <1992Nov11.034333.29522@riacs.edu>
Source record: 109040

I know, this gets asked a lot, and I have seen the answer that because of legal reasons, an emulator can't be released. How about releasing one that requires the operating system to be stored in a disk file? I own two old Atari's: a 400 and an 800XL, and I have several things on them that still pass what I can get on a PC (games, Games, GAMES). An emulator could be released that emulated the hardware and the chip, but the user has to supply the operating system. That's how some of the old Translator Disks worked, especially the Analog one. You had to copy the old operating system to a disk. I think that this would be legal. I own an HP 48SX calculator, and when someone wrote an emulator for it, that's how they did it. I have a copy of my ROM's in a disk file.

If someone could at least tell me the name and email address of the author, I might try to contact him. Thanks!

--
Chris Adams | "If tin whistles are made of tin,
Georgia Tech | what do they make foghorns from?"
Internet: gt8741b@prism.gatech.edu| -- Lonnie Donegan
----------------------------------+

4243. Writing Atari disks on IBM PC's

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 03:49:32 UTC
From: gt8741b@prism.gatech.edu
Message-ID: <1992Nov11.034932.29593@riacs.edu>
Source record: 109041

How can I write Atari disks on an IBM PC? I know that it is possible, but I don't remember how. Also, is there any way to format them on a PC? It has been almost 5 years since I used the Atari regularly, and the disks have all gone bad. Because of this, I have no way to boot the thing up! What are the versions of DOS used now? What's the best? I have an Atari 400 & an 800XL, with and Indus GT disk drive. If there isn't a way to write a bootable disk on a PC, would someone be willing to mail me one? I would really appreciate it.

--
Chris Adams | "If tin whistles are made of tin,
Georgia Tech | what do they make foghorns from?"
Internet: gt8741b@prism.gatech.edu| -- Lonnie Donegan
----------------------------------+

4244. Clock...fixed

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 04:21:00 UTC
From: phbill@cyberden.uucp
Message-ID: <PL52TB5w165w@cyberden.uucp>
Source record: 109050

I successfully fixed my GDesk clock. Ugh.. it was a problem with time advancing too much when you held down the fire/return button. So I just had it advance once, and wait until you release it. Also, the time was NOT checked when advanced manually.. That's because I had the program set up like this:

```
If Sec>60 Then Sec==-60 Min==+1
If Min>60 Then Min==-60 Hour==+1
If Hour>12 ...
```

etc. Not like this:

```
IF Sec>60 Then Sec==-60 Min==+1 Fi
If Min>60 Then Min==-60 Hour==+1 Fi
```

etc. oops.. So I edited the if-fi checking of the time and stuck it in a place other than when the internal clock has changed (out of the "If Clock>1 Then Sec==+Clock ..etc." part of the procedure).

Also, I fixed manual clock advancement so you can go "+" or "-" (clicking the left or right digit of the number).. and that's just version 1.0 of the clock! :) A later upgrade of it will include an alarm, possibly a "day of week" calculator, and (if someone gives me the code) might be set from the RTime8 instead of manual each time you load it.. cool, eh!?

--
Bill Kendrick : PhBill@Cyberden.UUCP Currently working on GDesk

4245. GTIA/CTIA (was Re: old atari carts, (400/800) Now answer with new question)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 04:34:11 UTC
From: norlin@midway.ecn.uoknor.edu
Message-ID: <BxJBD2.8wo@constellation.ecn.uoknor.edu>
Source record: 109042
Cross-posted to: rec.games.video,comp.sys.atari.8bit

darkwing@cis.umassd.edu (Curtis H. Wilbar Jr.) writes:

>>>Why was the GTIA
>>>better, and what could it do that the CTIA could not?

>>As far as I know what GTIA provides is 3 new graphics modes (9, 10, and 11
>>from BASIC). One is 16 shades of 1 color, one is 16 colors of the same
>>brighness, and one is a mix, 8 colors/brightness - all in a resolution
>>somehwhere between gr.7 and gr.8. Does GTIA add anything else?

>GTIA also reversed the artifacting of GR8 mode..... it reversed the color
>effects of odd/even pixels... This will affect colors in games such as
>Hard Hat Mack (which I'm not sure was written for CTIA or GTIA artifacting).

One last bit of trivia. I believe the GTIA handled collisions between
players and text characters differently than the CTIA. The CTIA allowed
a collision between a (gr.0) text character and a player, but not
the GTIA. Or maybe it was reversed.

I read this in "COMPUTE!" magazine long ago, in the "Insight: Atari"
column. There was a brief program listing included that put a player
on screen and tested to see if a collision was detected or not with
some text characters printed on the screen. Based on the results of
the collision test, it printed whether you had a GTIA or CTIA.

Amazing what useless bits of trivia the mind can remember, isn't it?

Norman
norlin@mailhost.ecn.uoknor.edu

4246. Where's the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 07:58:16 UTC
From: gt8741b@prism.gatech.edu
Message-ID: <1992Nov11.075816.915@riacs.edu>
Source record: 109043

Can someone direct me to the FAQ for this newsgroup? I couldn't find it archived anywhere. I am assuming that there is a FAQ. Am I right? ;->

--

Chris Adams | "If tin whistles are made of tin,
Georgia Tech | what do they make foghorns from?"
Internet: gt8741b@prism.gatech.edu| -- Lonnie Donegan
----------------------------------+

4247. Problems at atari.archive.umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 18:00:11 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1drhnbINN63g@terminator.rs.itd.umich.edu>
Source record: 109044
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here's a list of known problems that I (we) are working on to
remedy:

1. There's no files in Applications/Perutls, Applications/Math,
Applications/Wordproc or Applications/Spreadsheets. That was a
result of having to ftp everything over. I just forgot about 'em.

2. There's very few editors in Editors. Similar problem to
the above.

3. On occasion, you'll get server not responding errors. This is
because there was an air conditioner problem in the machine room. I
think this is all better now.

4. Bart doesn't work. We're still looking for a host machine for
it to run on.

5. I've been particularly angry at people posting questions about
the archive to comp.sys.atari.st. This is because the problem
reports should be going to me, not the world, who can't do much
about it.

6. On occasion, particular volumes in the archive won't be working.
I don't know why this happens, other than the fact that each
root level directory is mounted on a separate disk. It is
possible that each of the disks could go down for backup individually
from time to time. (Along with other possibilities I haven't even
dreamed of yet).

In short, this is a new experience for me too. I'd appreciate people
letting me know, by mail, of any and all problems that they
have. I'll try to remedy them as best as my schedule and
physical location (I'm 700 miles away from umich now) will permit.

Jeff
--
- Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -

4248. Atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 18:05:15 UTC
From: carl@eagle.wesleyan.edu
Message-ID: <carl.3@eagle.wesleyan.edu>
Source record: 109045

Does anyone have any Atari 800 computers collecting dust that they would like to get rid of. I need some keyboards for these antiques. These are different than the Atari 800xl computer.

Thanks
Dave

4249. Re: Writing Atari disks on IBM PC's

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 18:17:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <69304@cup.portal.com>
Source record: 109046

If don't get any better offers, I can send you a disk in double density format with an older version of Mydos along with some utilities. I could discomm a standard Atari DOS 2.5 & put it on the same disk with some utilities. I'm getting a little better on my I/O. It's only taking me a month or two to get stuff out now<g>.

4250. Re: Problems at atari.archive.umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 21:05:01 UTC
From: bobhays@spss.com
Message-ID: <1992Nov11.210501.1154@spss.com>
Source record: 109047
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

After following the combat in rec.music.synth et al.... I've come to realize that we rarely provide ata-persons here....

I just wanted to thank Jeff for running Atari Archive. Problems happen (see, can say it without offending anyone:-). For a free service, I think it is great. I'm glad there are people willing to stick their nose in and do something when it is needed.

So, I hope everyone will try to have a positive tone as Jeff works through the changes at Atari Archive (remember when it appeared that AA would disappear early in the year....) and remember that he is performing a service to our community.

Thanks Jeff! Have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I'm hovering like a fly, waiting
Fax: (312) 329-3657 | for a windshield on a freeway" -PG

4251. Re: Where's the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-11 21:10:24 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov11.211024.13967@news.ysu.edu>
Source record: 109048

Due to the fact that my Freenet group only picks up the last 30
msgs in this group the FAQ goes off the thing in less than a week.
I called Monday to find out that I had missed a some msgs over the
weekend...I had called on friday and read all the msgs.
Here was the last FAQ posted here:

From: aa700@cleveland.Freenet.Edu (Michael Current)
Subject: Frequently-Asked Questions List
Reply-To: aa700@cleveland.Freenet.Edu (Michael Current)
Date: Sun Nov 1 17:34:48 1992

The 8-bit Atari
Frequently-Asked Questions List
for the Internet

Posted on or about the first of the month, simultaneously to:

comp.sys.atari.8bit and the Info-Atari8 Digest
------------------ ------------------
(the Usenet newsgroup) (the Internet mail-list)

which are, in fact, one and the same group.

Revised 1-Nov-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All postings to comp.sys.atari.8bit automatically appear in the
Internet's Info-Atari8 Digest.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the Internet mail-list dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All contributions to the Info-Atari8 Digest automatically appear
on Usenet's comp.sys.atari.8bit.
To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
To contribute to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu.
Please note: there is NEVER a good reason to send anything to the address
Info-Atari8@naucse.cse.nau.edu.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning, jrd@atari.archive.umich.edu.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.182.23), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragraph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), include this line:

path {your mail address here}

This allows you to tell BART exactly where to mail the files requested. This can be useful for UUCP and other addresses that BART may not be able to figure out otherwise.

BART automatically UUEncodes binary files before sending them to you. Other files of interest are 8-bit.cat, containing 1-line descriptions of the files available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.182.23), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/New". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file so Jeff Weiner knows what directory to place it in at the archive. It is especially important to specify that your upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you. Note that long binaries should

only be posted to the discussion group as a last resort.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published monthly. It covers the 8-bit Atari computers exclusively.
To have Z*Mag delivered "right to your own mail box," send a message to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/Zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/Djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network.
The Atari SIG carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers. Send correspondence and press releases to xx004@po.cwru.edu.

What magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA 19355
USA: $25/1 yr (6 issues)
Canada: $30/1 yr

Foreign: $32/1 yr
8-bit disk: add $9/1 yr (3 disks)
71450.1050@compuserve.com

Atari Interface ATARImagazin (exclusively 8-bit)
Unicorn Publications Power per Post
3487 Braeburn Circle Postfach 1640
Ann Arbor, MI 48108 W-7518 Bretten
$18/1 yr (12 issues) GERMANY
Canadian: $42/1 yr 30DM + 4DM p&p/6 months (3 issues)
Foreign: $48/1 yr abroad: 30DM + 10DM p&p/6 months
8-bit disk: add $50/1 yr (12 disks)8-bit disk & membership: add 60DM
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers
which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that
is common in the IBM-PC/MS-DOS world. This is done to make the file shorter,
so it takes less time to transfer between computers. The atari.archive
contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion
program is called superarc.arc (use supunarc.com to un-arc it). Each is
compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is
uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER
it into Atari BASIC). The file yau.arc contains yau.com, a machine-language
UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible

with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS

800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 1i BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

End of FAQ list.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm

Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

--
Joe Sabatino-->ab588@yfn.ysu.edu

4252. Re: Help with Bobterm and Hayes 2400 modem

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-12 06:02:49 UTC
From: bmarcum@world.std.com
Message-ID: <BxLA4r.3x4@world.std.com>
Source record: 109049

In article <1992Nov9.135919.18203@devildog.att.com> smith@acpy01.att.com (Bob Smith (CXNIXPT1)) writes:
>I'm using Bobterm 1.20 with a Hayes 2400 modem. If I set up an automatic
>dial entry, after a connection, the program redials. I have to manually
>dial (ATDT...) to connect. Bobterm doesn't seem to recognize when
>the modem has connected.
>
>Has anyone had this problem? I suspect my modem settings need to be changed.
>Thanks.
You need to set your modem to send verbose status codes, i.e. CONNECT 2400 instead of numeric responses. I think the command is either ATV1 or ATX1 (never can find that command list when you need it!)
Also, I have a modem that sometimes sends a false BUSY response, but when that happens, you dial gain and it works fine.

Bill Marcum bmarcum@world.std.com

4253. Re: xf35 vs. bob puffs conversion???

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-12 06:15:48 UTC
From: bmarcum@world.std.com
Message-ID: <BxLAqD.4rD@world.std.com>
Source record: 109051

In article <1992Nov10.153951.17112@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>My
>sparta x cart supports the bob wooley rom...I know that the xf35
>kit sold by I.C. has that rom but does the kit sold by Bob Puff
>have such an animal??? Does the bob puff conversion to 720k drives
>support high speed i/o??
>--
>Joe Sabatino-->ab588@yfn.ysu.edu

The Bob Wooley rom is the original XF551 upgrade, which just changes a few bytes in the drive's OS so that it can handle 80 tracks. It does double speed like the original XF551. Bob Puff's upgrades are advertised as being even better, with ultra-speed i/o (like a US Doubler), and without the XF551's notorious density-switching problem. And there is the dual drive upgrade that lets you use a 5.25 and a 3.5 floppy drive at the same time, each with its own drive number.

(No, I don't work for CSS, and I don't even own one of these upgrades--yet.)

Bill Marcum bmarcum@world.std.com

4254. Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-12 12:42:24 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Nov12.124224.13453@rz.uni-karlsruhe.de>
Source record: 109052

Hi everybody,

while browsing through a book about 6502 assembler programming
I came across a statement that mentionned an Atari 200 computer.
It says something like : 'The 6502 processor is used in various
computer systems like the Apple I, II, III; Atari 200, 400, 800;
^^^
Commodore PET, ...'

I've never heared anything about an Atari 200 before. Is it just
ignorance of the book author, or did a 200 model really exist?
Any specs?

Marek Tomczyk

uj1g@dkauni2.bitnet

4255. Re: xf35 vs. bob puffs conversion???

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-12 15:23:15 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1992Nov12.152315.1931@ge-dab.GE.COM>
Source record: 108859

In article <1992Nov10.153951.17112@news.ysu.edu>, ab588@yfn.ysu.edu (joseph sabatino) writes:
|>
|> My
|> sparta x cart supports the bob wooley rom...I know that the xf35
|> kit sold by I.C. has that rom but does the kit sold by Bob Puff
|> have such an animal??? Does the bob puff conversion to 720k drives
|> support high speed i/o??

I don't know what the bob wooley (sic) rom is, but the CSS XF551 conversion does not come with a ROM to go in your 'XL. It comes with parts to be soldered into your '551. This (the Bob Puff) conversion to 720k drives supports high speed I/O. Note that you need either Sparta DOS or the US+ OS to take advantage of high speed I/O. Your old disks (if you use 5.25) will read only slightly faster. If you create new disks with the Ultra-Speed skew, they will read appreciably faster.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

4256. Digi-Studio is ready, and available in the US!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-12 16:56:41 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov12.165641.7413@aber.ac.uk>
Source record: 109053

Here we go folks. Digi-Studio is at last finished! Tagged on to this message is the info "sheet" for the brand new Digi-Studio package. To make it easier on you all, Digi-Studio is available in US direct from my US distributor. Please email Lance (address at end) to get the price for shipping. Copies of Digi-Studio are being shipped to the US next week. However, you may send your advance order now to be one of the first to get Digi-Studio in the US! The new version contains an option to re-time playback for NTSC machines. Don't delay - order your copy today!!

Digi-Studio Information

Digi-Studio is a set of programs for the 8-bit Atari (XL/XE) for creating music using "real" sounds, which have been digitized. The Digi-Studio package contains everything you will need to create and play music using digitized sounds. Here's a list of the programs included:

* Keyboard Player. Allows you to play music live by using the computer's keyboard like a piano keyboard. The sounds produced are, of course, digitized. This program has fully responsive keys, so that sounds only play for as long as you hold the key down.

* Tune Player. This program plays Digi-Studio tune files using digitized sounds.

* Sample Editor. This program allows you to edit sound samples by using a joystick. It also has "cut and paste" facilities, so you can also create your own samples.

* Tune Compiler. This program allows you to play Digi-Studio tune files in your own Basic or Turbo-Basic programs.

* LIDS Compiler. This program allows you to create your own Digi-Studio tune files by use of a language called LIDS.

Also included are 55 sound samples, and 44 ready-to-play Digi-Studio tune files.

The Digi-Studio system comes on 2 DS/SD disks. Disk one contains the main programs and a starter pack of sounds and tunes. Disk two contains more samples and sounds for use with Digi-Studio.

The Digi-Studio system is also supplied with a 44 page manual in A4 size. This manual has sections describing all the programs listed, but also has a lengthy section on how to read music. An appendix has also been added containing music along with the corresponding LIDS programs.

The Digi-Studio system (with manual and 2 disks) costs just 12pounds+1pound
P&P. In the US it will cost $29.95+shipping (price to be arranged).
Fill in the form below and send it with payment today!

------CUT------
Please send me a copy of the Digi-Studio system, with manual and 2 disks.
I enclose payment for UK[ ]. I enclose payment for US[ ]. (Tick box).
UK cheques/POs payable to Dean Garraghty. US checks/MOs payable to Lance Tatman.

NAME:_____
ADDRESS:_____
_____
POST CODE/STATE&ZIP:_____

UK: DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU.
US: LANCE TATMAN, 844 KERN STREET, RICHMOND, CA 94805.
Email: djg0@aber.ac.uk (UK and non-US orders), l.tatman@com.geis.genie (US).

4257. Re: Writing Atari disks on IBM PC's

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-13 09:42:16 UTC
From: mreichl@cosy.sbg.ac.at
Message-ID: <BxnEyG.6Bp@cosy.sbg.ac.at>
Source record: 109054

About one year ago i wrote a program (for PCs) to read, write AND FORMAT disks for the XL (only double density - like the other existing programs to access XL-Disks).
There is only one problem: if you are using an AT with a HD (1.2MB) drive - remember: HD disks rotate with 360 RPM instead of the usual 300 RPM - it is unsave writing to disks formatted on the XL. Formatting disks on the PC causes no problems (reading & writing with the XL is ok).

The program is menu-driven but cannot handle MYDOS-SubDirs.
I'm currently working on a new version including 3.5" HD-Disks and MYDOS SubDirs.

If anyone is interested, please mail. (Sourcecode is in TopSpeed Modula 2, Version 1.17)

so long,
Hias

4258. atari 800 keyboards or systems wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-13 13:25:33 UTC
From: carl@eagle.wesleyan.edu
Message-ID: <carl.4@eagle.wesleyan.edu>
Source record: 108955

Does anyone have any Atari 800 computers collecting dust that they
might want to get rid of. I need some keyboards especially. Does anyone know
if you can buy some of these keyboards anywhere

Thanks
Reply Email
DCARLSON@EAGLE.WESLEYAN.EDU

4259. ANTICs

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-13 15:43:56 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <6683@ucsbcsl.ucsb.edu>
Source record: 108960

I have a large stack of ANTIC magazines (1985-88) that I
would like to trade for some other stuff for the Atari 8-bit.
I don't want TOO much, but I expect shipping on the magazines
(from past experience) to be around $12-$15. So, kep that sum
in mind when you make a trade offer...
maybe a couple of cartridges or something?
(Am interested in Coleco/Intellivision/Atari 7800/Odyssey 2
stuff too)
send me e-mail and I will list the magazine issue numbers
I think there is about 30 magazines
.

4260. Re: GTIA/CTIA (was Re: old atari carts, (400/800) Now answer wi

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-13 17:27:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <69447@cup.portal.com>
Source record: 108956
Cross-posted to: rec.games.video,comp.sys.atari.8bit

One other thing the GTIA did was move the PM's so they'd overlap a pixel
in any of the 160X(anything) modes including character graphics with that
rez.
Mindless ramblings on the cartidge port. Since I occasionally burn carts,
I was always upset Atari left out the RIGHT slot, until I started looking
at the schematics. Turns out the X<?> series includes all the functionallity
of a two slot machine in the single slot. I'm not sure about the Monkey
Wrench, but if you get one of the Atari game carts (Galaga for instance)
tht was made when they were still using IC sockets, you can plug ROMs into
both sides of the cart & they will act just like you had the equivalent
carts plugged into the right & left slots of the 400/800. At one time I
started looking at adding a Monkey Wrench type cart to the X series & it
was about as easy as cutting a single trace on the cart board & plugging
the ROM in the other side of the PC board. I never really fooled around to
much with it at the time, but you can come up with built in basic & a cart
ROM in memory area $8000 to $9FFF. I guess at the time I was worried it
would make it to easy to pirate carts, so I kept my mouth shut. Still a
lot of people with an XL, Exacto Knife, & interest in 8-bits at the time.
Seems irrelevent now.
Anyway, I decided there wouldn't be much interest in a real application.
Most people that program in basic wouldn't be interested in something
that would reduce the amount of ram by 8k or limiting their progams
to 8K to fit in a cart.
**********BUT**********
If someone was really interested in doing something like putting every
USR(????) they've ever seen into a cart for use from basic, it could be
done.

4261. Re: Thanks Rick!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-13 17:33:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <69448@cup.portal.com>
Source record: 108957

My pleasure. BTW: *IF* you go anywhere with that routine, it's probably one of the few cases where I could hard code something significantly faster in M/L then Action! generates. Let me know if it's to slow.

4262. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-13 17:47:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <69449@cup.portal.com>
Source record: 108958

More ramblings: No doubt there was something you could actually hold in your hand. I was lucky enough to get to combined Atari Wharehouse & Federated liquidation sale. You wouldn't have believed the stuff they had there. There was a computer in a bright blue plastic case named "Patty", four 1450 XLs with poorly fitting cases, 1400 XLs. There's even a color organ at Weird Stuff right now with the Atari brand name on it. At one time, Atari was about 7000 people & $2 billion/year in sales. You can't imagine the resulting prototypes/projects that come out of a company that size. I think it's down to about 200 employees now which explains the lack of new products we see. Really though, for a company their current size, they aren't doing that bad.

4263. Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-13 19:16:33 UTC
From: bbs@neb
Message-ID: <1992Nov13.191633.28696@neb>
Source record: 108959

I have the following EXTRA 8bit equipment that I'd like to find a GOOD
home for. Most prices are negotiable..

Atari 1050 "Happy" (without controller option) - $100.00
Indus GT - $55.00
Rana Systems 1000 - $45.00
13" mono (green screen) monitor w/cables (no sound) - $30.00
KPI Hard disk interface (Supra) - $90.00
20meg hard drive complete (case, power supply, Adaptec card,etc.) -
$150
Atari 850 serial/parallel interface - $55.00

Contact me here or via the Korner BBS (I am the sysop) at 801-969-1938
or call me voice (MON - FRI, 7:00am - 4:00pm MTN 800-678-3440)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4264. Re: Wanna buy them? (was Re: old atari carts, (400/800))

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-15 00:11:38 UTC
From: phbill@cyberden.uucp
Message-ID: <4P89TB2w165w@cyberden.uucp>
Source record: 108963
Cross-posted to: rec.games.video,comp.sys.atari.8bit

naiman-jeffrey@cs.yale.edu (Jeffrey Naiman) writes:

> MULE and Star Raiders.

Actually, I got my copy of Star Raiders from Telegames USA, BUT... other places still sell Star Raiders new (some probably w/o instructions, though).

--
Bill Kendrick : PhBill@Cyberden.UUCP "What?" - Everyone

4265. Re: Wanna buy them? (was Re: old atari carts, (400/800))

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-15 18:11:42 UTC
From: bbs@neb
Message-ID: <1992Nov15.181142.28131@neb>
Source record: 108962

I have both MULE and Star Raiders. They will work on your 400/800 just
fine. What do you offer for those two original game disks
w/documentation & postage costs?

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4266. Re: atari 800 keyboards or systems wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-15 19:45:13 UTC
From: Chun_Lee_Wong@mindlink.bc.ca
Message-ID: <17499@mindlink.bc.ca>
Source record: 108961

Hello there! I've got one Atari 800 keyboard (brand new) which I have kept for spare parts. The price is $25 CDN (originally paid about $45) plus the applicable shipping charges to get it to you. If you're interested, please let me know and I'll find out what the shipping will cost you. Looking forward to hearing from you.

4267. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-16 09:08:26 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.15.721904906@ibm3090.rz.uni-karlsruhe.de>
Source record: 108964

In article <69449@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>More ramblings: No doubt there was something you could actually hold in
>your hand. I was lucky enough to get to combined Atari Wharehouse & Federated
>liquidation sale. You wouldn't have believed the stuff they had there. There
>was a computer in a bright blue plastic case named "Patty" .....

Blue plastic cased computer? Are you sure you aren't talking about the 'Big
Blue?' :-)

Now seriously, I've never heared about Atari's computer called "Patty".
Do you know what is it supposed to be? Something compatible to the 6502 8bit
series?

-Marek

4268. Player/Missile graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-16 14:58:49 UTC
From: jt2n+@andrew.cmu.edu
Message-ID: <Uf24D9a00WB60Vo2dt@andrew.cmu.edu>
Source record: 108970

Hello... I need some assistance. I am using an Atari 800 to create some images for my video art. What I need are BASIC subroutines that will allow me to create and manipulate Player/Missile graphics. I used to have articles containing programs that would do this, but I lost them. If you have any information please Email me. ANY assistance would be greatly appreciated.

J
T

4269. What about Appletalk?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-16 16:08:49 UTC
From: Ryan Collins <RC1DSANU@MIAMIU.BITNET>
Message-ID: <92321.110850RC1DSANU@MIAMIU.BITNET>
Source record: 108967

With my recent purchase of a Mac (PowerBook 100), and my own lack of drives for my 8-bits, I was wondering about the feasibility of adding a localtalk port to the 8bits. Before anyone says this is impossible, keep this in mind. A localtalk is only a serial port running at 230 Kbaud which should be easy enough to construct through the parallel port. Also, with a networking card, Apple IIs can be on an appletalk network, able to access file servers and printers.

So the first part of the project would be to find out all you can on Appletalk. This could be the biggest stumbling block since I've heard that the protool is a bitch. After this is found out, it should be fairly easy to construct the serial port, and include the ROM code to boot off of a server.

I have nowhere near the expertise to even begin a project of this magnitude, but I was figuring those of you out there might. (I feel like Steve Jobs!!)

Any comments? Suggestions?
~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ rcollins@apsvax.aps.muohio.edu
/(____/__(_) o)_/ R.COLLINS1 (On GEnie)
/)
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

4270. Atari 800XL system for sale-- $99

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-16 19:03:16 UTC
From: bongalon@tcad05.intel.com
Message-ID: <BxtoxH.I2x@inews.Intel.COM>
Source record: 108965

I have an Atari computer system that i would like to sell
for $99 plus shipping. i'll even throw in some books.
i'm also giving hard-to-find Applications Notes, including
H/W diagrams and OS source code. Pls call or e-mail me
if interested.

here are the specs:

- Atari 800 XL
- 1050 Disk Drive
- 1010 Cassette Drive
- Microbit Peripheral 1000E Modem
- original manuals

- Atari 400/800 Application Notes,
OS Source code, Hardware Diagrams
- Compute's 1st Book of Atari (programming techniques)
- " 2nd "
- " 3rd "
- Compute's Series: Atari Graphics - Vol 1 and 2
- Mapping the Atari
- Programming the 6502
- Using 6502 Assembly Language
- The 2nd Book of Machine Language
- The Atari Experience (BASIC programming)
- Guide to Programming Your Own Atari Games (w/ disks)

thanks.

Ben Bongalon
Santa Clara, CA
(408)765-0311

4271. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-16 20:01:48 UTC
From: bbs@neb
Message-ID: <1992Nov16.200148.648@neb>
Source record: 108966

Hmm. There may be some substance to this Atari 200 'Patty'. Years ago, in my infancy with Atari computers, I too heard of an Atari computer named "Patty". From what I can remember, though - it was some sort of test computer - never marketed or made available for sale. If memory serves, it had something to do with the PDP-11 or something. Who knows, but I distincly remember hearing/reading something about it - so I can substantiate at least the claim.

Replies to: Uplherc.com!neb!bbs!1fa
James King, aka Kamaro Kid via the Pro! networks
or J.King73 via GEnie (Hey! I'm everywhere!)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4272. Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-16 21:09:30 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <Bxturv.Irn@mentor.cc.purdue.edu>
Source record: 108968

My copy of Atari Classics arrived in the mail today and I was very impressed.

I feel that everyone who has worked on the project should be commended!!

It reminded of the good 'ol days when my Antic and Analog would come and I
would just sit down and read it from cover to cover right then.

Jody Lenn
Die Hard 8bitter

4273. Writing Boot disk on IBM Drive

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-16 22:10:24 UTC
From: gt8741b@prism.gatech.edu
Message-ID: <1992Nov16.221024.19204@riacs.edu>
Source record: 108969

Ok, so now I have util.exe for the PC, and I can format, read, and write to
Atari disks on my PC. It says it writes in MYDOS format. So now I need a DOS
to put on it. I looked around the archive, and I got several files with mydos
in the name, but I can't figure out which files to copy over and how to make it
boot. I also can't remember the format of an Atari boot sector (it's been 5
years, ok?). Can someone please email me some information? Please use email,
as my newsfeed has been acting kind of strange lately. Thanks!
--
Chris Adams | "If tin whistles are made of tin,
Georgia Tech | what do they make foghorns from?"
Internet: gt8741b@prism.gatech.edu| -- Lonnie Donegan
----------------------------------+

4274. Disk-Communicator format

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-17 13:01:38 UTC
From: mreichl@cosy.sbg.ac.at
Message-ID: <Bxv2ur.B9r@cosy.sbg.ac.at>
Source record: 108978

Hi!

Does anybody know the format of the disk-communicator files (diskcomm was written by Bob Puff I think).

I want to port the disk-communicator to PCs (so the problem of writing XL-boot-disks with the PC would be solved).

thanks in advance,
Hias

4275. Percomm 3.5mech installation

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-17 15:46:46 UTC
From: bbs@neb
Message-ID: <1992Nov17.154646.15383@neb>
Source record: 108971

Bob Klaas (owner of BBS Express Pro!) and I have just recently
discovered that a standard double density Percomm drive can control a
3.5 inch disk drive mech - giving out approx. 2880 sectors when
formatted with SpartaDos, MyDos or SmartDos.

So all of you with Percomms out there - dont toss them just yet - go out
and buy a good 3.5inch drive mech and plug it in - in place of the old
5 1/4 thats in it!

I'll be submitting articles regarding installation to Current Notes,
Atari Classics and AIM..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4276. Digi-Studio re-post (shipping price sorted out)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-17 16:23:29 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov17.162329.678@aber.ac.uk>
Source record: 108972

```
Digi-Studio Information
-----------------------

Digi-Studio is a set of programs for the 8-bit Atari (XL/XE) for creating
music using "real" sounds, which have been digitized. The Digi-Studio package
contains everything you will need to create and play music using digitized
sounds. Here's a list of the programs included:

* Keyboard Player. Allows you to play music live by using the computer's
keyboard like a piano keyboard. The sounds produced are, of course,
digitized. This program has fully responsive keys, so that sounds only
play for as long as you hold the key down.

* Tune Player. This program plays Digi-Studio tune files using digitized
sounds.

* Sample Editor. This program allows you to edit sound samples by using
a joystick. It also has "cut and paste" facilities, so you can also create
your own samples.

* Tune Compiler. This program allows you to play Digi-Studio tune files
in your own Basic or Turbo-Basic programs.

* LIDS Compiler. This program allows you to create your own Digi-Studio
tune files by use of a language called LIDS.

Also included are 55 sound samples, and 44 ready-to-play Digi-Studio
tune files.

The Digi-Studio system comes on 2 DS/SD disks. Disk one contains the main
programs and a starter pack of sounds and tunes. Disk two contains more
samples and sounds for use with Digi-Studio.

The Digi-Studio system is also supplied with a 44 page manual in A4 size. This
manual has sections describing all the programs listed, but also has a lengthy
section on how to read music. An appendix has also been added containing
music along with the corresponding LIDS programs.

The Digi-Studio system (with manual and 2 disks) costs just 12pounds+1pound
P&P. In the US it will cost $29.95+$1.50 shipping.

Fill in the form below and send it with payment today!

------CUT------
Please send me a copy of the Digi-Studio system, with manual and 2 disks.
I enclose payment for UK[ ]. I enclose payment for US[ ]. (Tick box).
UK cheques/POs payable to Dean Garraghty. US checks/MOs payable to Lance Tatman.
```

NAME:_____
ADDRESS:_____
_____
POST CODE/STATE&ZIP:_____

UK: DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU.
US: LANCE TATMAN, 844 KERN STREET, RICHMOND, CA 94805.
Email: djg0@aber.ac.uk (UK and non-US orders), tatmanl@com.terapin (US).

4277. Brand new carts and disks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-17 16:52:07 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov17.165207.6845@aber.ac.uk>
Source record: 108973

Just in: brand new cartridges and Macro Assembler disks:

I have the following brand new boxed and sealed, straight out the Atari shipping boxes items for sale. These are UK prices. US prices are in brackets These US prices INCLUDE shipping from the UK! I accept payment in US$ paid in cash. Just put the cash in an envelope with your name and address and a list of what you want and send it to me at:

DEAN GARRAGHTY
23 YSTWYTH CLOSE
PENPARCAU
ABERYSTWYTH
SY23 3RU
WALES, UK

Item: Price: US price: # available:

POLE POSITION 8
(on cart.) 4.50 $12

BALLBLAZER 8
(on cart.) 4.50 $12

MACRO ASSEMBLER 13
(on disk) 5.50 $15

Any problems/questions, mail: djg0aber.ac.uk

4278. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-17 18:13:54 UTC
From: dunham@mpd.tandem.com
Message-ID: <2923@devnull.mpd.tandem.com>
Source record: 108976

In article <Bxturv.Irn@mentor.cc.purdue.edu] lenn@mentor.cc.purdue.edu (Jody Lenn) writes:
]My copy of Atari Classics arrived in the mail today and I was very impressed.
]
]I feel that everyone who has worked on the project should be commended!!
]
]
]It reminded of the good 'ol days when my Antic and Analog would come and I
]would just sit down and read it from cover to cover right then.

I'll second all of the above. I got home rather late last night to find that
my copy arrived in Monday's mail. I only had time to scan (more thorough
reading begins tonight), but I was quite impressed with what I saw.

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

4279. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-17 18:22:10 UTC
From: Ryan Collins <RC1DSANU@MIAMIU.BITNET>
Message-ID: <92322.132210RC1DSANU@MIAMIU.BITNET>
Source record: 108975

>
>Hmm. There may be some substance to this Atari 200 'Patty'. Years ago,
>in my infancy with Atari computers, I too heard of an Atari computer
>named "Patty". From what I can remember, though - it was some sort of
>test computer - never marketed or made available for sale. If memory
>serves, it had something to do with the PDP-11 or something. Who knows,
>but I distincly remember hearing/reading something about it - so I can
>substantiate at least the claim.

I'm pretty sure the PDP-11 was used to write and compile the original
OS for the 8bits. This is probably where you heard it before.
~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ rcollins@apsvax.aps.muohio.edu
/(____/__(_) o)_/ R.COLLINS1 (On GEnie)
/)
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

4280. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-17 18:35:54 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1ebe2aINN2oa@usenet.INS.CWRU.Edu>
Source record: 108974

It could be possible that there was an Atari 200 since I
once saw a 250ST at a local shop. It had the usual grey case
but no function keys. Instead, there was a set of pastel coloured
buttons. I think they controlled disk functions (Load, Save, etc...)
I had never known about this computer until I saw it. Could be
ignorance on my part though!

George II Lenzer
##
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

4281. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-18 01:29:29 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1ec69pINNshn@usenet.INS.CWRU.Edu>
Source record: 108977

Sure sounds like an XE game System!

4282. ### Amiga, Atari, Mac, "general" computer stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-18 05:08:48 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1992Nov18.050848.26759@ultb.isc.rit.edu>
Source record: 108979
Cross-posted to: misc.forsale.computers,comp.sys.atari.8bit,misc.forsale.computers.mac

(This is a repost!)

All sorts of electronic goodies for sale, including stuff for the Atari ST, Amiga, Macintosh, and "general" computer stuff. I want to get rid of this stuff NOW, so make an offer if you feel these quite reasonable prices are too high!

If interested in anything here, please send me E-Mail.
Everything is sold as-is, with no warranties expressed or implied. The condition of the items, to the best of my knowledge, have been included with the descriptions (where needed).

Prices listed do NOT include shipping! Prefer you send payment first, but I *WILL* send COD if you order more than $50 worth of stuff.

****
4-position Centronics switch box: $10
- Lets you share a 36-pin Centronics device (printer) among up to 4 computers by turning the 4 position knob. Worked last time I used it.

Giltronix auto-switching RS-232 box: $25
- This is a really neat unit. It allows you to share an RS-232 device (like a modem) between up to *7* computers. The box *automatically* switches between the computers so you don't have to keep turning a knob to do it! Lets you set up how long a duration of inactivity before the box breaks a connection. Has a front power switch to turn it on and off, and a 7-segment display to show which of the ports has the box's attention. Includes user's manual. This is in mint condition. I got it new, and only used it for a few weeks.

AT-style computer case: $10
- This was a full-size AT style case with 3 external/2 internal drive bays. The case was modified, removing the bottom external bay and by cutting a slot in the case so you can see one of the internal bays. Other than that, it's in pretty decent shape. You can still stick a power supply and AT motherboard in it and use it as a computer, or stick a bunch of hard drive in it and use it on a BBS (like I did). Does NOT have a power supply.

Misc. cables:
- 10 foot 36-pin Centronics (male) to 36-pin Centronics (male): $5
- 10 foot DB-25 (male) to DB-25 (male), brand new: $5
- 25 foot DB-25 (male) to DB-25 (male): $7

- Amiga -> Atari SC1224 RGB monitor cable: $7

Emerson AM/FM clock radio: $5
- Just what it says above. AM/FM clock radio with alarm. Worked last time I used it.

Percom disk drive controller board with power supply: $15
- For use with the Atari 8-bit computer. Originally in a Percom disk drive, this controller will let you hook up 2 "standard" floppy drive mechs to the 8-bit. Includes hardwired power supply.

Scotch ejecting tape holders: $0.50 each
- These are neat cassette tape holders. They are single units, which you can interlock with each other to make a large tape rack. A tray holds each tape, and a button pops it out of the holder.

"The Generals" electronic game: $5
- Basically an updated, electronic version of Stratego. A little battery-operated computer senses the codes on the bottom of the game pieces to determine the winner of each "battle". The ranks of each piece are the same as today's army ranks instead of the 18th century ranks used in Stratego. Other than that, the game is identical. All pieces and box included.

Dust cover for Atari SC1224 monitor: $2
Dust cover for Atari 520ST (not STFM) computer: $2

QuickShot I joystick: $5
- BRAND NEW pistol-grip joystick for Atari and Amiga computers. Has buttons on base and at top of pistol grip.

SimCity Supreme (Macintosh): $30
- Bought this program last week. Like it, but need the money. What more can you say about this very popular program? Includes registration card.

Patton Strikes Back (Macintosh): $10
- Fight the Battle of the Bulge as commander of either the American or German side. Multiple levels of difficulty. Very nice game!

	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	

4283. 640 x 192 x mono mode...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-18 05:31:23 UTC
From: phbill@cyberden.uucp
Message-ID: <1i7euB2w165w@cyberden.uucp>
Source record: 108989

does anyone out here have a lot of knowledge in interrupts, DLI's, etc?
I've already asked Jeff Potter about it (I just sent the mesg, so of
course I haven't gotten a reply yet! :)) and about sending me the
sourcecode to interlaced APAC mode.. what I'm getting at is a 640 x 192
mode using 16k (14-15 actually) of 320 x 192 (graphics 8) screen and
flipping between the two... a breif example of how it works is this:

say you had an 8x8 character bitmap:

```
12345678
1 ******
2********
3********
4*** ***
5** **
6********
7 ******
8
```

you would first display this (this is NOT using the multi-flipping that
Ilc'd APAC & colrview use):

```
1234
1 ***
2****
3****
4** *
5* *
6****
7 ***
8
```

then you'd display this:

```
1234
1***
2****
3****
4* **
5* *
6****
7***
8
```

together you'd get something like this:
(assume the background is black and the foreground is light...
the "*" would be lightest, the "+" would be medium, and the " " would be
darkest)

```
1234
1+**+
2****
3****
4*++*
5* *
6****
7+**+
8
```

get it? anyone interested in such a mode? it would even work with normal graphics 0 screens, not allowing for 80 column text (with 8x8, like this does) but for 40 column text, with a rounder feel (16x8x2, sort of a 8x8x4!)

and finally, it could even bump up the 4 color 160 x 192 (x96) modes to 4 color 320 x 192 (x96)...

and of course, nobody forget my original idea for a low-memory 80 column text screen!!... flipping two screens, one with the left (even column #'d) characters, the other with the right (odd column #'d)... it'd use either a "left" & "right" character set pair, or with the scroll registers and a "left" character set...

then if you wanted to display "Hi there!", you'd first show:
"H hr!" and then
"itee " ...

c'mon... I don't know how to make this stuff! anybody up to it!?

--
Bill Kendrick : PhBill@Cyberden.UUCP "What?" - Everyone

4284. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-18 17:53:08 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <69770@cup.portal.com>
Source record: 108980

Oh, good, than it isn't just the Rochester, NY and Toronto, Ontario, Canada, areas that haven't received Atari Classics so far? Got a LOT of folks on Bob Puff's BBS mini-network wondering whereinheck their issue is... "I sent in my postcard but haven't gotten anything!"

I'll let 'em know it should be here soon -- ooh, MINE might even be here any day now! :-) :-) :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4285. Intellivision, Odyssey2 etc. 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-18 18:25:22 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00963CCD.5CD31CE0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 108982
Cross-posted to: misc.forsale.computers.other,misc.forsale.computers,comp.sys.atari.8bit

The following are for sale - make offers please- all offers welcome-
lease feel free to offer any amount that you think this stuff is worth!

1. Intellivision cartridges- MOST of them have ORIGINAL BOXES-

Lock 'N' Chase
Space Hawk
Astrosmash
Burger Time
Donkey Kong
Pitfall!
Space Armada
Triple Action
Star Strike
Las Vegas Poker & Blackjack

2. Magnavox Odyssey2 system-
Magnavox Odyssey2 base machine with joysticks, power supply, and TV cable,
working and ready to use, plus the following games for it:

Alien Invaders-Plus!
Out of This World! / Helicopter Rescue!
Pick Axe Pete!
Football!
Bowling! / Baseball!
K.C.'s Krazy Chase
Blockout! / Breakdown!

I am looking for best offer. I will GLADLY consider any and all offers!
Every response I get at this end will be acknowledged Please e-mail to
COHEN@GOMEZ.PHYS.VIRGINIA.EDU , or call (804) 293-8973 if you do not have e-mail
access.
Thanks.
==========
P.S. I also have Atari 2600 hardware, Sears Video Arcade II machine,
and cartridges for them as well as
a TI-99/4A with 10-15 different game cartridges and more productivity cartridges
for sale separately. Please let me know if interested.

4286. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-18 20:46:27 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92323.154627JJMCWILL@MTUS5.BITNET>
Source record: 108981

I am way up in Houghton, MI and I just received mine today. So did a friend of mine in Alpena, MI, which is 100 miles south of the Mackinac bridge. Hang in there, the magazines are coming.

Jeff

4287. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-18 22:03:53 UTC
From: bbs@neb
Message-ID: <1992Nov18.220353.5465@neb>
Source record: 108983

Yeah, I too am waiting for my first issue of Atari Classics to arrive.
I'm in Salt Lake City, Utah..

Replies to: uplherc.upl.com!neb!bbs!1fa
James King aka Kamaro Kid

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4288. Atari 810 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 03:02:09 UTC
From: mcover@magnus.acs.ohio-state.edu
Message-ID: <1992Nov19.030209.8163@magnus.acs.ohio-state.edu>
Source record: 108984

I am looking for a source for Atari 810 or 1050 disk drives. The one
I have no longer boots. Individual PC boards would be acceptable
also. Preferably within the central Ohio region. Please email.
Thanks,

Mark

--
Mark Coverdill The Ohio State University
Internet: markc+@osu.edu Columbus, Ohio

4289. Turbobase 80

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 07:29:50 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.29pg@terapin.com>
Source record: 108986

I am looking for a program called Turbobase or Turbobase 80 depending on which version you may have. It was produced by Micromiser Software. The last address I have for them is in Sorrento, Florida. Does anyone have this collection of programs....It was an inegrated business package that included a relational database and a spreadsheet, word processor etc. If you have a copy I would like to make an offer on it. Also, does anyone know if Micromiser is still around? They made a similar program called Ultrabase ST and if they were making programs for the ST, maybe they are still around.

-Lance-

4290. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 08:36:08 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Nov19.083608.23599@cs.tulane.edu>
Source record: 108985

Not really wanting to keep saying the same thing but, we're still waiting
for AC to hit Louisiana. I7ve seen a copy one of the ST people picked up
at the show, but I'm still waiting....

Mike
Atari Archive
Louisiana

4291. Books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 11:28:47 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov19.112847.25116@aber.ac.uk>
Source record: 108988

Silly me, I knew I had some other new stock as well. I have the following British books for the Atari, all brand new straight out the brown wrapping from the publishers.

Book: UK price US price: #available
Atari 600XL
program book 4 $10 6

Easy programming
for Atari Computers 4 $10 10

All prices include shipping. US prices include shipping from UK. I accept payment in US$. Send a list of what you want with your name and address and correct amount to:

DEAN GARRAGHTY
23 YSTWYTH CLOSE
PENPARCAU
ABERYSTWYTH
SY23 3RU
WALES, UK

any problems/questions email: djg0@aber.ac.uk

4292. oops!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 11:34:32 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov19.113432.26612@aber.ac.uk>
Source record: 108987

```
Should have said in the books for sale message "I accept payment in US$ in
CASH".
```

4293. Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 16:06:19 UTC
From: dgb@owlnet.rice.edu
Message-ID: <Bxz0qJ.Fpz@rice.edu>
Source record: 108990

I have an Atari 800XL with a 256k RAMbo upgrade. A friend of mine added another 256k for 512k total, but I don't know if it works!
The Sparta RAM disk works fine with the RAMbo upgrade up to 256k, but can't recognize any more memory. Is there a program I can get that will use this RAM (I mainly want to know if it works!!!).

I'm also interested in the value of these two 8-bit systems:
1. Atari 800XL, 512k RAM? (the one above), Omniview OS (with switch to standard OS), 1050 with US Doubler, Commodore 1702 color monitor, Atari 1027 printer
2. Atari 800, 850 drive, 1702 monitor

They're not for sale (right now) but it's been a while since I've used them and I'm curious as to their value now...

Also, where can I get a really cheap 850? (around $20.. maybe a ridiculous offer, but I can at least ask, right?)

4294. Re: Atari 810 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 17:34:38 UTC
From: cpforbes@icaen.uiowa.edu
Message-ID: <1992Nov19.173438.22850@news.uiowa.edu>
Source record: 108991

In article <1992Nov19.030209.8163@magnus.acs.ohio-state.edu>,
mcover@magnus.acs.ohio-state.edu (Mark Coverdill) writes:
|>
|> I am looking for a source for Atari 810 or 1050 disk drives. The one
|> I have no longer boots. Individual PC boards would be acceptable
|> also. Preferably within the central Ohio region. Please email.
|> Thanks,
|>
|> Mark
|>
|> --
|> Mark Coverdill The Ohio State University
|> Internet: markc+@osu.edu Columbus, Ohio

Toad Computers is Severna Park MD. Carries a nearly complete line of 8-bit equipement. Last time I was there I saw a literal stack of 810's.

The number is (410)544 6943.

Craig P Forbes
<cpforbes@icaen.uiowa.edu>

4295. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 19:49:37 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.17.722202577@ibm3090.rz.uni-karlsruhe.de>
Source record: 108992

In article <1ebe2aINN2oa@usenet.INS.CWRU.Edu> an938@cleveland.Freenet.Edu (George II Lenzer) writes:

> It could be possible that there was an Atari 200 since I
>once saw a 250ST at a local shop. It had the usual grey case
>but no function keys. Instead, there was a set of pastel coloured
>buttons. I think they controlled disk functions (Load, Save, etc...)
>I had never known about this computer until I saw it. Could be
>ignorance on my part though!

The 260ST was one of first ST-line computers introduced in Germany. It wasn't just vaporware. I've found many of them in different department stores around me. Lateron you could notice some adds in computer magazines offering memory upgrades and built in ROMs for the 260ST. The original 260ST worked with a disk version of TOS.

Just my $.2

Marek

uj1g@dkauni2.bitnet

4296. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 21:18:46 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov19.211846.9834@news.ysu.edu>
Source record: 108993

I was starting to get jealous of you guys all getting AC and
I was wondering if something happened to mine in the mail... but
I got it yesterday and I'm on my "2nd read" now and I just love it.
Like I was starved to read about and see 8bit ads and how-to
columns.....Thank you AC!
--
Joe Sabatino-->ab588@yfn.ysu.edu

4297. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 22:59:00 UTC
From: bbs@neb
Message-ID: <1992Nov19.225900.22066@neb>
Source record: 108998

Ryan, I'm aware of what the PDP-11 was used for, but from what I recall,
the Atari 200 'Patty' was some sort of PDP-11 emulator for Atari...

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4298. Re: Turbobase 80

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 22:59:41 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Nov19.225941.13081@news.ysu.edu>
Source record: 108994

I am also looking for this program..in particular the database..
(Turbofile?). I think that both an 80 column and 40 coulumn version
were produced. I'm looking for the 40 column version...
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

4299. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 23:05:45 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Nov19.230545.13327@news.ysu.edu>
Source record: 108995

AC is just what the doctor ordered..
Will subscribe!
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

4300. How do I get AC???

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-19 23:34:07 UTC
From: wamba@garfield.catt.ncsu.edu
Message-ID: <1992Nov19.233407.7108@ncsu.edu>
Source record: 108996

Hey...

I'm brand new to this newsgroup (just started reading it yesterday),
but I literally grew up with my die-hard 1200XL ... The last time I
really used it was to program some fractals during high-school, but
I have refused to get rid of it, and reading this newsgroup has given
me incredible nostalgia.

So now I'm hearing about Atari Classics and it sounds like something
I really want to read but I have no clue what it is or how to go about
getting it. Can somebody help me?????

-jmb

>>>>>GO HORNETS!!!!!

o--\/--o (/\ ) () ()() |) () Jan Martin Borgersen |\
OO ()() (--) (\/) |) (--) wamba@garfield.catt.ncsu.edu |\|/|
< "It's not what you jmborger@eos.ncsu.edu |/|\|
/ fling, but the fling itself..." -Chris, NExp |/

4301. In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-20 01:12:15 UTC
From: vgriscep@wam.umd.edu
Message-ID: <1992Nov20.011215.16068@wam.umd.edu>
Source record: 108997

I'm trying to get my hands on an XE Light Gun. Since I don't generally get around to reading this group, please e-mail me with any information on where I can get one. Thanks.

```
| $000C35FA <>-----=-------------------------=-----=----<>
VGR | (1812 Overture) | "The size of the brain is no measure of |
| I GIVE UP | its capacity." - Mr. Jonathan Frisby |
| YOU MUST BE A VIDEO WHIZ <>-----=---------=------------------------<>
```

4302. Re: In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-20 02:57:06 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov20.025706.22315@news.ysu.edu>
Source record: 108999

I don't know where to get an XE light gun but a Sega light gun
can be redily modified (rewired) to use on the atari...and they
are available all over....do you want the plans?
I can put them on here or send them e-mail.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4303. FOR SALE: Atari 800 XL System

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-20 03:28:57 UTC
From: robby@brahms.udel.edu
Message-ID: <BxzwCA.7GF@news.udel.edu>
Source record: 109000
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

HARDWARE

Atari 800XL 64K
Atari 1050 Disk Drive (light use)
Atari 1030 Modem (300 baud)
Atari 410 Program Recorder
2 Atari Joysticks
Dust covers for the 800XL, 1050, & the 1030

SOFTWARE

Cartridges:
Assembler Editor (Origial Documentation)
Buck Rogers Plant of Zoom
Centipede
Defender
Dig Dug
Donkey Kong
Pole Position
Major League Hockey (Thorn EMI Video)
Soccer (Thorn EMI Video)

Diskette
Atari Home Filing Manager Atari Piant
HardBall (Accolade) Slime (Synapse)
Crossfire (On-line Systems) Axis Assassin(Electronic Arts)
F15 Strike Eagle Hard Hat Mack(Electronic Arts)
The Tail of Beta Lyrae (Datamost) Sleazy Adventure(APX)
Nightraiders (Datamost)
The Cosmic Tunnels (Datamost)
Magneto Bugs (Gentry)
Gauntlet (Mindscape)
Music Construction Set (Electronic Arts)

Cassette BlackJack Tutor (APX)
BlackJack Casino (APX)
Space Chase (APX)
Shooting Gallery (Analog Software)
Protector (Synapse)
Shamus (Synapse)
Chicken (Synapse)
Ghost Hunter (arcade Plus)

Other Software

Rainbow, Encounter, Starfire, Fireone, Bruce lee, Pitfall 2
Mario Brothers, Caverns of Mars, Stellar Shuttle, Repton,
Joust, Cobra, Draper Pascal, Baseball, Football, Worm War 2, Chess
Breakout, Pitstop 2, RiverRaid, Canyon Climber, Nite Mission Pinball
Canyon Climber 2, Ms Pacman, Moon Patrol, Kangaroo, Astroids,
Milliped, Space Invaders, Donkey Kong Jr, Up Up & Away, Jungle Hunt
Vangaurd, Hi Low Same
AND a butt load of PD software!!!!

I like to sell the above as a package deal. Best Offer...

Rob Spotts E-Mail: robby@brahms.udel.edu
CNS User Services a.k.a ACS robert.spotts@mvs.udel.edu
University of Delaware Home: 410-392-5623
Newark, DE 19716 Office: 302-831-1978
--
Rob Spotts E-Mail: robby@brahms.udel.edu
CNS User Services a.k.a ACS robert.spotts@mvs.udel.edu
University of Delaware Home: 410-392-5623
Newark, DE 19716 Office: 302-831-1978

4304. News-Disk Issue 9

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-20 12:45:18 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov20.124518.21736@aber.ac.uk>
Source record: 109001

Issue 9 of the News-Disk is now at the archive, currently in the New directory and is called issue9.arc. It will eventually get moved into the Djg directory.

Dean Garraghty.

4305. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-20 18:41:36 UTC
From: jewison@helios.physics.utoronto.ca
Message-ID: <By12LC.Axs@helios.physics.utoronto.ca>
Source record: 109002

In article <69770@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

>Oh, good, than it isn't just the Rochester, NY and Toronto, Ontario, Canada,
>areas that haven't received Atari Classics so far? Got a LOT of folks on
>Bob Puff's BBS mini-network wondering whereinheck their issue is... "I sent
>in my postcard but haven't gotten anything!"
>
>I'll let 'em know it should be here soon -- ooh, MINE might even be here any
>day now! :-) :-) :-)
>

I'm surprised that people in Toronto haven't received theirs yet. Unicorn
mails all mags outside of the US via first class mail (both AC and AIM).
I know mine came first class and I received it about two weeks ago (I live
somewhat north of Toronto). In any case, with the recent flurry of posts from
people just now receiving their copies, it seems everyone should have them in
the next week or so.

- Mike Jewison
jewison@centaur.astro.utoronto.ca
mjewison@nereid.sal.ists.ca

*** DISCLAIMER: I'm not an astronomer, but I play one on TV. ***

--
- Mike Jewison GEnie: M.JEWISON
David Dunlap Observatory Compu$erve: 70117,1130
University of Toronto Internet: jewison@centaur.astro.utoronto.ca
***** Disclaimer: I'm not an astronomer, but I play one on TV. *****

4306. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 00:42:59 UTC
From: phbill@cyberden.uucp
Message-ID: <c7ckuB3w165w@cyberden.uucp>
Source record: 108862

snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

> Not really wanting to keep saying the same thing but, we're still waiting
> for AC to hit Louisiana. I7ve seen a copy one of the ST people picked up
> at the show, but I'm still waiting....

Ditto for me in CA. I guess these things can take time. Esp. in this
season. :) (lucky the first issue didn't come out right before CHRISTMAS!
yikes!)

can't wait, tho!

--
Bill Kendrick : PhBill@Cyberden.UUCP "What?" - Everyone

4307. Newest software

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 00:46:16 UTC
From: phbill@cyberden.uucp
Message-ID: <TBDkuB4w165w@cyberden.uucp>
Source record: 108861

so... what's the newest software anyone out here has heard of? Let's make it anything programmed in 1990 and later.

It can be PD or commercial. New software, or upgraded versions of older software.

Anyone?

--
Bill Kendrick : PhBill@Cyberden.UUCP "What?" - Everyone

4308. Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 00:47:28 UTC
From: phbill@cyberden.uucp
Message-ID: <TDDkuB5w165w@cyberden.uucp>
Source record: 108863

What's the best small text editor. I have "T:Edit," but I personally think it stinks. I'd like to see a totally shrunk down of TextPro. (I'm looking for something with 40 columns, unlike T:Edit, and that supports all 255 ATASCII characters)

I'd also KILL for the source to it (or any other word processor-like text editor)!

thanx

--
Bill Kendrick : PhBill@Cyberden.UUCP "What?" - Everyone

4309. Sparta-X and Mydos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 03:07:40 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92325.220740AKH104@psuvm.psu.edu>
Source record: 109003

I have noticed that the AtariDos driver on the X cart seems not to
like reading some atari disks. Like...3.5 inch mydos disks and
most importantly mydos partitions on the harddrive. however....
sparta 3.2d reads them fine where x just says its an unrecognized type.
Any reasons?

Also...someone was going to post a list of the differences between
X 2.19 and x 2.20
Hello?

Ferris?
Andrew

As it turns out, there are a number of talents I don't have . . .
I can't program very well. . . . the whole reward system seemed to be
oriented to people who could program well." - Mitch Kapor
Founder of Lotus Development Corp; creator of 1-2-3;
chairman of On Technology, Inc.

4310. Re: Intellivision, Odyssey2 etc. 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 08:45:48 UTC
From: Jeffrey Luszcz <jrl2@cornell.edu>
Message-ID: <1992Nov21.084548.17866@mail.cornell.edu>
Source record: 108855
Cross-posted to: misc.forsale.computers.other,misc.forsale.computers,comp.sys.atari.8bit

Subject: Intellivision, Odyssey2 etc. 4sale
From: cohen
Date: Wed, 18 Nov 1992 18:25:22 GMT
In article <00963CCD.5CD31CE0@GOMEZ.PHYS.VIRGINIA.EDU> ,
cohen@GOMEZ.phys.virginia.edu writes:
>The following are for sale - make offers please- all offers welcome-
>lease feel free to offer any amount that you think this stuff is worth!
>
>1. Intellivision cartridges- MOST of them have ORIGINAL BOXES-
>
>Lock 'N' Chase
>Space Hawk
>Astrosmash
>Burger Time
>Donkey Kong
>Pitfall!
>Space Armada
>Triple Action

I'll take triple action, what do you want for it?

jeff luszcz
jrl2@cornell.edu

4311. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 10:52:40 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1992Nov21.025240.1@vax.sonoma.edu>
Source record: 109004

> In article <69770@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>
>>Oh, good, than it isn't just the Rochester, NY and Toronto, Ontario, Canada,
>>areas that haven't received Atari Classics so far? Got a LOT of folks on
>>Bob Puff's BBS mini-network wondering whereinheck their issue is... "I sent
>>in my postcard but haven't gotten anything!"
>>
>>I'll let 'em know it should be here soon -- ooh, MINE might even be here any
>>day now! :-) :-) :-)

I could not believe it!
The local newsstand had 5 copies!!!

This place also gets RUN, imports from UK, FR, and Germany and tons
of other small stuff.

It was soooo cool
I can give local info for N. Cal people, if they want.

Brought back a lot of neat memories...

Joe

4312. Re: Sparta-X and Mydos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 14:32:22 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0b7g@abcd.Houghton.MI.US>
Source record: 108856

The only difference between version 2.19 & 2.20 of SDX is ATARIDOS.SYS (according to ICD shortly after I bought version 2.19). There were some problems reading AtariDOS disk formats with version 2.19.

There is no need to upgrade the SDX ROM to 2.20 though. Get your hands on a disk copy of ATARIDOS.SYS version 2.20 (it used to be available through ICD's BBS), then change your CONFIG.SYS to DEVICE = d:>path>ATARIDOS.SYS where d:>path> is the drive and directory where the file is located. After booting you will be running version 2.20 of SDX.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4313. Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 16:48:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <722402579.F00001@tdkt.kksys.com>
Source record: 108860

I know for a fact, that the SpartaDOS module RAMDISK.COM will only see up to 320K of RAM. Ther is another file (actually it should be an .ARCed package called PSIRD.ARC which will see RAM all of the way up to 2 MEGS. That is the file I use on my 1 MEG 800XL.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4314. DCM File Format

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-21 22:56:56 UTC
From: gt8741b@prism.gatech.edu
Message-ID: <1992Nov21.225656.16479@sol.ctr.columbia.edu>
Source record: 108857

Can someone please tell me the format of a DCM file? I also would like to know the basic layout of a MYDOS disk. I am trying to write a boot disk for my Atari on a PC. Please respond through email, as my news feed is acting strange (i.e., articles don't show up). Thanks!

--
Chris Adams | "If tin whistles are made of tin,
Georgia Tech | what do they make foghorns from?"
Internet: gt8741b@prism.gatech.edu| -- Lonnie Donegan
---------------------------------+

4315. 1200XL OS ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 01:16:54 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <6822@ucsbcsl.ucsb.edu>
Source record: 108858

Anyone know what the difference between the 1200XL "A"
and 1200XL "B" OS ROMs is?

4316. Re: Wanna buy them? (was Re: old atari carts, (400/800))

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 03:54:59 UTC
From: john@rhutch.uucp
Message-ID: <1992Nov22.035459.6625@rhutch.uucp>
Source record: 108869
Cross-posted to: rec.games.video,comp.sys.atari.8bit

naiman-jeffrey@cs.yale.edu (Jeffrey Naiman) writes:
: Is anyone else willing to sell 400/800 software? I'm looking especially for
: MULE and Star Raiders.

I too am interested in buying 400/800 software, preferrably in the
cartridge form.

--
John Strittmatter
...!rutgers!devon!sojurn!rhutch!john

4317. Re: In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 04:26:40 UTC
From: phbill@cyberden.uucp
Message-ID: <67HmuB3w165w@cyberden.uucp>
Source record: 108872

Try a sega gun.

All sega controllers can work on 8-bits (correct me if I'm wrong?)

--
Bill Kendrick : PhBill@Cyberden.UUCP "What?" - Everyone

4318. spartados patch/scrambled directories

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 17:03:57 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Nov22.170357.2455@merrimack.edu>
Source record: 108865

In a recent issue of AIM (somtime this summer I think), there was reference to a patch for SpartaDos that eliminated the problem of scrambling directories on hard drives.

I haven't been able to find this patch on either Genie or Compuserve (could be looking in the wrong place), if anyone knows if its on either of these systems or which BBS it is on, please let me know.

thanks in advance,
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

4319. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 19:33:47 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0b83@abcd.Houghton.MI.US>
Source record: 108864

In a message dated Sun 22 Nov 92 14:03, Phbill@cyberden.uucp wrote:

P> What's the best small text editor. I have "T:Edit," but I personally
P> think it stinks. I'd like to see a totally shrunk down of TextPro.
P> (I'm
P> looking for something with 40 columns, unlike T:Edit, and that
P> supports
P> all 255 ATASCII characters)

P> I'd also KILL for the source to it (or any other word processor-like
P> text editor)!

About 2 years ago, Ronnie Ritche (author of TextPro +) announced a final version of TextPro and offered to provide a copy of the source code to any registered user who paid some extra money for it. ($12, plus upgrade charges I think) I sent Mr. Ritche the money, but never received either the final upgrade or source code. A follow-up note sent a few months later when the intended shipping date slipped past went unanswered.

I sold all my Atari 8bit stuff a year ago out of necessity, so I counted the money as lost. Anyone know if Mr. Ritche ever did release the TextPro source code to anyone?

BTW, the original version of TextPro had its roots in COMPUTE!'s SpeedScript. The source code for this was published (although as machine language BASIC data statements).

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4320. Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 22:35:51 UTC
From: phil@nid.csc.com
Message-ID: <1.UUL1.3#25250@nid.csc.com>
Source record: 108868

Wow. I didn't know there were 8 bit enthusiast out there :). If anyone is interested (and my old floppies haven't expired), I may be able to dig up some of my old source code (Sorry I can't give out other authors source, only my own) for the atari 8 bit. Then again it is so old (Pre-1985) there is a good chance the floppies are unreadable.
- Philip Price
(I loved those old atari 8 bits :))

4321. Re: spartados patch/scrambled directories

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 22:57:17 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Nov22.225717.12840@cs.tulane.edu>
Source record: 108866

In article <1992Nov22.170357.2455@merrimack.edu> nin15b0b@merrimack.edu (David E. Sheafer) writes:
>In a recent issue of AIM (somtime this summer I think), there was reference
>to a patch for SpartaDos that eliminated the problem of scrambling directories
>on hard drives.
>
>I haven't been able to find this patch on either Genie or Compuserve (could be
>looking in the wrong place), if anyone knows if its on either of these systems
>or which BBS it is on, please let me know.

The patches can be found on Tom Hunt's board Closer To Home (CTH)... As I'm
at the office right now, I don't have the number. I'll post it later for all
who might be interested.

Mike
WBUG Atari Archive
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

4322. Re: Newest software

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-22 23:29:26 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <By5593.9Ko@mentor.cc.purdue.edu>
Source record: 108867

The newest B & C catalog lists 16 NEW games from Europe. They are $19.95 each.

They sound really cool. They also list Zybex and Draconus but I don't consider those new anymore, although they say they are new.

Jody Lenn

4323. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 00:19:37 UTC
From: phbill@cyberden.uucp
Message-ID: <eF2NuB3w165w@cyberden.uucp>
Source record: 108883

oberland@vax.sonoma.edu writes:

> I could not believe it!
> The local newsstand had 5 copies!!!
>
> This place also gets RUN, imports from UK, FR, and Germany and tons
> of other small stuff.
>
> It was soooo cool

Man, that IS cool!!! WOW! I just got my copy today! I was pretty impressed! No flashy color or anything like good old Antic & Analog (neither of which I ever subscribed to anyways... I just got back issues from a friend), but still very good. (I especially liked some of the writing style which I guess could've been done by Ben?.. like #13 on the Swap 'N' Shop rules: "..We'll make every effort to handle your ad responsibly, but we're human and muff it every now and then.." :)

Also, I did think Alan Sharkis' column (essay) "Provincialism as a Factor in the Survival of User Communities: Necessary But Not Sufficient" was a helluvan eye-opener (I'm not a 100% Atari devoted "get that IBM out of my sight" type of person, but I do know a lot of IBMer's who're like that (except with Macs & the such).)

good job guys!!!

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4324. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 00:27:12 UTC
From: phbill@cyberden.uucp
Message-ID: <2R2NuB4w165w@cyberden.uucp>
Source record: 108885

Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:

> charges I think) I sent Mr. Ritche the money, but never received either the
> final upgrade or source code. A follow-up note sent a few months later
> when the intended shipping date slipped past went unanswered.
>[...]

That sucks! Is that supposed to be version 5.0? I've heard rumors of it
being released soon...

> I sold all my Atari 8bit stuff a year ago out of necessity, so I counted
> the money as lost. Anyone know if Mr. Ritche ever did release the TextPro

That sucks too.

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4325. Re: Newest software

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 00:30:15 UTC
From: phbill@cyberden.uucp
Message-ID: <5w2NuB5w165w@cyberden.uucp>
Source record: 108884

Re: 16 new games from Europe!

Got the list handy? I might've heard of them over IANet..?

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4326. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 00:31:14 UTC
From: phbill@cyberden.uucp
Message-ID: <Ry2NuB7w165w@cyberden.uucp>
Source record: 108882

phil@nid.csc.com (Philip Price) writes:

> - Philip Price
> (I loved those old atari 8 bits :))
>

Welcome back! Don't forget to think about subscribing to
_Atari_Classics_ magazine! 1st issue ever just came out! (dated
Dec.92)!!

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4327. Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 01:02:22 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92327.200222AKH104@psuvm.psu.edu>
Source record: 108870

Welcome! Wow...I love your work! Incredible stuff! All the
AMP music and even those old datamost games like the Tail of BetaLyrae!
I still havn't finished that one!

Andrew

As it turns out, there are a number of talents I don't have . . .
I can't program very well. . . . the whole reward system seemed to be
oriented to people who could program well." - Mitch Kapor
Founder of Lotus Development Corp; creator of 1-2-3;
chairman of On Technology, Inc.

4328. Re: Sparta-X and Mydos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 04:33:52 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov23.043352.15922@news.ysu.edu>
Source record: 108871

Hey guys, you are talking about Sparta 4.19 and 4.20, not 2.19
and 2.20. And there are more differences than just the Ataridos
module..here is what the insert to the manual says the diff. is:

"These changes were made for release 4.2 of SpartaDOS X:
Compensation added for bug in Atari Basic which caused no EOF when
stack pointer <$80. Extra EOF removed when using CIO put-record
with ICBL set to 255 and record length less than 255 when not using
X.COM or CAR.COM.
"X.COM changed to work properly with AtariWrite[r] Plus and other
programs that execute reset code as part of initialization (this
modified X.COM is available as XX.COM from our BBS (1-815-968-2229)
and as XX.ARC on GEnie and CompuServe).
DUMP now resets left margin to previous value on exit.
FORMAT resets and restores CHBASE to "look right" with programs
(such as AtariWriter Plus) tat use redefined character sets.
"Error when attemting to execute 0 length files corrected.
High speed supported for formatting XF551 drives modified with
3-1/2" 720K drives using Bob Wooley's modified ROM."

--
Joe Sabatino-->ab588@yfn.ysu.edu

4329. Re: Sparta-X and Mydos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 13:21:21 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0b8x@abcd.Houghton.MI.US>
Source record: 108873

In a message dated Mon 23 Nov 92 0:09, Ab588@yfn.ysu.edu (joseph Sabatino) wrote:

AS> Hey guys, you are talking about Sparta 4.19 and 4.20, not 2.19
AS> and 2.20. And there are more differences than just the Ataridos
AS> module.. [deleted]

Opps! You are right. I forgot all about the other changes - and I was one of the first to complain about AtariWriter Plus support! (I even wrote a patch to defeat the Reset trap, so you didn't have to reboot to get in and out of AW+)

That's what I get for logging on and responding to messages when I'm tired.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4330. Avatex HC

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 16:03:52 UTC
From: bbs@neb
Message-ID: <1992Nov23.160352.642@neb>
Source record: 108891

Greetings. I just recently picked up an old Avatex HC 1200bps modem for use on my Atari (and sometimes on the IBM). Can anyone please tell me what the dip switches on that back are to be set at? Right now, the modem is really squirrley with the current settings. Any help appreciated.

Replies to: Uplherc.upl.com!neb!bbs!1fa

James King aka Kamaro Kid, SysOp of the Korner BBS 801-969-1938

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4331. Zhand.com (for R-time 8)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 16:05:01 UTC
From: bbs@neb
Message-ID: <1992Nov23.160501.702@neb>
Source record: 108892

What exactly does the ZHAND.COM file do for the R-time 8 cart? Thus far, I've been using my R-time 8 and only loading up TDLINE.COM and running fine, but recently many people have been stating that I should be loading up ZHAND - prior to booting up my BBS, etc.. (I run BBS Express Pro! on a 1meg 130xe)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4332. NewsMaster -v- NewsRoom

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 16:07:28 UTC
From: bbs@neb
Message-ID: <1992Nov23.160728.806@neb>
Source record: 108893

How many of you have tried the above mentioned programs? I am right now trying to figure out how to use NewsRoom by Springboard, but also recently acquired ReeveSofts version of NewsStation... Which is best and easiest to use..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4333. SuperPill

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 16:11:32 UTC
From: bbs@neb
Message-ID: <1992Nov23.161132.900@neb>
Source record: 108894

David Tipton: 6500tpt@ucsbuxa.ucsb.edu

Are you still interested in trading your SuperPill for the XE loadrunner cart? I have the cart if you are interested in the trade.. Contact me:

Send replies to: Uplherc.upl.com!neb!bbs!1fa
James King aka Kamaro Kid, SysOp of the Korner BBS 801-969-1938!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4334. 800xl I/O sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 16:50:06 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.70.722537406@kilcom1.ucis.dal.ca>
Source record: 108874

Any help with the following 800XL questions would be appreciated.

Does anyone know the poke commands that disable the keyclick sound
as well as the disk i/o sound on the 800xl.

Also, what devices are availible for the parallel expansion slot.

How does one transfer binary tapes onto floppy. I have an 800
with an 810 disk drive. I just bought this 800XL with a 1040 tape
drive. It came with an original copy of Zepplin on tape, as well as
Soloflight and several others. It would be nice to be able to use them
from disk instead. Some games have neat music when they load from tape
though. This must be a 4 head tape deck.

Thanks in advance.

4335. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 18:32:50 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70110@cup.portal.com>
Source record: 108875

Actually, I have the source code for TEDIT & I though you did too???
It was on an ANALOG disk anyway. Like jim said, the source code for
SpeedScript was published, but if you want the actual source code vs
data statements, your have to buy the SpeedScript book (about $12 at
B&C if I remember correctly). I have the book, but never sent away for the
program disk or typed in the source code.

4336. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 18:44:52 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70111@cup.portal.com>
Source record: 108876

Sheesh! It's hard to believe it's really you! People everywhere from
CI$ to Timbuktu have been wondering what happened to you. Last rumors
were that you'd gotten a job programming main frames & bought an Amiga ;).
Love your AR series & lament it's (City of Xebec's) Demise.

4337. Re: In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 21:00:35 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov23.210035.13020@news.ysu.edu>
Source record: 108877

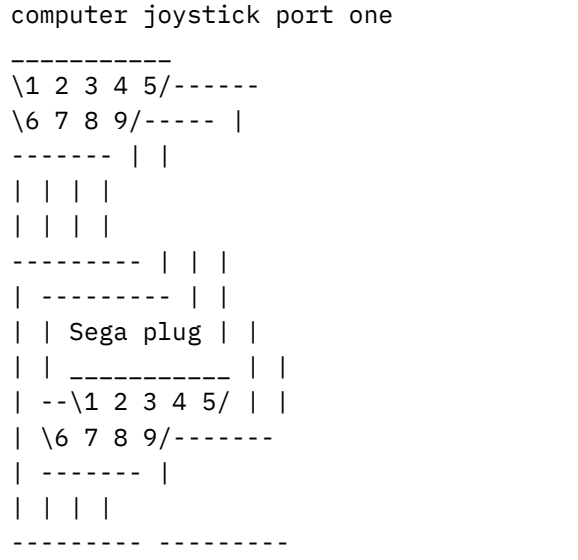
You just can't plug a SEGA lightgun into an Atari...you have to change the wires around...since the question was asked I can put the articles us which appeared in Zmag and the Pugeot Sound news letter written by Dennis Grifin. (Permission Granted to use it again.) Here it is:

Sega/Atari Light Gun
by Dennis Griffin

It seems that in "Atari's Great Marketing Plan" the 8-bit users are to be forgotten again. Atari released a wonderful game, Barnyard Blaster, complete with great graphics and special effects. I can even buy it locally. What's the problem? To play the game you must have a light gun. No problem for the owners for the new XE Game Machine (a redesigned 65XE), for the light gun comes with the unit. However, this light gun is not sold apart from Game Machine.

Add to this a house full of kids watching their friends use the Sega and Nintendo light guns. That gave me an idea. Hook up one of the other guns. The Sega Has the same kind of plug so I tried that one.

To make it work you must change the pin out.



AS YOU LOOK AT THE COMPUTER AND SEGA PLUG

Note:The connection from the computers #9 pin is made to the #8 pin of the Sega plug.

I also adapted a light pen program from Analog.

```
10 REM TARGET
20 REM BY DENNIS GRIFFIN
30 REM XADJ & YADJ IN LINE
40 REM 100 FOR SOFTWARE
50 REM SIGHT ADJUSTMENTS
100 XADJ=10:YADJ=12
110 GRAPHICS 7:POKE 712,14:POKE 708,0:SHOTS=0:POKE 752,1
115 COLOR 3:PLOT 0,80:DRAWTO 0,0:DRAWTO 159,0:DRAWTO 159,80
120 COLOR 2:PLOT 80,20:DRAWTO 80,60:PLOT 60,40:DRAWTO 100,40:COLOR 1
125 PRINT " TARGET BY DENNIS GRIFFIN"
130 IF PEEK(54016)<>255 THEN 130
140 SHOTS=SHOTS+1
150 IF PEEK(54016)=255 THEN 150
160 X=PEEK(564)-XADJ:Y=PEEK(565)-YADJ
170 IF X<25 THEN X=X+228
180 X=X-80:Y=Y-18
190 IF X<0 THEN X=0
200 IF X>159 THEN X=159
210 IF Y<0 THEN Y=0
220 IF Y>79 THEN Y=79
230 PLOT X,Y
240 FOR P=17 TO 25
250 SOUND 0,P,8,(RND(0)*10+5)/(0.1*P)
260 SOUND 1,P+20,8,(RND(0)*10+5)/(0.1*P)
270 NEXT P:SOUND 0,0,0,0:SOUND 1,0,0,0
280 IF SHOTS<10 THEN 130
290 END
```

The Sega/Atari Gun works great and now I have happy kids. I only wish I could get my computer back.

--
Joe Sabatino-->ab588@yfn.ysu.edu

4338. Re: Sparta-X and Mydos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 21:11:05 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov23.211105.13531@news.ysu.edu>
Source record: 108878

```
>of the first to complain about AtariWriter Plus support! (I even wrote a
>patch to defeat the Reset trap, so you didn't have to reboot to get in and
>out of AW+)
[DELETED]

BOY I'd sure lake to see that patch to put on my Atariwriter plus!!

--
Joe Sabatino-->ab588@yfn.ysu.edu
```

4339. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 21:27:55 UTC
From: aegnor@bsu-cs.bsu.edu
Message-ID: <3193@bsu-cs.bsu.edu>
Source record: 108881

Not to add further kindling to the FLAME, but my issue arrived last week, I am in Eaton, Indiana [ie. the middle of nowhere] and I received my issue on like 11/18... Could NOT have come at a better time... was home sick, and it gave me a real boost to get it and read it... Yes, it did bring back the memories!!!

-dcp

David C. Powell
M.I.S. Graduate
Class of 1990
Ball State University
Muncie, Indiana

-David Powell :ARPA: aegnor@bsu-cs.bsu.edu--------------------------
| \/ President :UUCP: <backbones>!{iuvax,pur-ee}!bsu-cs!aegnor |
| /\etwnk Industries, Ltd. : |
-"If it doesn't work, we DIDN'T do it!"----------------------------

4340. Re: 800xl I/O sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 21:30:15 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov23.213015.14176@news.ysu.edu>
Source record: 108879

I think there is a utility in the atari.archive that enables you
to transfer programs on tape to disk called TAPEDISK.
I think these are the POKEs you want:
POKE 65,0 <-SIO sound off; POKE 65,1<-SIO soud on
POKE 731,1<-speaker off (XL/XE only) POKE 731,0<-normal
The only devices I am aware of that connect to the paralell bus
is the MIO and the Black Box.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4341. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-23 21:34:21 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov23.213421.14420@news.ysu.edu>
Source record: 108880

I sent away for SpeedScript 3.0 from Compute! mag. and I saw a note
on GEnie this week that Compute! has let all their Atari software
be posted on GEnie so if you want I can upload SpeedScript to
GEnie if you don't have it.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4342. Sparta-X and Mydos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 00:24:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <722590454.F00001@tdkt.kksys.com>
Source record: 108897

Well, I typed that list of differences between 4.19 and 4.20 a few weeks back. Actually, I typed the differenxes starting from 4.19-4.20. hopefully, someone captured it, but if not, I will enter all of that information again if necessary (doing so will use up all of my bbs time for the day).

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4343. Re: 800xl I/O sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 00:56:45 UTC
From: phbill@cyberden.uucp
Message-ID: <aTXPuB1w165w@cyberden.uucp>
Source record: 108810

To turn off I/O noise, type "POKE 65,0" in BASIC, or make a small binary program that has the following bytes:

255
255
65
0
65
0
0

and load it from DOS. To turn off the keyclikc, type "POKE 731,1" in BASIC (yes, ",1", not ",0".. ",0" turns it back on).
As for making it a binary file, just make a file w/ these bytes:

255
255
219
2
219
2
1

Other interesting locations include:

752 - cursor inhibit (cursor on/off)
82 & 83 - left & right margins (0-39 for each.. 0=leftmost, 2=default left, 39=rightmost (default right))
703 - text window. You can either trick a fullscreen screen into thinking it has a text window (you won't see what's being written, of course, but anything normally PRINTed that would usually switch the screen back to Gr.0 text mode won't do it any more.) You can even trick the Graphics 0 text mode into thinking IT has a text window! The bottom 4 lines of the screen will be the text window, and even the normal screen's cursor position won't be changed! (because text windows have their own set of cursor position coordinates.)
730 - key repeat speed. 0=no repeat, 1=VERY fast, 6=normal.
555 - changing this before each key access (like a "GET" from the "K:eyboard" device) to a certain number (who's speed represents the same speeds as 730 has) changes the initial key repeat start delay. (ie-
...

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4344. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 01:42:56 UTC
From: phbill@cyberden.uucp
Message-ID: <0XZPuB1w165w@cyberden.uucp>
Source record: 108809

phil@nid.csc.com (Philip Price) writes:

> the software :). I have truely been overwhelmed that people remember me
> from so many years ago. I must say that the biggest reward I received in
> creating those products was the joy it brought people. It makes the effort
> I (and don't forget Gary Gilbertson wrote the music:) put into them.

Well, to tell you the honest truth, I too am one of your fans. I don't
have AR, but I borrowed it once from a friend, and MAN was I impressed!
Sorry I didn't recognize you right off, but it'd been such a LONG LONG
time since I last played it (the City was the one he had). Now at my
high school they have Castle Wolfenstein 3D and seeing that games stone
walls brought back some fond memories (as I already noted, no names ;))

Great to have you back..

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4345. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 02:15:50 UTC
From: phil@nid.csc.com
Message-ID: <2.UUL1.3#25250@nid.csc.com>
Source record: 108890

> Xref: uunet comp.sys.atari.8bit:10429
> Path: uunet!portal!cup.portal.com!Rick_Michael_Cortese
> From: Rick_Michael_Cortese@cup.portal.com
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Old Source Code
> Message-ID: <70111@cup.portal.com>
> Date: Mon, 23 Nov 92 10:44:52 PST
> Organization: The Portal System (TM)
> References: <1.UUL1.3#25250@nid.csc.com>
> Lines: 4
>
> Sheesh! It's hard to believe it's really you! People everywhere from
> CI$ to Timbuktu have been wondering what happened to you. Last rumors
> were that you'd gotten a job programming main frames & bought an Amiga ;).
> Love your AR series & lament it's (City of Xebec's) Demise.

It's me (at least the last time I looked into the mirror :)). The rumors
are true I bought an amiga (no longer own it though, GE has it.), and I
work on mainframes (actually midsize computers and workstations in a
highly distributed environment), I also am a Principle Member of the
ANSI C++ committee, and my main work on the above mention workstations has
been to create and design the B-2 stealth bomber mission control rooms(mainly
the software :). I have truely been overwhelmed that people remember me
from so many years ago. I must say that the biggest reward I received in
creating those products was the joy it brought people. It makes the effort
I (and don't forget Gary Gilbertson wrote the music:) put into them.
Phil
P.S.
I really am amazed with the response I have received in one day. I was
expecting more of a "sure upload the source somewhere, by the way what
is it to? " type response. Instead I recieved many thanxs8), and that
warms my heart. Thanks :)

4346. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 02:25:42 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Nov24.022542.24820@news.ysu.edu>
Source record: 108886

Hey...please do post the source codes!
We need all the help we can
get! Maybe you'll start a trend...
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

4347. Re: 800xl I/O sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 02:35:42 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Nov24.023542.25242@news.ysu.edu>
Source record: 108887

```
The noisy I/O can be disabled by POKE 65,0 (address $41)..this register
is normally set to 3...
Don't know about the keyboard click..
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****
```

4348. Mail order companies

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 03:04:10 UTC
From: rac@sherpa.UUCP
Message-ID: <By79uy.M0E@sherpa.UUCP>
Source record: 108889

Can anyone provide names and phone numbers for any companies still selling software for the 8 bits. I've exhausted the few that I knew of (B&C, American Technovision, and Toad).

I posted a similar request back in early October and got no responses. If you can help, please send the information along (or post). Please don't assume someone else already has (or will).

Thanks,
Roger
--
Roger Cornelius sherpa!rac@uunet.uu.net ...!uunet!sherpa!rac

4349. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 03:55:36 UTC
From: crow@coos.dartmouth.edu
Message-ID: <1992Nov24.035536.12882@dartvax.dartmouth.edu>
Source record: 108888

In <1992Nov24.022542.24820@news.ysu.edu> ac742@yfn.ysu.edu (Joe Perkins) writes:

>Hey...please do post the source codes!
>We need all the help we can
>get! Maybe you'll start a trend...
>--

Or at least post an announcement when you add something to the archive.

--PC

--
"First things first, but not necessarily in that order" --The Doctor

4350. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 04:32:25 UTC
From: bbs@neb
Message-ID: <1992Nov24.043225.7463@neb>
Source record: 108814

Well, I'm in Utah, and today my first premiere issue of Atari Classics
has arrived! I was so excited to see those pages!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4351. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 06:26:51 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Nov24.062651.4222@mnemosyne.cs.du.edu>
Source record: 108895

There are *plenty* of us 8-bit enthusiasts out here Philip.
And there would be a lot more of us if there were still people
producing the kind of stuff you did.
I too loved the Tail of Beta Lyrae. When my disk of that game went
bonkers, I almost went bonkers myself. I even tried to find Paradise
Programming in Hawaii and track you down so that I could get some help
in finding a way to get my copy repaired. Fortunately, I managed to find
someone selling all their 8-bit software, and Beta Lyrae was included.

Do you still do anything for the 8-bits or have you forsaken them to
be just a part of your life story? Do it again! :)

Tim Hester

We (8-bitters) don't ask much, do we? Heh, heh.

--
: Pat Robertson's : :
: deepest thoughts:>------> :
: * * * : :
: thester@nyx.cs.du.edu : :

4352. Atari as function generator

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 08:40:06 UTC
From: spam@iastate.edu
Message-ID: <By7pEv.nq@news.iastate.edu>
Source record: 108896

Well, I have a new temporary use for my atari and I wonder how many
others have used theirs in similar ways...

I'm taking an "introduction to digital electronics" course this
semester, and it it entirly theoretical; there is no lab where we get
to actually build any of the circuits we design. So, in an effort to
get a more "real world" grip on the subject, I wired up a radio shack
"Experimenter's Breadboard" to one of the joystick ports, and poked
the datalines to be output. So now I can generate any 4 bit binary string
on the atari, and let it generate various test sample inputs for the
circuits I'm building.

So I breadboarded a 2 to 4 demultiplexor out of ands & inverters,
and let the atari poke cycles of 0-3 on the output line, and
"display" the result with LEDs, so I have 4 LEDs blinken-flashen
in a row...looks rather nice.

next step--have it drive moters & build a little robot or something...

-mike

--
Michael Begley Ask me how "the man and the woman were
spam@iastate.edu Iowa State University both naked, and they were
(515) 233-6210 is censoring my usenet access not ashamed..." Gen:2.25

4353. Re: 800xl I/O sounds

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 12:30:38 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.71.722608238@kilcom1.ucis.dal.ca>
Source record: 108898

In article <1992Nov23.213015.14176@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>From: ab588@yfn.ysu.edu (joseph sabatino)
>Subject: Re: 800xl I/O sounds
>Date: Mon, 23 Nov 1992 21:30:15 GMT

>I think there is a utility in the atari.archive that enables you
>to transfer programs on tape to disk called TAPEDISK.
>I think these are the POKEs you want:
>POKE 65,0 <-SIO sound off; POKE 65,1<-SIO soud on
>POKE 731,1<-speaker off (XL/XE only) POKE 731,0<-normal
>The only devices I am aware of that connect to the paralell bus
>is the MIO and the Black Box.
>--
>Joe Sabatino-->ab588@yfn.ysu.edu

Thanks for all the info everyone. I notice that the power supply
for the 800xl gets much hotter than my old 800 power supply. Is it a good
idea to leave these plugged in all the time, or should you just plug them in
as needed?

You mentioned the atari.archive. How does one get these
files. I know how to FTP and all, but I only have an 810 disk drive and
Atari DOS 2.5. Are they uuecoded? If so how do I get them. I have a Unix
NCD terminal and a PC at work. This will allow me to easily get them but
then how do you put them onto the atari. If I have to upgrade my disk
drive or DOS, which one should I get? I'd like to also be able to make
duplicates of some of my more important software (M.U.L.E. and Archon).
Should I get a modified 1050 or are there better drives to get?

Thanks in advance.

4354. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 13:24:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70197@cup.portal.com>
Source record: 108833

There's a few 8-bitters still active. We seem to be a mix of the young & old (at least old by computer literate standards). I certainly enjoy the mix that's left. We seem to be a throw back to the early days of computers: Approach your computer with soldering iron & open mind vs trepidations & bloated application software. This is a nice friendly place to be, can't remember there ever being a genuine flame war in the last year, but then there's not that much traffic <g>. Most of us seem to have 'other' computers but still have the 8-bits in common.
Bill Wilkinson is still around, but sold off all his 8-bit stuff. He drops into BAAUG every once and awhile & has a net account at Kludge.com. Bob Puff seems to still be making a living off 8-bits @ CSS. Bob Wooley, in addition to numerous hardware mods, has a fabled attic where he's trying to archive every 8-bit program ever made! Of course Jeff & Ben are getting a mag going & occasionally notables such as yourself drop by. I know you moved on before "The Dungeon" was finished, but you still see questions about it or "The City" posted. They seem to get more band width then any other games such as the Ultima series. Which reminds me! Can you really complete either "The City" or "The Dungeon"? Everyone says you hinted they could be completed, but no one has ever done it. Well... if you haven't targeted someone to take the disks yet, I'd certainly like to have them. Mostly done with Trak drives right? Just let me know how much you'd like for them & give me an address to send the $$$.

4355. Znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 18:04:38 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92329.130438AKH104@psuvm.psu.edu>
Source record: 108899

Um...where might me get a copy of the latest 8bit online mag?

Karl

As it turns out, there are a number of talents I don't have . . .
I can't program very well. . . . the whole reward system seemed to be
oriented to people who could program well." - Mitch Kapor
Founder of Lotus Development Corp; creator of 1-2-3;
chairman of On Technology, Inc.

4356. Re: Atari Classics NOT Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 18:56:43 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Nov24.185643.12918@cbnewsc.cb.att.com>
Source record: 108900

From article <3193@bsu-cs.bsu.edu>, by aegnor@bsu-cs.bsu.edu (David C. Powell):

> Not to add further kindling to the FLAME, but my issue arrived last week, I
> am in Eaton, Indiana [ie. the middle of nowhere] and I received my issue on
> like 11/18...

Well, I have not received my copy yet and I'm not far from Chicago. In
fairness though, I'm not sure I ever will. I sent email to Ben with my
address but never received a confirmation so I don't know if he got
me email or not. The mail did not bounce though, so I assumed that it
got there. I'll wait another week or two and then take a more pro-active
effort in finding a copy.

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

4357. 8bit Emulators (again)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 19:12:02 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Nov24.191202.13421@cbnewsc.cb.att.com>
Source record: 108901

With all the discussions lately about using an MS-DOS machine as a platform for Atari 8bit emulation, I thought you would find this bit of information fascinating. There is an article in the latest Znet Online magazine (the one that covers COMDEX) about Derek Mihocka's GEMulator. He is releasing V 2.0 of his software that goes with the hardware board. One of the interesting points he makes is:

"We are about to prove some more self proclaimed "experts" wrong by adding Macintosh and Atari 8-bit support to the same Gemulator boards that you already use! For details, make sure you're on our mailing list for the newsletter. If you've never received the "BraSoft News" before or have moved recently, then please send us your updated mailing address information and we'll put you on our mailing list!"

Since I don't own the GEMulator (ST emulator), I am not on his mailing list. Is anyone out there? This is still a future product and no other information is given. For instance, what a setup would cost. I think the GEMulator with the TOS ROMS is over $300. Maybe you wouldn't have to buy the TOS ROMs if all you wanted is 8bit emulation. Then there is the matter of software. Derek wants $60 for the ST upgrade package. On the positive side, if Derek says it can be done, I believe him. He is the one that wrote the 8bit emulator for the ST and had a software version done for the MS-DOS machines but wouldn't release it because he couldn't get Atari to agree to allow him to put the 8bit source code in his emulator. Anyway, if more information comes out somewhere that I read, I'll post it here. If you want to write to Derek and try to get on his mailing list, here is his address:

For more information on the Gemualtor, contact: Branch Always Software, 14150 N.E. 20th Street, Suite 302, Bellevue, WA 98007 U.S.A.

Keep those little 6502C's humming.....

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

4358. Thanxs :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 19:18:18 UTC
From: phil@nid.csc.com
Message-ID: <4.UUL1.3#25250@nid.csc.com>
Source record: 108902

Hmm (either I didn't notice my second post when I read the news or I
a) sent to a individual instead of the newsgroup b)sent it to atari8bit
instead of atari.8bit[what happens then(I am new to internet)]. In
either case here is a brief summary of my second post (If it did arrive
just ignore this message :).

I just wanted to say thanxs to all of you who enjoyed the games, you made
it worth while. It made my day when I posted about the old source code that
many of you sent me email about how you loved the games. Thank you.

In reference to the rumor mill (ie. what am I doing nowadays), I work with
Silicon Graphics Workstations, Encores, Hps, Decs, etc and am the main
designer of the mission control room display software for the B2 Stealth
Bomber. I also spend some of my time as a principle member of X3J16, the
ANSI committee on Programming Language C++.

Someday I need to take time off work and get a degree from a good university
(I did take courses in reverse order from Chapman[but it was no challenge])
and get a good wife to share life with. Anyways, you now know more about
my current life than anyone wants to know:). So again I do want to thank those
who enjoyed those games, you really made it worthwhile:).
Phil
P.S.
Now all I have to do is get those disks out (fire up one of my old ataris
[1200xl, 130xl 800 etc] and see if I can find the old serial inteferace
peripheral.
P.S.S.
What do people use for modem software on the old ataris? (ie. I could
always just write one, but it would be faster to use something that
preexists).

4359. Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 20:14:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <70219@cup.portal.com>
Source record: 108834

>Joe somebody (no .sig and Portal doesn't include the headers here) writes:
>> In article <69770@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>
>>>Oh, good, than it isn't just the Rochester, NY and Toronto, Ontario, Canada,
>>>areas that haven't received Atari Classics so far? [...]
>
>I could not believe it!
>The local newsstand had 5 copies!!!

Cripes... Newsstands in wherever-Joe-is (Sonoma?) have it, and I who sent in my postcard for my very own personal copy, DON'T yet. Haven't heard of anyone locally getting it yet, either...

I'm still on pins and needles... Ben, Jeff, what's the scoop behind this? What's the mailing schedule and are you having any problems?

(Now that I've bitched publically, watch it be in my mailbox when I get home tonight. :-))

>This place also gets RUN, imports from UK, FR, and Germany and tons
>of other small stuff.

Sounds wonderful! It must be nice to live in a "major" city. I always thought Rochester was one such, until I found out we have hardly anything "brand new." We only get stuff after the rest of the country has chewed it up and found it acceptable. Heck, my sister has better bookstores and movie theatres in Missoula, Montana, than we have here...

Oh well.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4360. Re: Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 20:27:08 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <70221@cup.portal.com>
Source record: 108835

Well, I sent mail but since everyone else is posting, I have to too!

THE Philip Price! Of AMP co-fame (w/Gary Gilbertson), no less! Wow, talk about the presence of Greatness! (Talk about fawning.)

I'd be very interested in seeing the source code (if that's what's being offered/included), documentation, or basically ANYTHING that would illuminate the innards and operation of AMP. For one thing, I'd like to extract the actual score of "Passionately." I LOVE that song/program. :-) Have tried without success to reverse-engineer it all (code, data format, self-executing-program-and-data-file format, etc.), without success. Now I'm kinda glad I didn't succeed because I'd rather receive the info direct from YOU, without having already "ripped it off" so to speak.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4361. SIO controller

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 20:32:11 UTC
From: at847@cleveland.Freenet.Edu
Message-ID: <1eu3gbINNsvc@usenet.INS.CWRU.Edu>
Source record: 108903

Here I go again...
Which chip in the 800 controls the SIO port? I think mine is shot...

Jeff

4362. Re: Sparta-X and Mydos.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 22:15:52 UTC
From: dunham@mpd.tandem.com
Message-ID: <2991@devnull.mpd.tandem.com>
Source record: 108805

In article <1992Nov23.211105.13531@news.ysu.edu] ab588@yfn.ysu.edu (joseph sabatino) writes:

]>of the first to complain about AtariWriter Plus support! (I even wrote a
]>patch to defeat the Reset trap, so you didn't have to reboot to get in and
]>out of AW+)
][DELETED]
]
]BOY I'd sure lake to see that patch to put on my Atariwriter plus!!

I'll second that!

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

4363. Re: Zhand.com (for R-time 8)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 22:55:22 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov24.225522.4645@news.ysu.edu>
Source record: 108904

```
The Zhandler for the R-time-8 clock is for executing XIO functions
from BASIC to act on the Time/date functions. Read the Sparta DOS
R-time-8 supplement chapter 5.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

4364. NewsRoom

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 23:13:01 UTC
From: bbs@neb
Message-ID: <1992Nov24.231301.13929@neb>
Source record: 108815

Does anyone know if theres a version of NewsRoom that will work and
setup on a hard drive? I'd really like to set this excellent program
(complete with Clipart disks x10) up on my hard drive and run it from
there. Any replies appreciated.

Replies to: uplherc.upl.com!neb!bbs!1fa
GEnie: J.King73
The Korner BBS: 801-969-1938
Voice, MST: 800-678-3440 (ask for Jim)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4365. Re: Thanxs :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-24 23:55:53 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1992Nov24.235553.12113@ucsu.Colorado.EDU>
Source record: 108808

In article <4.UUL1.3#25250@nid.csc.com> phil@nid.csc.com (Philip Price) writes:
>In reference to the rumor mill (ie. what am I doing nowadays), I work with
>Silicon Graphics Workstations, Encores, Hps, Decs, etc and am the main
>designer of the mission control room display software for the B2 Stealth
>Bomber. I also spend some of my time as a principle member of X3J16, the
>ANSI committee on Programming Language C++.

Wow! Sounds too cerebral for me. :^) But I think it's really cool that
a famous ATARI programmer of old is on the Internet and working with UNIX -
both of which I consider to be the epitome of computing.

>Someday I need to take time off work and get a degree from a good university
>(I did take courses in reverse order from Chapman[but it was no challenge])
>and get a good wife to share life with. Anyways, you now know more about
>my current life than anyone wants to know:). So again I do want to thank those
>who enjoyed those games, you really made it worthwhile:).
> Phil

I didn't remember your name automatically - too long since I last booted
up Beta Lyra. But that was one of my very favorite games on the 8-bit!
Never could quite finish it - I always died before the end. But I was
getting closer and closer, last few times I played it. Great game!

>P.S.
>Now all I have to do is get those disks out (fire up one of my old ataris
>[1200xl, 130xl 800 etc] and see if I can find the old serial inteferace
>peripheral.
>P.S.S.
>What do people use for modem software on the old ataris? (ie. I could
>always just write one, but it would be faster to use something that
>preexists).

I used to use BobTerm for BBS's - it's still the best I've found, for
applications where 40 columns isn't a handicap. However, all the
telecomputing I do nowadays is on UNIX systems, so I have to use OmniCom
for its 80-column capability.

Welcome to c.s.atari.8bit, and I hope you'll stay around!

--Michael

Michael Hill <>< Isaiah 9:6 | "Jesus Christ atoned for sacrifice
hill@spot.Colorado.EDU | For all those who believe
| You must be born again
University of Colorado@Boulder | free yourselves from sin"
$ mv net.flames /dev/null | -- Angelica, "Time and Time Again"

-------------------------My boss is a Jewish carpenter!-----------------------
Did you ever notice that everybody in favor of abortion has already been born?!

4366. Re: Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 00:16:15 UTC
From: ladd@iftccu.boeing.com
Message-ID: <1360001@iftccu.boeing.com>
Source record: 108816

As of 11/24, I have not received Atari Classics yet. I live on the
west coast.

4367. How to join the QMS (Queen Mail Server)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 00:27:06 UTC
From: marcotte@unixland.natick.ma.us
Message-ID: <1992Nov25.002706.26817@unixland.natick.ma.us>
Source record: 108806

```
The address to join the Queen Mail Server (QMS) is com@spacsun.rice.edu.
Simply mail a message to that address with the keyword OK.QMS in the
message body and SUBSCRIBE as the message subject. You will begin
receiving Queen related mail as soon as the QMS operator validates
your message.

Lou Ma
rcotte
marcotte@unixland.natick.ma.us

(I hate vi!)
```

4368. atariwriter+ and Alt Reality...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 00:55:02 UTC
From: brownan@vax.sonoma.edu
Message-ID: <1992Nov24.165502.1@vax.sonoma.edu>
Source record: 108807

OK folks, I have a question.

I copied my original atariwriter+ to spartados 3.2d format.
It works fine with the exception of two things.
They are:

a) there are a bunch of control characters randomly placed
throughout a file once I retrieve it from disk. It
really doesn't affect things except that unless I remove
them manually, they print out like a reverse '. Is there
any way to eliminate this problem?

b) when I get to the proofreader, and try to go back, the
program crashes. This is also annoying.

does anyone have this problem?

Another question, Is there any way to get an rtime 8? The way
I have my startup file for sparta dos, I have to manually enter
the time, and it is very annoying, especially if you tend to
crash the machine alot with stupid programming projects that
never get finished(like what I do)

Finally, Is there anyway to get the atariWriter+ to recognize
and use more than 128k? I have a 256k 800xl and It would be
nice to be able to use this xtra memory.

By the way, who is this guy who wrote the alternate reality series?
We should try to start a grass roots movement to get him to at
least try to help out to try to finish the series.
My brother and I were hooked on both the city and dungeon.
It would be cool to be able to finish the whole thing,
wouldn't it?

Thanx alot
Anthony Brown

4369. Which disk copy program?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 07:25:59 UTC
From: grover@emunix.emich.edu
Message-ID: <1992Nov25.072559.16287@zip.eecs.umich.edu>
Source record: 108811

Wow! I have been perusing the new Atari Classics magazine. I am impressed.

Anyway, I have determined that I need a disk-copy type of program for my 800 and XF551 drive. Since the only problem with the drive itself seems to be with some protected software, I would like recommendations on which programs are good for this kind of thing.

I have an old (worthless) copy of "Lockpick" and need something better. I have used Copy II+ on the Apple II and IBM with success. I see that American Techna-Vision is selling Chipmunk for about $35, and a few others that look like copier software: Scanalyzer, and Advanced Protection Techniques.

Which program can you recommend, that will actuallyhelp REMOVE copy protection?

--

__ __
(__) Grover Thomas InterNet: grover@emunix.emich.edu (__)
(__) (__)
(__) Stupid Dan Quayle quote deleted, now that he's out of a job :-) (__)

4370. ATTENTION: James King Re: SuperPill

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 07:27:58 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <6897@ucsbcsl.ucsb.edu>
Source record: 108830

I receive your e-mail fine, but I cannot get any
through to you....it gets bounced right back to me
despite many different tries.
I'd like to make the SuperPill - LodeRunner cart
trade (do you have the Lode Runner box and instructions?)

Send me your address and I will ship you the SuperPill...

David Tipton

4371. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 07:57:30 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <1992Nov25.075730.16434@blaze.cs.jhu.edu>
Source record: 108812

On the subject of AR, Antic had an article mentioning it a while before it came out. There were suggestions that it could in theory be possible to get back to Earth with just the first part, though rather unlikely. Has anyone ever managed to do this?
--
"the bogosity in a field equals the bogosity imported from related areas, plus the bogosity generated internally, minus the bogosity expelled or otherwise disposed of." -- K. Eric Drexler

Ken Arromdee (arromdee@jyusenkyou.cs.jhu.edu, arromdee@jhunix.hcf.jhu.edu)

4372. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 10:55:29 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.722688929@garbod20>
Source record: 108813

an938@cleveland.Freenet.Edu (George II Lenzer) writes:

> It could be possible that there was an Atari 200 since I
>once saw a 250ST at a local shop.

Its name was probably 260ST, an early version of the ST computer.

> It had the usual grey case but no function keys. Instead, there
>was a set of pastel coloured buttons.

This must have been the XE Game System, based on the 8-bit computers.

Anders Skelander

4373. Re: Sparta-X and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 13:19:00 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0bau@abcd.Houghton.MI.US>
Source record: 108817

In a message dated Tue 24 Nov 92 12:07, Ab588@yfn.ysu.edu (joseph Sabatino) wrote:

>of the first to complain about AtariWriter Plus support! (I even wrote a
>patch to defeat the Reset trap, so you didn't have to reboot to get in and
>out of AW+)
AS> [DELETED]

AS> BOY I'd sure lake to see that patch to put on my Atariwriter plus!!

I sold ALL my Atari 8-bit stuff just over a year ago, so I no longer have the docs on the patch. However, a former colleague of mine in St. Paul MAY still have a copy of the instructions.

You can reach Rich Mier on the St. Paul Atari Computer Enthusiasts (SPACE) BBS at 612-427-4317. Tell him Jim Johnson sent you his way.

AW+ traps and uses the warmboot vector (same thing as pushing the reset key) to initialize itself after loading, and to go back and forth between itself and the other modules (spell & mail merge). So you can't simply untrap the warmboot vector.

My patch replaced AW+'s reset trap with my own. I wrote it to patch the version of AW+ created AFTER running ICD's patch to run AW+ with SpartaDOS X. In short, it allowed AW+ to use the warmboot vector once at startup to initialize itself, then it "untrapped" the warmboot vector to point to the standard DOS vector. The short coming of my patch is that you couldn't come back to the editor after going into the spell or mail merge modules. To spell check a document, you could go to the spell checker safely, but HAD to do a document save from within the spell checker. Sometimes the return to AW+ was successful and sometimes not. But so long as you had saved the document, you could always easily reload it.

I don't *think* I ever coded a utility to patch AW+ for you. I never got around to figuring out how to completely solve the above problem with the external modules. To patch AW+ you had to use a disk editor with the ability to do hex string searches (ICD's disk editor from SpartaDOS Toolkit is BY FAR the best tool for this job.)

If you use AW+ under SDX, then contact Rich. Keep in mind that it is illegal to distribute the patched version of AW+, even to other legal AW+ owners. Legally, you must patch, or have patched, a copy of your own AW+.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,

located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4374. Re: 8bit Emulators (again)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 15:03:20 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.73.722703800@kilcom1.ucis.dal.ca>
Source record: 108820

In article <1992Nov24.191202.13421@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:

>package. On the positive side, if Derek says it can be done, I believe
>him. He is the one that wrote the 8bit emulator for the ST and had
>a software version done for the MS-DOS machines but wouldn't release it
>because he couldn't get Atari to agree to allow him to put the 8bit
>source code in his emulator. Anyway, if more information comes out
>somewhere that I read, I'll post it here. If you want to write to
>Derek and try to get on his mailing list, here is his address:

Why won't Atari let him do it? They refuse to support the 8-bits anymore anyway. If they will never let him use it, why doesn't he just anonymously post it somewhere and let use get at it.

4375. Re: Mail order companies

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 15:51:55 UTC
From: bbs@neb
Message-ID: <1992Nov25.155155.21689@neb>
Source record: 108831

Since you already have B&C, American TechnaVision & Toad, how about CSS (Bob Puff)[D) @ 716-429-5639 or PO Box 17660 Rochester, NY 14617. And there's also BEST Electronics @ 408-243-6950 or 2021 The Alameda Suite 290, San Jose CA 95125, there's also DataQue @ 419-529-2478 or PO Box 134 Ontario, Ohio 44862 or GEnie Dataque.1

That should give you an additional wide source of mail order shops - and all those mentioned will provide you with a catalog of items upon your request. BEST charges almost $4.00 for their catalog, while CSS's is free, simply call. I'm not sure about Dataque, but I think there is a list floating around of products availble from Chuck..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4376. Digi-Studio

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 15:57:18 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov25.155718.15496@aber.ac.uk>
Source record: 108818

```
Digi-Studio Information
-----------------------

Digi-Studio is a set of programs for the 8-bit Atari (XL/XE) for creating
music using "real" sounds, which have been digitized. The Digi-Studio package
contains everything you will need to create and play music using digitized
sounds. Here's a list of the programs included:

* Keyboard Player. Allows you to play music live by using the computer's
keyboard like a piano keyboard. The sounds produced are, of course,
digitized. This program has fully responsive keys, so that sounds only
play for as long as you hold the key down.

* Tune Player. This program plays Digi-Studio tune files using digitized
sounds.

* Sample Editor. This program allows you to edit sound samples by using
a joystick. It also has "cut and paste" facilities, so you can also create
your own samples.

* Tune Compiler. This program allows you to play Digi-Studio tune files
in your own Basic or Turbo-Basic programs.

* LIDS Compiler. This program allows you to create your own Digi-Studio
tune files by use of a language called LIDS.

Also included are 55 sound samples, and 44 ready-to-play Digi-Studio
tune files.

The Digi-Studio system comes on 2 DS/SD disks. Disk one contains the main
programs and a starter pack of sounds and tunes. Disk two contains more
samples and sounds for use with Digi-Studio.

The Digi-Studio system is also supplied with a 44 page manual in A4 size. This
manual has sections describing all the programs listed, but also has a lengthy
section on how to read music. An appendix has also been added containing
music along with the corresponding LIDS programs.

The Digi-Studio system (with manual and 2 disks) costs just 12pounds+1pound
P&P. In the US it will cost $29.95+$1.50 shipping.

Fill in the form below and send it with payment today!

------CUT------
Please send me a copy of the Digi-Studio system, with manual and 2 disks.
I enclose payment for UK[ ]. I enclose payment for US[ ]. (Tick box).
UK cheques/POs payable to Dean Garraghty. US checks/MOs payable to Lance Tatman.
```

NAME:_____
ADDRESS:_____
_____
POST CODE/STATE&ZIP:_____

UK: DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU.
US: LANCE TATMAN, 844 KERN STREET, RICHMOND, CA 94805.
Email: djg0@aber.ac.uk (UK and non-US orders), tatmanl@com.terapin (US).

4377. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 16:38:53 UTC
From: ibc@stc10.ctd.ornl.gov
Message-ID: <1992Nov25.113853.1@stc10.ctd.ornl.gov>
Source record: 108819

>> It had the usual grey case but no function keys. Instead, there
>>was a set of pastel coloured buttons.
>
> This must have been the XE Game System, based on the 8-bit computers.
>
> Anders Skelander

Sorry about my naivete, but, the XEGS; what kind of carts does it use? The same as the XLs or something else? I've seen one at a local flea market and I'm wondering if I should pick it up.

Thanks,
Brian

4378. Not Reflecting.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 18:14:37 UTC
From: phil@nid.csc.com
Message-ID: <5.UUL1.3#25250@nid.csc.com>
Source record: 108821

This is a test message. This is message #4.
Message/Post #1 was about old source code. (I got the reflection of this)
Message/Post #2 was a thank-you message.
Message/Post #3 was a rewrite of thank-you since I didn't see #2 reflected back
from the newsgroup to my site.
Message/Post #4 is this.

If you are on the internet and capture comp.sys.atari.8bit and did
not receive Message #2 or Message #3 , please let me know. I may have
sent them accidently as an individual reply/email instead of a newgroup
post.(If so I will see if the individuals still have a copy, otherwise
they are lost). On the otherhand if multiple site respond (via email,
not a post) that they did see the posts, then I know that somehow the
PC software (uulink) or uunet may have lost the reflection and that is
why I did not see my own posts.

Thank-you for your time.
Philip Price
Please respond to: phil@nid.csc.com

4379. Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 18:37:53 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Nov25.183753.26298@sactoh0.sac.ca.us>
Source record: 108827
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Another comment on an Atari "200", yes, in Europe there was a 260ST. In 1983-84 before the ST line was released, Atari had a center pull-out in the Atari magazines back then introducing the 130 and 260STs with 128k and 256k respectively.

Remember, these were the days that memory was expensive, and the largest home machines were 64k-128k. IBM PC were originally 64k and used tape drives, and the Apple Macintosh was a 128k machine.

So Atari prototyped the 130 and 260STs, with a disk based OS (TOS 1.0)

Also in the pull-out, Atari showed screen shots of the original GEM desktop, that was changed when the 520ST was released.

If anyone would like a photocopy of the pull-out, let me know.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
##################### default .signature file ######################

4380. Re: atariwriter+ and Alt Reality...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 19:41:18 UTC
From: bbs@neb
Message-ID: <1992Nov25.194118.25009@neb>
Source record: 108832

I'm not sure if your using the LVAAUG (or some club) version of Atari Writer Plus for use under SpartaDos, but if your not - get it. Its available wherever find PD is sold/carried (grin)

Also, regarding the R-time 8. Hold on a bit and you'll be able to purchase a knock-off of the R8 from BEST Electronics. I believe they are making a version of their own at a reduced price.

I too really ENJOY (note present tense) AR:Dungeon/City - and hope that not only will the source be released, but the adventure be continued. I would love to explore the prison and castle areas! (grin)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4381. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 19:54:21 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.19.722721261@ibm3090.rz.uni-karlsruhe.de>
Source record: 108822

In article <1992Nov25.113853.1@stc10.ctd.ornl.gov> ibc@stc10.ctd.ornl.gov writes:

>Sorry about my naivete, but, the XEGS; what kind of carts does it use? The
>same as the XLs or something else? I've seen one at a local flea market and
>I'm wondering if I should pick it up.

>Thanks,
>Brian

Sure, the XEGS cartridges work well on XLs, actually it's the same
computer as the XE series - just the casing is different.
Go to the flea market and pick up as much of the cartridges as you can. :-)

Marek Tomczyk

uj1g@dkauni2.bitnet

4382. Re: SIO controller

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 19:56:45 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.20.722721405@ibm3090.rz.uni-karlsruhe.de>
Source record: 108823

In article <1eu3gbINNsvc@usenet.INS.CWRU.Edu> at847@cleveland.Freenet.Edu (Jeff Hunsinger) writes:

>Here I go again...
>Which chip in the 800 controls the SIO port? I think mine is shot...

Isn't it the POKEY chip? Sorry, no part number handy....

Marek

4383. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 20:16:51 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.21.722722610@ibm3090.rz.uni-karlsruhe.de>
Source record: 108824

In article <2.UUL1.3#25250@nid.csc.com> phil@nid.csc.com (Philip Price) writes:

>It's me (at least the last time I looked into the mirror :)). [..]

Wow! Great! Wonderfull! I can't belive it!
It's incredible to have you on c.s.a.8 !
In my opinion, AR - The City was the best ever programmed game for the
Classic Atari. I've bought it around 1987 and I'm still impoving my
character's statuses. I've been looking for the second part of the AR
series, "The Dungeon" for a long time. Finally, just a month ago I got it.
It was still unsealed and brand new. It's kind of hard to get some software
you programmed here in Germany. I haven't tried out "The Dungeon" yet. I
guess when I'll go home for Xmas vacation, I'll have a lot of fun with it.

Philip, thank you very much that you've given so much joy to Atari Classic
users with your incredible games.

Marek Tomczyk

uj1g@dkauni2.bitnet

4384. Re: Newest software

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 20:39:06 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.23.722723946@ibm3090.rz.uni-karlsruhe.de>
Source record: 108825

In article <By5593.9Ko@mentor.cc.purdue.edu> lenn@mentor.cc.purdue.edu (Jody Lenn) writes:

>The newest B & C catalog lists 16 NEW games from Europe. They are $19.95 each.

>They sound really cool. They also list Zybex and Draconus but I don't consider
>those new anymore, although they say they are new.

As many as 16 new games from Europe? Not bad.
What are the titles of those games?

Marek

4385. Re: atariwriter+ and Alt Reality...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 21:31:28 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov25.213128.15652@news.ysu.edu>
Source record: 108826

Anthony....I run Atariwriter plus, Atariwriter Cart, AW 80 and
Atariwriter plus 3.0 all on sparta 3.2d and Sparta X cart. without
a glitch....Try turning of the Key buffer (KEY OFF) in your .bat
file. If that doesn't do it you may have a bad copy of AW.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4386. Re: Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 21:50:30 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Nov25.215030.15161@yuma.ACNS.ColoState.EDU>
Source record: 108829

```
In article <1360001@iftccu.boeing.com> ladd@iftccu.boeing.com (Bob Ladd) writes:
>
>As of 11/24, I have not received Atari Classics yet. I live on the
>west coast.
>

I have not received my copy here in Colorado yet either. We did just get a
heap of snow though, so it could be slowing the delivery.

Sam

--
_____________________________________________________________________________
| Sam Patton -=> pattons@beethoven.cs.colostate.edu | |
| spatton@lamar.colostate.edu | Emotion 13 |
|_____________________________________________________|_____________________|
```

4387. programmers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 21:50:57 UTC
From: camba@ecf.toronto.edu
Message-ID: <ByAKoy.5Dw@ecf.toronto.edu>
Source record: 108828

Hello all 8bit users. I am a student at U of T and own 3 atari computers.
I noticed that there are a lot of great programmers out there who seem to
have the capacity to create and develop great games. I, myself, have made
many music programs of my own in machine language, using fancy sounds and
high quality sampled sounds. I have created long 52k sampled demos (re-mixes)
which last almost two minutes, but has very little repetition. Anyway, what
I'm getting at is that I can create awsome music (which will soon be uploaded
to the known atari ftp site) and can make fancy graphics in ML. I was
wondering whether some other people out there can assist in me in making
new games. I will soon have some time available to do this. Let's not
let the 8bit be forgotten and collect dust. The 8bit does have the capacity
to create awsome games... it just takes a lot of imagination and effort.
If you can program like The High Tech Team, then send me e-mail....
I am currently working on a game called "The Dark Shadow.."

e-mail: camba@skule.ecf.toronto.edu
or camba@ecf.utoronto.edu

The 68000 Man..... .

4388. "New RTime8 Request" in AC.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 21:54:11 UTC
From: phbill@cyberden.uucp
Message-ID: <1oeTuB3w165w@cyberden.uucp>
Source record: 108849

In the small "Dream Street: Projects We'd Like To See" section of Atari Classics V1/I1, there is listed "A replacement for the R-Time8 clock cart."...
10 flips of the page is the Best Electronics ad about it's Rev.9 catalog, and at the very end it says "...Now with 20-30 new titles coming in and within a month an R-Time 8 compatible clock cartridge!..."!!!

Hey, I think that Dream Street was answered! :)

(pgs.: Dream Street: 10, Best Electronics Ad: 28)

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4389. Re: Thanxs :)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 21:58:30 UTC
From: phbill@cyberden.uucp
Message-ID: <8VeTuB4w165w@cyberden.uucp>
Source record: 108850

We use BOBTERM! ;) (well, most of use do.. some use Kermit65 & the Express cart.)

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4390. Re: How to join the QMS (Queen Mail Server)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 22:03:03 UTC
From: anyone@cyberden.uucp
Message-ID: <s4eTuB1w165w@cyberden.uucp>
Source record: 108848

What IS the QMS?

```
_____________________________________________________________________
| / |\
| H E \ Y B E R |/ E N [ anyone@cyberden.uucp ]
```

4391. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-25 22:11:20 UTC
From: anyone@cyberden.uucp
Message-ID: <LHFTuB1w165w@cyberden.uucp>
Source record: 108851

Re: XEGS...

Looking at it from a computer point of view, the XEGS is an Atari 65XE with an extendable keyboard and built-in BASIC and Missle command. It came with one game, Flight Simulator II. (maybe it also came with the XE light gun and a Bug Hunt cartridge, as well?)

Looking at it from a game machine point of view, it's a game machine with a keyboard you could hook up, that came with a built-in game (Missle Command) as well as a built-in language (BASIC), and game with a game cartridge (Flight Simulator II).

The XEGS can play (use, if you will) all of the cartridges that the 65XE can, and Atari remade a bunch of old titles, as well as making a bunch of new ones (a perfect example is Mario Bros. I have Mario Bros. for the XEGS and play it on my 1200xl, but it's a completely different game than Mario Bros. of 8 years ago that Nintendo made for the 400/800/XL series. The game is the SAME, but the difference between the two is like the difference between a game made for two different lines of computers (like, a C=64 game vs. an Apple II game). Of course, the newer version is better (I've played the old one a few times.) Some new titles (??) that they made include Ace of Aces and Bug Hunt. (if I'm wrong about the newness of these titles, correct me)

thanx

phbill (using my other account)

| / |\
| H E \ Y B E R |/ E N [anyone@cyberden.uucp]

4392. Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 01:37:02 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <722763804.F00001@tdkt.kksys.com>
Source record: 108767

In message #4708, KARLL THE GHOUL writes:

> .utexas.edu!uwm.edu!psuvax1!psuvm!akh104
> Newsgroups: comp.sys.atari.8bit
>
>
> Welcome! Wow...I love your work! Incredible stuff! All the
> AMP music and even those old datamost games like the Tail of BetaLyrae!
> I still havn't finished that one!
>
> Andrew
> ---
> As it turns out, there are a number of talents I don't have . . .
> I can't program very well. . . . the whole reward system seemed to be
> oriented to people who could program well." - Mitch Kapor
> Founder of Lotus Development Corp; creator of 1-2-3;
> chairman of On Technology, Inc.
> ---
>
> ---
> * Origin: Dark Knight's Table - Usenet Gate: tdkt.kksys.com (1:282/31.0)
>

Philip Price? Wasn't he the guy that programmed Alternate
Reality? I absolutely LOVE those games! They are THE reason to own an
8-bit if you like RPGs as much as I do. Nothing else can TOUCH those
games in the way of realism.

Roger Mier, Yo!
Resident of nowhere We be cool!
Representative of Noplace You be not!
I.dont.know.my.usenet.address

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4393. Re: Mail order companies

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 03:55:54 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1f1hsaINNbu5@usenet.INS.CWRU.Edu>
Source record: 108837

In a previous article, rac@sherpa.UUCP (Roger Cornelius) says:

>
>Can anyone provide names and phone numbers for any companies still
>selling software for the 8 bits. I've exhausted the few that I knew
>of (B&C, American Technovision, and Toad).

As stated in the FAQ List (though this is from memory so I hope I get it
right), Ray Wilmott maintains a current list of 8-bit Atari vendors and
developers. He can be contacted at wilmott@remus.rutgers.edu.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4394. Re: Znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:16:34 UTC
From: jonc@status.gen.nz
Message-ID: <Be8suB1w165w@status.gen.nz>
Source record: 108836

Karll the Ghoul <AKH104@psuvm.psu.edu> writes:

> Um...where might me get a copy of the latest 8bit online mag?

Karl, you could try alt.znet.pc.

Jon Clarke Z*NET Pacific
==========
Phone (+649) 358-5589 GEnie : J.CLARKE6 CI$: 75300,1642
Fax (+649) 302-2672 Hexagon : HSBC NZ EBD IFNA: 3:772/105

"The problem is between the chair and the Keyboard" JimT NCR'91

4395. Re: In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:17:08 UTC
From: anyone@cyberden.uucp
Message-ID: <0q5TuB1w165w@cyberden.uucp>
Source record: 108760

bmarcum@world.std.com (Bill Marcum) writes:

> Sega joysticks work, but the light guns are a little different. I remember
> seeing an article about modifying the Sega gun to work with an Atari. It may

Yes, true. As stated a while earlier, the fire-button on the gun is
wired the opposite as the Atari light gun. (you'd have to hold the fire
button down on the Sega gun to keep from firing..if it's unmodified...
correct me if I'm wrong)

phbill
(alternate account...)

| / |\
| H E \ Y B E R |/ E N [anyone@cyberden.uucp]

4396. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:21:03 UTC
From: anyone@cyberden.uucp
Message-ID: <sX5TuB2w165w@cyberden.uucp>
Source record: 108759

Well... that's what I needed to know! How to ACCESS all 256 characters!!

I'll try it out next time I load it. BTW: how do you change the left
column? ;)

```
_____________________________________________________________________________
| / |\
| H E \ Y B E R |/ E N [ anyone@cyberden.uucp ]
```

4397. Re: Who knows the Atari 200?

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:25:19 UTC
From: bmarcum@world.std.com
Message-ID: <ByBBA8.EtF@world.std.com>
Source record: 108838

Not only does the XEGS use the same cartridges as the XLs, but it has Missile Command built in; I think you press Select when turning it on to play MC. It also came with a Flight Simulator cartridge.

Bill Marcum bmarcum@world.std.com

4398. Re: In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:29:31 UTC
From: bmarcum@world.std.com
Message-ID: <ByBBH8.F1L@world.std.com>
Source record: 108839

In article <67HmuB3w165w@cyberden.uucp> phbill@cyberden.uucp writes:
>Try a sega gun.
>
>All sega controllers can work on 8-bits (correct me if I'm wrong?)
>
>--
>Bill Kendrick : PhBill@Cyberden.UUCP "What?" - Everyone

Sega joysticks work, but the light guns are a little different. I remember seeing an article about modifying the Sega gun to work with an Atari. It may have even been a text file; look in the atari.archive or on GEnie.

Bill Marcum

4399. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:35:43 UTC
From: bmarcum@world.std.com
Message-ID: <ByBBrK.F8H@world.std.com>
Source record: 108840

In article <Jim_Johnson.0b83@abcd.Houghton.MI.US> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
>
>About 2 years ago, Ronnie Ritche (author of TextPro +) announced a final
>version of TextPro and offered to provide a copy of the source code to any
>registered user who paid some extra money for it. ($12, plus upgrade
>charges I think) I sent Mr. Ritche the money, but never received either the
>final upgrade or source code. A follow-up note sent a few months later
>when the intended shipping date slipped past went unanswered.
>
>I sold all my Atari 8bit stuff a year ago out of necessity, so I counted
>the money as lost. Anyone know if Mr. Ritche ever did release the TextPro
>source code to anyone?
>
A beta test version of Textpro 5.0 was released recently. The final version
is supposed to be out any day now, so you might still get it; too bad you
sold all your Atari hardware (can't say I blame you, though I still use mine.)

Bill Marcum bmarcum@world.std.com

4400. Re: Zhand.com (for R-time 8)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:47:22 UTC
From: bmarcum@world.std.com
Message-ID: <ByBCAy.FMy@world.std.com>
Source record: 108841

In article <1992Nov23.160501.702@neb> bbs@neb (BBS System 801-572-4969) writes:
>What exactly does the ZHAND.COM file do for the R-time 8 cart? Thus far,
>I've been using my R-time 8 and only loading up TDLINE.COM and running
>fine, but recently many people have been stating that I should be
>loading up ZHAND - prior to booting up my BBS, etc.. (I run BBS Express
>Pro! on a 1meg 130xe)

I think it creates a Z: device that programs can use to read the clock.
If BBS Express Pro can read the clock without ZHAND, you probably don't
need to load it. We have a local Express Pro BBS, I can ask the sysop; or
you can. The BBS is at 502-456-4292 (not Pursuitable, sorry!)

Bill Marcum bmarcum@world.std.com

4401. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:48:44 UTC
From: winston@merk.com
Message-ID: <1992Nov26.074844.18122@merk.com>
Source record: 108845

In article <TDDkuB5w165w@cyberden.uucp> phbill@cyberden.uucp writes:
> What's the best small text editor. I have "T:Edit," but I personally
> think it stinks. I'd like to see a totally shrunk down of TextPro. (I'm
> looking for something with 40 columns, unlike T:Edit, and that supports
> all 255 ATASCII characters)
>
> I'd also KILL for the source to it (or any other word processor-like text
> editor)!

But T:EDIT --DOES-- support all 255 ATASCII characters ! Unfortunately, the editor redefines all of the "CONTROL Character" ATASCII graphics to a new screen font, where the characters are in a "computerish" looking font. In this way, CONTROL-A is no longer a lefthanded "T" whose stem points to the right, but rather, a "computerish 'A' " character. The "CONTROL" characters are triggered by pressing a CONSOLE/FUNCTION key. Character values above 127 decimal are generated by pressing the INVERSE/ATARI SYMBOL key, I believe. What would --REALLY-- be nice is to find a copy of the source code and remove the section of code that loads in the "new T:EDIT font", so that the ATASCII CONTROL Character font remains unchanged. About the only advantage that TEXPRO has over T:EDIT is that TEXTPRO can run macro scripts, and TEXTPRO can perform chained loads of a large file into its small editing buffer, but that is one --HECK-- of an advantage. I believe that T:EDIT is a program that originally appeared in A.N.A.L.O.G. magazine. Anyone who subscribed to A.N.A.L.O.G. probably has access to the source code, perhaps. Unfortunately, I do not know the date of the issue in which the T:EDIT editor appeared. T:EDIT is smaller and executes faster than TEXTPRO does, but it as not as powerful as TEXTPRO is. Personally, I don't think the T:EDIT editor stinks. I think it is fabulous! It does screen updates a hundred times faster than TEXTPRO does! Unfortunately, it does not have TEXTPRO's flexibility in handling large files....

4402. Re: NewsMaster -v- NewsRoom

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 07:52:34 UTC
From: bmarcum@world.std.com
Message-ID: <ByBCJM.Fvw@world.std.com>
Source record: 108842

In article <1992Nov23.160728.806@neb> bbs@neb (BBS System 801-572-4969) writes:
>How many of you have tried the above mentioned programs? I am right now
>trying to figure out how to use NewsRoom by Springboard, but also
>recently acquired ReeveSofts version of NewsStation... Which is best and
>easiest to use..

I haven't actually used either one, though I have a copy of Newsroom that I bought back when they lowered the price (I think it was $9.95). I do know that News Station lets you use standard Micropainter files, while Newsroom has its own unique graphic disk format.

Bill Marcum bmarcum@world.std.com

4403. Re: [--- 800xl Power Supply ---]

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 08:20:47 UTC
From: winston@merk.com
Message-ID: <1992Nov26.082047.18569@merk.com>
Source record: 108843

In article <kspeicht.71.722608238@kilcom1.ucis.dal.ca>
kspeicht@kilcom1.ucis.dal.ca (Kevin F. Speichts) writes:
>
> Thanks for all the info everyone. I notice that the power supply
> for the 800xl gets much hotter than my old 800 power supply. Is it a good
> idea to leave these plugged in all the time, or should you just plug them
> in as needed?

Gads! I hope you have the two-tone, brown and tan, vented power supply and not the solid black XL supply with the extra plastic square box with a fuse contained that is spliced into the line. The non-vented power supply blew on me and the "fast acting fuse" was protected by having my 850 interface blow out! The vented, two-tone power supply and the vented, black supply with the silver name-plate on top are OK. If you are using the sealed, black, non-vented ATARI 800XL power supply my advice to you would be to --REPLACE IT-- as soon as possible! Especially if you have an R-TIME-8 or an ATARI 850 INTERFACE attached. My disk drive appears to have been hardy enough to survive my sealed, black, non-vented ATARI 800XL power supply blow out, thankfully.

4404. Re: [--- Whither Thou? O TEXTPRO Source Code... ---]

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 09:06:51 UTC
From: winston@merk.com
Message-ID: <1992Nov26.090651.19040@merk.com>
Source record: 108844

In article <Jim_Johnson.0b83@abcd.Houghton.MI.US>
Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
>
>About 2 years ago, Ronnie Ritche (author of TextPro +) announced a final
>version of TextPro and offered to provide a copy of the source code to any
>registered user who paid some extra money for it. ... Anyone know if Mr.
>Ritche ever did release the TextPro source code to anyone?

I have seen the source code to the --LAST-- of the TEXTPRO 4.?? floating
around on a few BBSes. While I could not swear an oath that the source
code is, indeed, an official release from Ron Ritche, I seem to vaguely
remember a notice from Mr. Ritche having been included in the archive. If
I remember correctly, this 4.?? series of releases is referred to as the
"XE family of 'bank using' " TEXTPRO releases, as opposed to the "PLUS
family" of TEXTPRO releases. Currently the --NEW-- TEXTPRO 5.XX series is
under development and in beta release. I don't know what the name of this
new version of TEXTPRO will be called. It is rumored to support an 'IF'
macro statement to test for conditions like End-of-File, etc. .

4405. Zhand.com (for R-time 8)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 16:43:03 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <722859170.F00001@tdkt.kksys.com>
Source record: 108766

It is my understanding that you ** MUST ** use TDLINE before running PRO. I got this from Steve Carden. If it ain't broke, don't fix it!

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4406. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 19:48:29 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Nov26.194829.13336@news.ysu.edu>
Source record: 108846

My son has completed both the "City" and the "Dungeon" in AR and
wants to know if you ever got anything done on the "Wilderness"
the "Palace" and the "Arena."
He says his character is so powerful he can't be distroyed.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4407. Re: [--- Whither Thou? O TEXTPRO Source Code... ---]

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 20:05:46 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Nov26.200546.23545@cs.tulane.edu>
Source record: 108847

In article <1992Nov26.090651.19040@merk.com> winston@merk.com (Winston Smith) writes:
>In article <Jim_Johnson.0b83@abcd.Houghton.MI.US>
> Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
>
>I have seen the source code to the --LAST-- of the TEXTPRO 4.?? floating
>around on a few BBSes. While I could not swear an oath that the source
>code is, indeed, an official release from Ron Ritche, I seem to vaguely

I was the one who released the code for TextPro 4.56 for Ronnie Riche
something like 8 month ago. This is the officicial code to the last of
the system 4 series TextPro. TextPro5.0x should be at the Archive in
Umich... the update docs covere changes to the Macro Lang.

If you interested, I'll send you a copy of the source code. let me know

Mike
Atari archive
Louisiana

4408. Re: Atari 8-bit software/books for sale (long)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 22:48:41 UTC
From: phbill@cyberden.uucp
Message-ID: <uVBVuB3w165w@cyberden.uucp>
Source record: 108775

Geez that was a huge list. I say take 'em while he's got'em! Good
deals! Wish I had the dough.

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4409. Re: Proposed BBS for 8bit warez AND stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 22:50:05 UTC
From: phbill@cyberden.uucp
Message-ID: <7XBVuB4w165w@cyberden.uucp>
Source record: 108774

Pirating is pirating. That last message had a huge list of stuff for sale, and he'd like to make a profit. If someone were to have available a huge collection of pirated software for FREE, people would just trash their software, no one would make any money, and people would abandon the poor old 8-bits.

Sorry if I sound harsh, but I'm very much against pirating. I still have to delete a copy of POPEYE I got off of a BBS a while back. The Sysop requested someone to download it and inform him if it's (c)'d. I'm almost positive it's not yet PD.

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4410. Re: ASSS

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-26 22:52:59 UTC
From: phbill@cyberden.uucp
Message-ID: <13BVuB5w165w@cyberden.uucp>
Source record: 108776

Has anyone out here tried Atari Sampled Sound System (or is it Atari Sound Sample System...)

something like that..

anyways.... it's a handy little program (new, even...1992) that converts 8-bit sounds (used on IBMs, Macs, Amigas, etc... ones with extensions of ".IFF", ".SND", and ".SVX") to 4-bit Atari sounds (".ATS"'s...which are compatible with ".DIG"'s, that Parrot makes... unfortunately, Parrot can't load up ".ATS"'s (I think I need to make a header remover/changer for ".ATS"'s... the ".ATS"-player that came in the ARC plays raw Parrot ".DIG"'s fine.)

Anyways... now my good old digitized sound library is infinite! ;)

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4411. Atari 800XL and more for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 04:32:41 UTC
From: rbattle@hydra.unm.edu
Message-ID: <95vqa+r@lynx.unm.edu>
Source record: 108852

Atari 800XL with 64K RAM, 1020 4-color printer/plotter, technical
manuals, and B/W monitor, ALL for $60.00, you pay shipping.
(Just in time for Christmas...for your nephew!)
rbattle@hydra.unm.edu

4412. Atari 8-bit software/books for sale (long)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 05:21:51 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1992Nov27.052151.5940@ultb.isc.rit.edu>
Source record: 108854

The following Atari 8-bit stuff is for sale. If interested in anything, please reply to me via one of the paths listed at the end of this document.

Order over $75 and take 20% off the price!

ALL ITEMS LISTED BELOW ARE SOLD AS-IS, with no warranties expressed or implied. Not responsible for any typo mistakes made in this list. All software is in good condition (i.e. I threw out any physically damaged disks I found). ALL (and I mean ALL) items are ORIGINALS, no pirated stuff here! If purchasing manuals without the accompanying software, you SHOULD have the original disk in your possession! It will be assumed that you do.

Orders must be pre-paid (no CODs) with either a check or money order. When ordering, please refer to an item by its number. Since there may be more than one copy of a title, the # will keep confusion at a minimum.

Shipping will be by EITHER parcel post (for small items), or UPS ground for larger orders. Exact UPS/Post Office shipping charges will apply.

Definition of terms found in this listing:

Num = Item number (always refer to item by its number)
Pkg = Whether or not item has its original packaging. Software that did not have its original packaging has been placed in a resealable bag to protect the media.
Doc = Whether or not item includes documentation

Pre-enjoyed DISK-BASED software

Num	Title	Pkg	Doc	Price
35	Ace of Aces	N	Y	$ 4.00
208	Adventure Writer	Y	Y	$ 5.00
4	Astro Grover	Y	Y	$ 5.00
213	Bank Street Writer	N	Y	$ 5.00
126	Basic View	Y	Y	$ 3.00
457	Caverns of Mars	N	Y	$ 3.00
214	CodeWriter	Y	Y	$ 5.00
464	Fastgammon	N	N	$ 1.00
212	Flight Simulator II	Y	Y	$10.00
206	Great American C.C. Road Race	Y	Y	$ 8.00
56	Gypsy	Y	Y	$ 4.00
211	HeartWare	Y	Y	$ 3.00
64	Kids on Keys	Y	Y	$ 5.00

122 O'Riley's Mine N Y $ 4.00
207 Pinball Construction Set Y Y $ 8.00
445 P:R Connection software N Y $ 2.50
446 P:R Connection software N Y $ 2.50
44 Print Power Y Y $ 5.00
63 Print Power Y Y $ 5.00
204 Rubber Stamp Y Y $ 8.00
454 Sargon II Chess N Y $ 3.00
202 Sargon II Chess Y Y $ 5.00
203 Sneakers Y Y $ 3.00
69 Spy vs. Spy I & II N Y $ 5.00
120 Super Sort (Rev. 3) N Y $ 4.00
458 Syncomm N N $ .50
118 Text Pro II N Y $ 4.00
2 Timewise Y Y $ 3.00
39 Tuk Goes to Town Y Y $ 4.00
9 VisiCalc Y Y $ 8.00
45 VisiCalc Y Y $ 8.00
217 VisiCalc Y Y $ 8.00

Brand new DISK-BASED software

You can purchase these packages separately, or buy all three for $7.
This is NEW software, still factory sealed.

Num Title Pkg Doc Price
--- ----- --- --- -----
502-511 Action Biker Y Y $ 2.50
514-518 Kikstart Y Y $ 2.50
521-529 Speed King Y Y $ 2.50

ANTIC Catalog Software

Num Title Pkg Doc Price
--- ----- --- --- -----
437 1030 Express/Tscope N N $ 1.00
200 RamBrandt design studio N N $ 4.00

Pre-enjoyed CARTRIDGES

Num Title Pkg Doc Price
--- ----- --- --- -----
116 Atariwriter N Y $ 8.00
96 E.T. N N $ 1.50
97 E.T. N N $ 1.50
349 Gorf N N $ 4.00
103 Miner 2049er N N $ 5.00
362 Missile Command N N $ 3.00

Pre-enjoyed CASSETTES

Num	Title	Pkg	Doc	Price
338	Avalanche	N	Y	$ 1.50
346	Bowling	N	N	$ 1.00
339	Bug Attack	N	N	$ 1.00
343	Caverns of Mars	N	Y	$ 1.50
345	Crush Crumble & Chomp	N	N	$ 1.00
340	Shamus	N	N	$ 1.00
341	Shamus	N	N	$ 1.00
330	Space Invaders	N	Y	$ 1.50
334	Writing Programs I	N	N	$ 1.00
331	Writing Programs II	N	N	$ 1.00

Atari OEM Manuals
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913 1027 Printer Manual.....$1.00
1061 Invitation to Programming 2 (53pp).....$2.00
840 AtariWriter(50pp.).....$2.00
876 AtariWriter(50pp.).....$2.00
1053 AtariWriter(50pp).....$2.00
852 DOS 3.0 (100pp.) + DOS 3.0 Intro (30pp.).....$1.00
853 DOS 3.0 (100pp.) + DOS 3.0 Intro (30pp.).....$1.00
854 DOS 3.0 (100pp.) + DOS 3.0 Intro (30pp.).....$1.00
855 DOS 3.0 (100pp.) + DOS 3.0 Intro (30pp.).....$1.00
841 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
842 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
843 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
1049 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
1048 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
1047 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
1046 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
844 Atari 1050 drive/DOS 2.5 (145pp.).....$4.00
1052 Atari 1050 DOS II Reference Manual (100pp).....$4.00
1045 Atari 65XE (126pp).....$5.00
1044 Atari 65XE (126pp).....$5.00
1043 Atari 65XE (126pp).....$5.00
847 Atari 130XE (132pp).....$5.00
848 Atari 130XE (132pp).....$5.00
1042 Atari 130XE (132pp).....$5.00
1041 Atari 130XE (132pp).....$5.00
1040 Atari 130XE (132pp).....$5.00
1039 Atari 130XE (132pp).....$5.00
1038 Atari 130XE (132pp).....$5.00
1037 Atari 130XE (132pp).....$5.00
1036 Atari 130XE (132pp).....$5.00
1035 Atari 130XE (132pp).....$5.00
846 Atari XM301 modem (49pp).....$2.00
850 Atari XF551 drive/DOS 2.5 (150pp).....$5.00

849 Atari XF551 drive/DOS XE (135pp).....$5.00
1050 Atari XF551 drive/DOS XE (135pp).....$5.00
870 DOS 3.0 manual (11 x 8.5, 6 languages, 144pp)
+ 1050 guide(37 pp).....$5.00
871 The Bookkeeper User's & Simplified Guides (140 pp).....$3.00
869 Atari 800XL (22pp).....$3.00
863 Atari 1050 drive (8pp).....$ .50
864 Atari 1050 drive (8pp).....$ .50
865 Atari 1050 drive (8pp).....$ .50
866 Atari 1050 drive (8pp).....$ .50
867 Atari 1050 drive (8pp).....$ .50
868 Atari 1050 drive (8pp).....$ .50
1060 Atari 1050 drive (8pp).....$ .50
861 Atari 800 (30pp).....$2.00
862 Atari 800 (30pp).....$2.00
873 Atari Basic Reference Manual (120pp).....$3.00
860 Atari 1010 (12pp).....$1.00
858 Atari 800 (18pp).....$2.00
857 Atari 850 (106pp).....$5.00
856 Atari 800XL (still in plastic /w catalogs, etc.).....$5.00
874 Atari BASIC Reference Guide (14pp).....$ .25
875 Atari BASIC Reference Guide (14pp)..... .....$ .25
851 Atari 1030 modem (20pp).....$1.00

Misc. manuals

1000 Silent Service.....$2.00
1001 Silent Service.....$2.00
1004 Zaxxon (DataSoft).....$ .50
1005 Temple of Apshai Trilogy.....$2.00
1007 PaperClip (no dongle).....$3.00
1008 PaperClip (with dongle).....$5.00
1009 PaperClip (with dongle).....$5.00
1010 PrintWiz.....$2.00
1011 U*Print Printer Interface.....$2.00
1013 MegaFont II+.....$2.00
1016 ICD P:R Connection.....$3.00
1017 ICD Rambo XL.....$3.00
1018 ICD US Doubler.....$3.00
1019 Atari Logo (3 manual set).....$4.00
1022 Star Raiders.....$1.00
1023 Super Breakout.....$1.00
1024 Seven Card Stud (APX).....$1.00
1025 Computer Chess.....$1.00
1028 Kingdom.....$1.00
1030 Super Breakout.....$1.00
1031 Space Invaders (Atari cassette).....$ .50
1033 Magnavox Computer Monitor 80 Owner's Manual.....$1.00
1034 Teknika MJ-22 monitor Owner's Manual.....$1.00

Pre-enjoyed BOOKS - General Interest
---

800 CompuServe User's Guide (1983).....$2.00
828 Compute's 3rd Book of Atari (1984).....$5.00
802 Atari BASIC by Bob Albrecht, et al (1979).....$4.00
1051 Atari BASIC by Bob Albrecht, et al (1979).....$4.00
1054 Atari BASIC by Bob Albrecht, et al (1979).....$4.00
1055 Compute's 1st Book of Atari (1981).....$5.00
831 Compute's 2nd Book of Atari (1982).....$5.00
1057 Compute's 2nd Book of Atari (1982).....$5.00
807 Inside Atari DOS by Compute Publications (1982).....$2.00
1062 Master Memory Map by Educational Software (1982).....$3.00
903 Mapping the Atari, 400/800 edition by Ian Chadwick (1983)...$5.00
829 Mapping the Atari, 400/800 edition by Ian Chadwick (1983)...$5.00
830 Mapping the Atari, 400/800 edition by Ian Chadwick (1983)...$5.00
834 Mapping the Atari, 400/800 edition by Ian Chadwick (1983)...$5.00
811 Programming the 6502 by Rodnay Zaks (1983).....$5.00
812 Advanced Programming Techniques for your
Atari by Linda Schreiber (1983).....$4.00
813 Some Common BASIC Programs, 400/800 edition
by Lon Poole, et al (1981).....$5.00
911 Some Common BASIC Programs, 400/800 edition
by Lon Poole, et al (1981).....$5.00
814 Atari Roots - A Guide to Assembly Language
by Mark Andrews (1984).....$4.00
907 Atari Sound & Graphics by Herb Moore, et al (1982).....$5.00
819 Basic Atari BASIC by James Coan & Richard Kushner (1984)....$6.00
820 VisiCalc Advanced Version, Worksheets
for Business by Van Wolverton (1983).....$4.00
1059 Stimulating Simulations (Atari Version) (1979).....$3.00
822 Top Down Assembly Langauge Programming for the
6502 Personal Computer by Ken Skier (1983).....$5.00
823 Using BASIC by Julien Hennefeld
(1978).....$3.00
824 BASIC Computer Games, edited by David H. Ahl (1978).....$4.00
825 54 VisiCalc Models by Robert Flast (1983).....$4.00
827 GEnie User's Manual, 1989 edition (1989).....$2.00
833 Inside Atari Basic, by Bill Carris (1983).....$2.00
901 Atari Color Graphics, by Joseph Collins.....$4.00
908 Atari Basic: Learn by Using, by Thomas Rowley.....$4.00

	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	

4413. Proposed BBS for 8bit warez AND stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 05:49:56 UTC
From: ekarlin@csws20.ic.sunysb.edu
Message-ID: <1992Nov27.054956.15957@sbcs.sunysb.edu>
Source record: 108853

I would like to ask the .8bit world a question or two.

First...I have recently set up a BBS on my Amiga for PD amiga files
and 'Adult' files that I have aquired over the past few years.

Well- What I was wondering is if anyone would be interested in me
bringing my atari 8bit files over to my amiga, as a dedicated file
area.

The only thing is that probably 99% of these files I have are pirated
games that I aquired back when the 8 bit was popular. I got almost
all of my games through local bbs that were around back then.

Anyway, the problem is that I like my computer, and am not willing
to risk it being confiscated because of any pirate 8bit software
that would be on it...

Now-I haven't done anything as of yet...so you won't get the number
right now...but I'd like to hear, either here or email, on whether
anyone:
a-is interested
b-thinks its a good/bad idea
c-would actually call
d-thinks I'm doing something wrong.

All I know is that I got all my games from BBS's...I don't see a
large supply of these files anymore...and I certainly don't see
many boards supporting the 8bit anymore. And, my stuff is just
sitting there not doing anyone any good.

Second...if noone is interested in the previous stuff...is anyone
interested in buying any of my old stuff:
I have all the original packaging and manuals for the hardware and
for the cartridges.

400/800/130xe
Indus GT/Happy 1050 with case/sw for indus & Happy sw for 1050
2 1010 recorders
1030 modem/2400 baud modem
PR: connection with modem/printer cables
Star Gemini 10x printer
Koala pad
Antic Magazine
From: vol. 1 num 6
To: vol. 8 num 8

Missing: vol. 7 num 12
vol. 8 num 1

Antic Disks
From: vol 4 num 2 TO vol 5 num 1
6-10, 6-11, 7-1, 7-2, 7-9 TO 7-11, 8-2 TO 8-8
Cartridges
Q-bert
Defender
Star Raiders
Centipede
Popeye
Pacman
Some various tapes

Tons of disks...lots 'o games!!!

Please let me know what the thought is about all of this.

Thank you,
Erik Karlin
ekarlin@ic.sunysb.edu

4414. Atari Classics Finally Arrived!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 07:07:43 UTC
From: jworthy@carson.u.washington.edu
Message-ID: <1992Nov27.070743.24523@u.washington.edu>
Source record: 108755

Wow! What a wonderful thanksgiving gift!

I've already put food stains on it even...:)

-- Ryan

4415. Plugging things to joystick port

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 08:57:55 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov27.085755.5539@aber.ac.uk>
Source record: 108756

You should try and get hold of back issues of Atari User (the UK one). They ran a long series of articles on building all sorts of devices to plug in the joystick ports, including a mains controller, and loads of other things. I built a couple of things myself!

Dean Garraghty. djg0@aber.ac.uk

4416. Re: Proposed BBS for 8bit warez AND stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 09:45:02 UTC
From: bbs@neb
Message-ID: <1992Nov27.094502.20533@neb>
Source record: 108757

I, for one am always glad to see another 8bit supporting BBS emerge. Not too sure if many people will be thrilled about your 'pirate' files, though - but I have my own philosophy on that, and would rather not go into it..

How much would you sell your system for? Would you break it up?

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4417. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 10:36:02 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Nov27.103602.16852@Informatik.TU-Muenchen.DE>
Source record: 108758
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Nov25.183753.26298@sactoh0.sac.ca.us>, mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
|> Another comment on an Atari "200", yes, in Europe there was a
|> 260ST.
RIGHT
|> In 1983-84 before the ST line was released, Atari had a
WRONG ... In '83 ATARI was at WarrenerBros. the first STs were developed from 6'84 to 12'84

|> center pull-out in the Atari magazines back then introducing the
|> 130 and 260STs with 128k and 256k respect
NO the 260ST had 512K

|> So Atari prototyped the 130 and 260STs, with a disk based OS (TOS
|> 1.0)
The 260ST had TOS 1.0 in ROMs!!

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

4418. Re: In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 12:54:09 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1992Nov27.125409.19209@ugle.unit.no>
Source record: 108761

In article <0q5TuB1w165w@cyberden.uucp>, anyone@cyberden.uucp writes:
> bmarcum@world.std.com (Bill Marcum) writes:
>
> > Sega joysticks work, but the light guns are a little different. I remember
> > seeing an article about modifying the Sega gun to work with an Atari. It may
>
> Yes, true. As stated a while earlier, the fire-button on the gun is
> wired the opposite as the Atari light gun. (you'd have to hold the fire
> button down on the Sega gun to keep from firing..if it's unmodified...
> correct me if I'm wrong)

Don't know about the Sega, but I rewired an XE light gun to work on my Amiga by changing the lead, and soldering an extra line to the microswitch, which has two complementary outputs (very useful :). Since the signals for the different computers go to different pins, there was no conflict (ie the light gun worked on both systems).

> phbill

-Eyvind

--
//| | DISCLAIMER: I don't HAVE opinions.
// | | I just repeat what everyone else says!
\\ //--|miga: There can be only one. |
\X/ | eyvind@lise.unit.no | Aaaaaaaaaaaaaaaaaaaaaaaaargh! Ackpth!

4419. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 12:56:37 UTC
From: sanders@sci.kun.nl
Message-ID: <ByDLAE.3w8@sci.kun.nl>
Source record: 108762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, I had a 260ST. The only difference with the 520, if I remember correctly, was that the drive and the keyboard were sold separately. It had 512K standard, as did the 520.

There is no 130ST, this is a 130XL, which is basically more of a high-end 8 bitter. It did have sort of an ST casing, though. And frankly, the graphics and sound were not too bad at all, compared to an ST.

Sander STOks
sanders@sci.kun.nl

4420. Stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 13:19:55 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov27.131955.7191@aber.ac.uk>
Source record: 108763

Does anybody know if version 2 of Chuck Steinman's stereo upgrade docs are available? If they are, then can somebody email them to me. Thanks

Dean Garraghty. djg0@aber.ac.uk

4421. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 14:04:32 UTC
From: herbert@let.ruu.nl
Message-ID: <1992Nov27.140432.28352@let.ruu.nl>
Source record: 108764
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In <1992Nov25.183753.26298@sactoh0.sac.ca.us> mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

>Another comment on an Atari "200", yes, in Europe there was a
>260ST.

There was indeed, there still are even. I still use my original 260 ST (dated September '85, if I remember correctly) and original monochrome monitor. It has survived two ROM upgrades (to 1.0 and 1.4) and one RAM upgrade (to 2.5 Meg), one self-built TV-signal modulator and several MMUs. Oh, before I forget, the single-sided diskdrive is still with me, but I no longer use it.

>So Atari prototyped the 130 and 260STs, with a disk based OS (TOS >1.0)

I don't know about the 130. But not only was the 260 prototyped with a disk-based OS, it was sold with a diskbased OS, version 1.0. I still got the disks, and the original two ROM-chips. But, it was no fun having only .5 Meg and using some 195 K for the OS. So I bought TOS 1.0 on the six ROMs and stuck 'm in.

I really can't remember the difference between the 260 and the 520. Was it that the 520 had TOS in ROM (.5 Meg - OS = .25 Meg?)? Was it that the 520 came with a double sided disk-drive?

--
Bytes : Herbert.Ruessink@let.ruu.nl | Paper : Herbert Ruessink
Voice : +31 30 53 6369 | OTS/STT, Trans 10
Fax : +31 30 53 6000 | NL-3512 JK Utrecht
** felix noctu exponendus ** | The Netherlands
** quidquid latine dictum sit altum viditur **

4422. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 15:00:17 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Nov27.150017.10497@ulrik.uio.no>
Source record: 108765
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Nov27.140432.28352@let.ruu.nl>, herbert@let.ruu.nl (Herbert Ruessink) writes:
|>>So Atari prototyped the 130 and 260STs, with a disk based OS (TOS >1.0)
|>
|>I don't know about the 130. But not only was the 260 prototyped with a
|>disk-based OS, it was sold with a diskbased OS, version 1.0. I still
|>got the disks, and the original two ROM-chips. But, it was no fun
|>having only .5 Meg and using some 195 K for the OS. So I bought TOS 1.0
|>on the six ROMs and stuck 'm in.
|>
|>I really can't remember the difference between the 260 and the 520. Was
|>it that the 520 had TOS in ROM (.5 Meg - OS = .25 Meg?)? Was it that the
|>520 came with a double sided disk-drive?
|>
|>--

NOO! Well, I have my good'n'old 520 ST, which I bought Summer 1986, but then it had been out a while in Norway. It came with .5 Meg, TOS on _disk_ and with a single sided drive.

But as far as I've heard (another rumour :-), the 260 and 130 were initially designed with 128 and 256 Kb, but then Atari changed it's mind. I even heard that some 260 with 256 Kb were sold in Germany before the upgrade to 520 came. Can anyone fill out or rule out anything of this ?

Jarle.

4423. Re: Atari as function generator

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 15:48:25 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92332.104825JJMCWILL@MTUS5.BITNET>
Source record: 108801

Michael,

There was an excellent set of articles in Analog magazine way back called Atari Zucchinni where the author went into a lot of detail about how to get the atari joystick ports to drive all sorts of devices. He talks about running motors and controlling AC 110V devices and all sorts of good things. If you have an XL or XE, the Microport Experimenter's Kit from Best Electronics might really turn you on. It plugs into the Parallel bus and has a PIA which offers you two 8 bit I/O ports plus 4 other handshaking lines. There is space on the board for adding your own circuitry, as well as space for a DB25 connector which brings out all the important lines from the PIA chip. I've got one, but haven't purchased the parts for it yet. The board as purchased does not come with the parts, but I believe BEST can supply you with everything you need to get it working.

Jeff McWilliams

4424. Re: atariwriter+ and Alt Reality...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 15:58:34 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92332.105834JJMCWILL@MTUS5.BITNET>
Source record: 108796

Anthony,

Best electronics will soon be releasing an RTIME8 compatible cartridge.
Look for it, or call Brad at BEST and ask him.

Jeff

4425. Re: Good, SMALL text editor

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 16:00:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92332.110016JJMCWILL@MTUS5.BITNET>
Source record: 108799

Jim,

Textpro 5 is in beta testing, the official release is supposed to be in
December. That is straight from the Horse's mouth as of September.

Jeff McWilliams

4426. Re: How do I get AC???

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 16:02:09 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92332.110209JJMCWILL@MTUS5.BITNET>
Source record: 108798

To request Atari Classics, send mail to Ben Poehland, Managing Editor.

He can be reached at :

Poehland%phvax.dnet@smithkline.com

Ben Poehland
Atari Classics
179 Sproul Road, Route 352
Frazer, PA 19355-1958

Jeff McWilliams

4427. Re: In need of a Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 16:04:16 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92332.110416JJMCWILL@MTUS5.BITNET>
Source record: 108797

Best Electronics sells their own custom Light gun, which is more accurate than the Atari one.

Jeff McWilliams

4428. Re: spartados patch/scrambled directories

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 16:15:00 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92332.111500JJMCWILL@MTUS5.BITNET>
Source record: 108800

That article talking about all the problems with SpartaDOS and SD-X really caught me by surprise. Never before had I heard of all the bad things this guy was saying about the Sparta series. I even talked to a few long term Hard drive users who have used SpartaDOS continually for a long time and never experienced these problems. I have used 720K floppies for several years and also have never experienced these problems.
Is all this myth? Can some people stand up and attest to what this article said? I'm not saying Miguel is a liar, just that his article is the first report I EVER heard of these things.

Jeff McWilliams

4429. Re: Turbobase 80

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 16:19:02 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92332.111902JJMCWILL@MTUS5.BITNET>
Source record: 108803

Lance,

I called Micromiser last month. They no longer support their 8 bit programs, and couldn't provide a copy of turbobase even if they wanted to, they are totally out of stock. I called Toad Computers, B&C, ATV, and BEST looking to see if anybody had stock of Turbofile, and they didn't. The guy at B&C sold the last one a few months ago, but said sales were always sluggish, maybe 1 or 2 copies a month. To me, turbofile is the best Database program I've seen, and Atari Classics wouldn't be here without it! Atari Classics is still run from Turbobase 80, the mailing list is now being run by the managing editor.

Perhaps it should be considered by some party if it would be possible to purchase the rights and source code to the Turbofile/Turbobase/Turboword+ programs...

Jeff McWilliams

4430. Re: Proposed BBS for 8bit warez AND stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 17:22:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70387@cup.portal.com>
Source record: 108768

Well, opinions are like A**holes: Everybody has one & they all stink<g>.
That being said. I don't think it's a good idea to put up any pirated
files. Why risk your computer & reputation for some old games that most
8-bit users probably already own. I admit I was lucky enough to have
money when most of the 8-bit stuff was dumped for $5 to $10 a cart &
bought everything that was available so I doubt you could put up anything
I [don't own, would like to own]. It's great that you want to continue
8-bit support, but putting up games that most people already own at
the risk of losing your computer is more then any user can/should ask.

Just my opinion<g>.

4431. Re: Plugging things to joystick port

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 17:42:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70388@cup.portal.com>
Source record: 108769

For some reason <creeping senility I guess>I hung a lot of stuff on
joysticks. Serial A/D chip, my verbose RS232 hacks, flood lights. I
think the only project I didn't finish was a single joystick printer
interface. Turned out when I canabilized the connector to hook up
a printer to the 2nd PIA chip I added I found out I'd hooked up the
!STROBE to the wrong pin of the connector AARRRRGHH! Anyway, if there's
anybody that doesn't have a 850/PR:/XEP to hook up a printer, I can
take another look at it. Bread board is still around here somewhere.
It's a single serial to parallel chip, 74LS164, with a couple of connectors
DB9 & centronic. About a $5 project & gives you the advantage of 8 bit
wide data vs the older 2 joystick designs that only used 7 bits.
BTW: I don't think I'd be willing to write a real handler for the thing.
Maybe just a Basic program so you could take a disk file & send it
through the port.

4432. Re: Proposed BBS for 8bit warez AND stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 18:31:39 UTC
From: camba@ecf.toronto.edu
Message-ID: <ByE0ss.Gss@ecf.toronto.edu>
Source record: 108770

Although there are many old pirated software out there, there are still some new games/software coming in from all over the world. I, for instance know many programmers out there who would not appreciate piracy. I plan on making games myself, and if I plan to sell them, I would not be happy to see the games a few weeks later on a local board. There are many New games out there created by great programmers. Piracy only discourages these programmers to continue to provide software for the 8-bit. As far as OLD games are concerned, I read in a mag that Atari corp. was thinking of releasing all the copyrights of old games, since most of the companies are now extinct, and some of the games can't be found anywhere. I don't know what the final decision was, but it was an interesting concept worth investigating.

The 68000 Man.

4433. Some Atari 8-bit news wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 20:01:08 UTC
From: Marcin Krysinski <MRKRYSIN@MTUS5.BITNET>
Message-ID: <92332.150108MRKRYSIN@MTUS5.BITNET>
Source record: 108802

Hi everybody!
I come from Poland where Atari 8-bit is still very popular.I have my own,but on
ly as a hobby tool.I would appreciate if anybody sends me some addresses or any
stuff about Atari 8-bit hardware stores or owners who are willing to sell this
stuff.I wrote an initializer for SpartaDOS and I can share any information I k
now.My bitnet address is MRKRYSIN AT MTUS5.BITNET or internet address MRKRYSIN
AT MTU.EDU.Thank you for your respond.Marcin.

4434. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 22:22:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1f673kINNiur@golem.wcc.govt.nz>
Source record: 108773
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <ByDLAE.3w8@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>Well, I had a 260ST. The only difference with the 520, if I remember
>correctly, was that the drive and the keyboard were sold separately.
>It had 512K standard, as did the 520.
>
>There is no 130ST, this is a 130XL, which is basically more of a
>high-end 8 bitter. It did have sort of an ST casing, though. And
>frankly, the graphics and sound were not too bad at all, compared to
>an ST.
>
>Sander SToks
>sanders@sci.kun.nl

Nope, there *was* a 130ST. But it was basically a beta-release of the machine.
This was *really* primitive, it didn't even have enough base-RAM to run
TOS without a RAM upgrade!! Upgrading it to 256k let you run programs of
about 50k in length!!

It was a pretty sad machine - why Atari even *thought* of releasing such a
thing is beyond me. Although it never (along with the 260ST) made it onto
the commercial market!

TOS 1.0, 128k of RAM, external disk drive, no RF-Modulator (but no one actually
uses them right 8-) What a great machine... *NOT*!

Although, compared to the 800XL, it was an improvement! (Ahhh... Those were
great little computers those things!! Great games like Dropzone,
Biffdrop, Montezuma's Revenge, Jet Set Willy.... A lot of which have never
been duplicated on 16/32-bit machines. (There are rumours about a
ST version of Jet Set Willy, which'd be worth looking out for, very simple,
and very wierd game!)

4435. Re: ** 100+ Atari ST/8bit HW/SW sale **

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-27 22:51:18 UTC
From: boyd@cs.unca.edu
Message-ID: <1992Nov27.225118.23686@cs.unca.edu>
Source record: 108771
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

I would advise some caution in dealing with Chris Wiliams. I've done many deals on the net with no problems except for the one time I dealt with Chris. He misrepresented what he was selling, demonstrated lack of good faith, shipped COD with a much higher amount than agreed upon (this was probably an honest mistake, but he still did it), shipped only part of what he promised, shipped defective merchandise - (junk really) as fully functional, and generally made me regret dealing with him. If you want more details, please email me.

Mark

PS I think that the ST chip set he is selling for $29 came out of one of my STs. He gave me $15 for them.

4436. Re: ** 100+ Atari ST/8bit HW/SW sale **

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 00:16:12 UTC
From: pattons@CS.ColoState.EDU
Message-ID: <Nov28.001612.30312@yuma.ACNS.ColoState.EDU>
Source record: 108772
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

In article <1992Nov27.225118.23686@cs.unca.edu> boyd@cs.unca.edu (Mark Boyd) writes:
>I would advise some caution in dealing with Chris Wiliams. I've done
>many deals on the net with no problems except for the one time I dealt
>with Chris. He misrepresented what he was selling, demonstrated lack
>of good faith, shipped COD with a much higher amount than agreed upon
>(this was probably an honest mistake, but he still did it), shipped
>only part of what he promised, shipped defective merchandise - (junk
>really) as fully functional, and generally made me regret dealing with
>him. If you want more details, please email me.
>
> Mark

I purchased a color composite monitor for my 1200XL from Chris and had no
problems whatsoever.

I only live half an hour away and I picked it up from him. Price was the
same and the monitor has not failed or given me any trouble at all.

I have seen his closet and it IS truly full of atari....

Sam

--

____
Sam Patton -=> pattons@beethoven.cs.colostate.edu	
spatton@lamar.colostate.edu	Emotion 13
____	_____________________

4437. Sparta-X And Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 03:13:00 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <722960223.F00001@tdkt.kksys.com>
Source record: 108782

> the docs on the patch. However, a former colleague of mine in St. Paul M
> still have a copy of the instructions.
>
> You can reach Rich Mier on the St. Paul Atari Computer Enthusiasts (SPACE
> BBS at 612-427-4317. Tell him Jim Johnson sent you his way.
>
Well, I would have to say that you really wouldn't be very
successful in reaching dad by calling ANY BBS as he hasn't touched the
modem for quite some time. However, seeings I live with him I could
easily get it to you, if you want.

Roger Mier ||| Yo!
Resident of nowhere ||| We be cool!
Representative of Noplace / | \ You be not!
I.dont.know.my!usenet!address

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4438. Re: Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 09:03:14 UTC
From: upendo@terapin.com
Message-ID: <upendo.2eux@terapin.com>
Source record: 108778

In article <1360001@iftccu.boeing.com>, ladd@iftccu.boeing.com (Bob Ladd)
writes:
>
>
>
>As of 11/24, I have not received Atari Classics yet. I live on the
>west coast.
>
There seems to be something funny going on with the arrivals of AC.I know that
Bob Wooley got his sometime around the end of Oct,and he lives here on the West
Coast.He is the president of the one ofthe local Atari Users groups here
(SLCC), and at the last meeting he said that he had received it.

4439. Chris Wiliams (was Re: ** 100+ Atari ST/8bit HW/SW sale **)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 09:19:09 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <ByF5vz.IMv@watserv1.uwaterloo.ca>
Source record: 108777
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

In article <1992Nov27.225118.23686@cs.unca.edu> boyd@cs.unca.edu (Mark Boyd) writes:
>I would advise some caution in dealing with Chris Wiliams. I've done
>many deals on the net with no problems except for the one time I dealt
>with Chris. He misrepresented what he was selling, demonstrated lack
>of good faith, shipped COD with a much higher amount than agreed upon
>(this was probably an honest mistake, but he still did it), shipped
>only part of what he promised, shipped defective merchandise - (junk
>really) as fully functional, and generally made me regret dealing with
>him. If you want more details, please email me.
> Mark
>PS I think that the ST chip set he is selling for $29 came out of one
>of my STs. He gave me $15 for them.

He sent me mail stating that he has so much interest for an article
he was selling for $9 that he raised the price to $29. This is bullshit,
for the most part. I am still going to go for it, unless he decides not
to sell it to me because I am posting this. If so, I won't be too hurt :-)

brett maraldo

ps. After doing *lots* of buying and selling on the net for 7 years I have
come to expect certain things: not raising prices due to greater interest
and not using $...9.99 format.

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4440. MegaBlast game

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 13:52:23 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov28.135223.291@aber.ac.uk>
Source record: 108779

I have just posted MegaBlast to the archive. This is a very good game from Poland (I think!) which has a digitized sound track for 130XE users! See the file mblast.txt for details at the archive. The game itself is in mblast.dcm. Both are in New at the moment. Although the games uses some flashy techniques to have the screen on during playing the music, and other weird things, it works on NTSC systems with no problems!

BTW, I have a demo for Antic mag from ages back which is a Price/Gilbertson production with music, lyrics, graphics, and all sorts of things. Does anybody want me to put it on the archive?

Dean Garraghty. djg0@aber.ac.uk

4441. Re: Chris Wiliams (was Re: ** 100+ Atari ST/8bit HW/SW sale **)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 13:56:57 UTC
From: brs@cs.brown.edu
Message-ID: <BRS.92Nov28085657@tahiti.cs.brown.edu>
Source record: 108780
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

> He sent me mail stating that he has so much interest for an article
>he was selling for $9 that he raised the price to $29. This is bullshit,
>for the most part. I am still going to go for it, unless he decides not
>to sell it to me because I am posting this. If so, I won't be too hurt :-)
>
>brett maraldo

Isn't it plain illegal to advertiser one price, and then when someone goes to buy it, say the price is now higher? I thought I recalled some item by the Better Business Bureau stately some such info....perhaps I mis-remembered.

-Brian

4442. Super Database 1-2-3

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 14:49:23 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1992Nov28.144923.20067@news.ysu.edu>
Source record: 108781

I am thinking of purchasing Super Database 1-2-3 for use on my
800xl(Rambo 256k), with Blackbox/Floppy Board/Hard Drive...
Before I go blowing antoher $60.00 on something that I really didn't
need, could someone please tell me what they think about this program?
Is it worth the price? Will it do a reliable database job? What are
it's limits as to file size? Soes it support Sparta 3.2d and subdirectories?

I don't expect answers in detail to all of these questions..but any info
is wlecome..

Thanks
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

4443. Sparta-X and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 16:39:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <723002577.F00001@tdkt.kksys.com>
Source record: 108786

Rich doesn't call around to bbs' anymore. Haven't seen him online in months, but have talked to him on the phone. However, his son still calls around every now and then.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4444. Re: MegaBlast game

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 17:57:02 UTC
From: dinadan@mcshh.Hanse.DE
Message-ID: <dinadan.722973422@mcshh.hanse.de>
Source record: 108783

djg0@aber.ac.uk (Dean John Garraghty) writes:

>BTW, I have a demo for Antic mag from ages back which is a Price/Gilbertson
>production with music, lyrics, graphics, and all sorts of things. Does
>anybody want me to put it on the archive?

Please do that. I love their musicdemos.

>Dean Garraghty. djg0@aber.ac.uk

-dinadan

4445. Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 19:12:51 UTC
From: phbill@cyberden.uucp
Message-ID: <58qyuB1w165w@cyberden.uucp>
Source record: 108787

I just got a copy of BBS Express! (c) 1986 - Keith Ledbetter... so it's
no BBS Express! Pro or anything fancy like that..

Here's the deal..
I'm running it with this setup:
1200xl
1050
1050
MyDOS 4.53/4
SX212 modem
BobVerter 2.4 R: device handler
Express! 850 (verses the 1030 version)

The problem is, when it sends data to them modem when it first starts up,
it sends at 300bps, thus locking the modem at 300bps. Then, when it
receives a call, the modem hangs up on them before even getting a chance
to connect, and the BBS still thinks it's connected! Argh!

So... where I'm standing, >I< think these things could be the culprit:
Wrong modem handler
Wrong DOS to use.
Wrong version of Express! (ie-I should get the 1030 version)
Can't be done at all.

Well? What do you people think? Thanx in advance for any help.

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4446. Re: Chris Wiliams (was Re: ** 100+ Atari ST/8bit HW/SW sale **)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-28 23:25:31 UTC
From: cgw@sol.acs.unt.edu
Message-ID: <cgw.722993131@sol>
Source record: 108784
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,co.ads

Please, *PLEASE* note that this is NOT ME. Ever net.deal I've ever done
(both buying and selling) has come off rather smoothly, except for
a bit of delay with one deal, which was entirely my fault, and the
buyer didn't even mind terribly. I *do* wish you'd post the address
of the 'other' Chris Williams, instead of not telling us who he is.
[It's CERTAINLY not me! the only Atari equipment *I* have is an
old Atari 400 (which, btw, if you're interested, send mail)]. IMHO,
it's just not fair to _me_. There are several of us Chris Williams'
out on the net (one in the UK, one on the east coast somewhere, I think,
and now this one (and me)). It's not fair to ANYBODY named 'Chris
Williams'.

Thank you,
-cgw-

In <ByF5vz.IMv@watserv1.uwaterloo.ca> bmaraldo@watserv1.uwaterloo.ca (Commander Brett
Maraldo) writes:
>In article <1992Nov27.225118.23686@cs.unca.edu> boyd@cs.unca.edu (Mark Boyd) writes:
>>I would advise some caution in dealing with Chris Wiliams. I've done
>>many deals on the net with no problems except for the one time I dealt
>>with Chris. He misrepresented what he was selling, demonstrated lack
>>of good faith, shipped COD with a much higher amount than agreed upon
>>(this was probably an honest mistake, but he still did it), shipped
>>only part of what he promised, shipped defective merchandise - (junk
>>really) as fully functional, and generally made me regret dealing with
>>him. If you want more details, please email me.
>> Mark
>>PS I think that the ST chip set he is selling for $29 came out of one
>>of my STs. He gave me $15 for them.
>
> He sent me mail stating that he has so much interest for an article
>he was selling for $9 that he raised the price to $29. This is bullshit,
>for the most part. I am still going to go for it, unless he decides not
>to sell it to me because I am posting this. If so, I won't be too hurt :-)
>
>brett maraldo
>
>ps. After doing *lots* of buying and selling on the net for 7 years I have
>come to expect certain things: not raising prices due to greater interest
>and not using $...9.99 format.
>
>--
> -------- Unit 36 Research ---------
> "Alien Technology Today"

> bmaraldo@watserv1.UWaterloo.ca
> {uunet!clyde!utai}!watserv1!bmaraldo

4447. Re: Re: Atari Classics Arrived

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-29 00:09:19 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1992Nov29.000919.18220@mnemosyne.cs.du.edu>
Source record: 108785

That is because Bob Wooley's issue was sent by Ben, first class.
First class mail takes about 5 days to reach people, while 3rd class
mail takes up to 4 weeks, especially to CA and NY, where the population
is the densest.

We have received back a number of issues because peopl have moved.
If you moved, and didn't tell the post office you would pay to have
your third class mail forwarded, your issue of Atari Classics was
thrown away. All we get is a slip of paper with a new address on it.
Replacement issues will be going out sometime; I can't say when.

Pattie Rayl (Unicorn Publications)

4448. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-29 00:21:40 UTC
From: bbs@neb
Message-ID: <1992Nov29.002140.12264@neb>
Source record: 108709

I have the following Atari 8 bit hardware items for sale:

850 serial/parallel interface
256k 800xl w/freezer & oscode upgrades
stock 800xl
'happy' clone 1050 disk drive

Best offers negotiated.

Replies to: uplherc.upl.com!neb!bbs!1fa or call voice Mon-Fri (7:00am -
4:00pm MST) @ 800-678-3440 and ask for Jim King

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4449. Textpro 5.

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-29 09:56:33 UTC
From: bbs@neb
Message-ID: <1992Nov29.095633.15762@neb>
Source record: 108711

I'm still trying to figure out the 'basics' of Textpro. As I was flipping through my printed-out docs, I noticed a section relating to bank-switching. How can this be accomplished? According to my docs, it says hit CONTROL B to jump between two documents, but hitting those keys has no effect.

Any assistance appreciated.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4450. Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-29 09:59:41 UTC
From: bbs@neb
Message-ID: <1992Nov29.095941.15854@neb>
Source record: 108710

I've just recently purchased the registered version of DD3, and am having a bit of trouble inserting gr9 pictures (as fonts) into my documents.

Seems like the docs on the conversion utility (gr9todd3) suggests that you first load in the font:
\FD3:>dd3>fonts>tiger\ and then you do something like:
!"#$%
&'@(

How exactly do you know WHAT series of keys to hit after loading in the font? I can get my pictures to print out, but usually in multiple peices - and not as a whole.

Any help on this greatly appreciated too!

Replies to: GEnie @ J.King73, BBS @ 801-969-1938, or here at uplherc.upl.com!neb!bbs!1fa or voice @ 800-678-3440 MTN time between 7:00am and 4:00pm Mon-Fri (ask for Jim King)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4451. Atari 800XL hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 06:30:00 UTC
From: kskim@phobos.ucc.umass.edu
Message-ID: <ByInE7.9D9@nic.umass.edu>
Source record: 108788

```
1) Atari 800XL console (right-shift key missing).
2) Atari 1050 drive.
Message-ID: <30NOV199201300525@phobos.ucc.umass.edu>
Organization: University of Massachusetts, Amherst
News-Software: VAX/VMS VNEWS 1.41

Buy both, I'll throw in all of my game diskettes.
(about 15 - 25 games)
Best reasonable offers please.

************************************************************
* KSKIM@UCSVAX.UCS.UMASS.EDU * Atari - Power w/o Price *
* KSKIM@PHOBOS.UCC.UMASS.EDU * Atari Forever *
************************************************************
```

4452. Project (Read It) !!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 09:14:49 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1992Nov30.091449.26248@cs.tu-berlin.de>
Source record: 108789

Hi folks !

Here is --==rossi==-- calling.

I discovered this newsgroup few weeks ago.
I've been an XL-User for eight years (or so) and quite reasonable
programmer in BASIC,ASSEMBLY LANGUAGE and PASCAL.

Up to 1989 there were lots of people discussing 8-Bit-problems and
publishing programs and articles for the 'little' ATARI computers.
In 1990 ATARImagazin, the last german XL-supporting magazine, quits
(and I wonder why it is listed here in FAQ) and I guess ANALOG did
it, too.
There was still the Compy Shop Disc Magazine (CS-Mag) with a couple
of great articles about OS,Hardware,DOS,fractals,PASCAL,SPEEDY and so.
But in middle of 1990 Compy Shop stopped the Mag because of software
piracy.
So there was no way for German people to get new ATARI XL/XE stuff
(okay, there were a few clubs, but nothing of interest). That's because
most guys with great knowledge about XL-computers had new computers
at home (as you maybe know the ST is bestselled here in Germany).

At this time I programmed and prepared some 8-Bit-projects and most
of them were finished until end of 1990. But some others stayed untouched
or were never finished because of (a) leck of time (b) other preferences
(c) new computer (d) university stuff.

Now its more than two years ago I wrote my last program for the ATARI
and build my last hardware for it. All the articles lay there collected,
sorted and unread for this two years.
The Xl never left the table and yesterday I sat down for the first time
and tried to remember some of that stuff. I looked to some of my former
ideas and found something interesting.

I own an ATARI 800 XL with a 1050 disc drive. In this floppy there is
a speeder called HSB (High-Speed-Board) which is compatible to the HAPPY
(I guess). There are dozens of programs referrings to all kinds of disc
speeders. There are copy-programs, slow-speed-prgs, Disc-Maps, DOSes
and many more. There is also (from HAPPY) a program which allows
to put two boot programs on on one disc.
This is allowed if both programs are 'small' enough that they allocate
together not more than 40 tracks on disc. A special loader is put in
front of them. This disc is not compatible to anything and I think most
programs don't work with it for various reasons (maybe they read/write
a special sector or don't work with DD etc.).

An idea was born.
How about putting two full single density (SD) disc on one DD disc without loosing information and without crunching. How about to do it staying compatible to used DOS format (DOS 2.5, MyDOS, Sparta-DOS, BIBODOS or whatever).

In SD there are 720 sectors each with 128 bytes on a disc, in DD there are 720 sectors each with 256 bytes on it. No problem you think...?

1.problem : Even in DD the first three sectors have 128 bytes, if you use a sector-read routine from DOS or something similar.
So you can't get two full SD disc together ?
I think you can do it. The first three sectors are on the first track on the disc. This track has the same length as the others which have only sectors whith 256 bytes. So on the floppy disc there has to be room for 2 full SD-discs.

2.problem : How to put 128 byte sectors on a DD disc ?
It's as easy as it seems. Read the DD-sector from disc. Place it into a buffer (in the floppy). Put the SD-sector in the first 128 bytes of the buffer, if it is DISC A, put it in the last 128 of the buffer if it is DISC B.
Save the DD-sector.

3.problem : If DOS (or something else) reads such a 'shared' sector nothing but sh*t will happen.
That's right, but that is the project. To program some floppy speeder (those with allowing DD) in that way, that they know when such a disc is in the floppy and that they react in the way, that they make a difference between DISC A and DISC B (more about it later on).

4.problem : A floppy isn't able to make a difference between a normal DD disc and a disc with 2 SD discs on one side.
It is able. On one of my PD discs at home I have a program for a HAPPY drive (and other speeders) which shows on the screen if the floppy is closed or opened without reading or looking for a disc.
All the program has to do is each time a disc is in the floppy to read sector 1.
Why ? Oh the first byte of sector 1 is unused (It's zero forever) because of later expansions (haha). Okay, this project is such an expansion.
Write down a $FF to the first byte of sector 1 of each disc with 'shared' sectors and ask for it when a disc is put into the floppy.

other problems : later ...

Still there ? Allright then...

What do I want ?

I have a lot of discs with boot programs on it. Most of them are in the
normal Single Density (SD) format (720 sectors a 128 bytes) on each side of
the disc. I want to put two of those boot programs (two of those sides)
together on one side of a Dual Density (DD) format (720 sectors a 256 bytes)
disc. This format can be made with some floppies like INDUS drive (??) and
the ATARI 1050 drive expanded by a floppy speeder like HAPPY, HSB, SPEEDY
or TURBO 1050. This expansion has to be programmable.

What is the advantage of it ?

Free disc space, no more changing sides (like Alternate Reality(I solved the Dungeon)) of
discs,more room in your disc box etc.

Who will do it ?

It will cost me month to re-know all the details (of programming floppies and using free
RAM in ways that other programs won't be disturbed). So here is
the question to YOU ?
All you famous programmers and great ATARI freaks.
Here is a challenge for Y O U !!!!!!!!!!!
So contact me...rossi@cs.tu-berlin.de

How it may be done ?

There are some details mentioned before...
For some reason you can't set this new program in the normal computer RAM.
(Reducing RAM capacity, all Resets and RAMclearings will kill it)
So you have to program the floppy controller of the speeder.
All of them are pre-programmed in a way that they can produce DD, format a
disc, read/write sectors and so.
The Operating System of the ATARI uses this floopy always in the same way
(not the OS but the DOS). So if you re-program the floppy, DOS will not
know it.
But there has to be a little hardware work too.

You have to change the format routine, the read sector routine and the write
sector routine. You will also have to add a CHECKDISK routine.

Format :

a) formatting a disc in SD,DD (and MD also)
b) clearing DISC A/B - 'zero' the first or the last 128 bytes of each sector
of the disc. Remember to put a $FF to Byte 1 of sector 1
when clearing DISC A.

CHECKDISK :

* Check out if a disc is in the floppy drive.
* If so then READ SECTOR 1 and GET BYTE 1
* If Byte 1 is $00 then ignore all changes:normal disc
* If Byte 1 is $FF then enable all changes:project disc
* If Byte 1 is other than $00 and $FF then wonder and continue

Read sector :

If it's a normal disc then work as normal.
If it is a special project disc then do the following :
Check out sector number
If it is 4 or more then read this DD sector and give the first or the last
128 bytes to computer
If it is 3 or less then read the complete first track and locate the DD sector
in it. Now continue as if it was another sector.

Write sector :

It is similar to the Read sector routine but know that
every time you write a sector to disc you first have to read
it from it because there may be information on it which elseway were
destroyed.

Hardware :

There have to be two new switches at your floppy drive.
One says if you use DISC A (first 128 bytes per sector) or DISC B (last
128 bytes per sector). It has to be installed on a free pin where a routine
can get information directly everytime before accessing disc.

The second switch is there to rule the formatting. It says whether you
format a disc the normal way (rrrrttt,rrrrrttt,rrrrttt) or clear DISC A
or DISC B by zero sector parts.

These switches are necessary because you can't do it by program in your
ATARI or in your floppy (because no input chances at the floppy).
Remember this situation. You own a program which is saved down on both
two sides of a normal SD disc. On the first side is a loader whith
graphics and sounds or whatever. This program asks you to put side 2
of the disc in floppy 1. No chances for a program to stop and send a
signal to floppy which says: Now please DISC B. So if you do it by
program you can't put this two sides together.
If you do it by hardware switch and such a program ask you to put
another side in the drive just push the button or use the switch and
continue with your work.

What is the name of this project ?

I'm not sure.
Maybe ATARI DCD System (DCD for Disc Capacity Doubler) sounds not bad
Even DDP is not out of the game yet (DDP - Disc Doubler Package).

What to program for this kind of system ?

There must be few programs for this format so this format is it worth
to get.

+ the package itself
+ a formatter (with all features)
+ 4 copy programs :
SD-discs to DCD system discs
DCD system discs to SD-discs
Files of all formats to DCD system DOS-discs

DCD system DOS-discs to discs of several formats

If you want to read more about it or if you need more infos (about disc speeders or etc) to make such programs, please loose no second and contact me per Email (rossi@cs.tu-berlin.de).
It would surprise me, if noone of you guys is able to do it with some help of mine (or without ?).

Thanx a lot for your patience....
--==rossi==--

Wanna hear about some other projects ???
Lots of stuff is waiting to be cared of....hehehe

4453. Textpro V 5.0 update

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 09:24:28 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92335.042428JJMCWILL@MTUS5.BITNET>
Source record: 108706

Okay, I called Ron Riche, author of the Textpro wordprocessor/Text editor yesterday, Sunday, at about 5:00pm. Here's basically what he had to say.

Textpro version 5.0x has been in circulation for a while, which is what I believe is currently available at the archive. This version contains new Macro features, but the documentation for accessing the "Machine Language Module" feature was not published. This was because Ron first wanted to see if any bugs appeared in 5.0x before setting down things in stone. Due to the nature of the 6502, programs on the Atari (and thus Textpro and the modules) aren't very relocatable. In Ron's opinion, it would have been a bad move to publish the locations of the machine language hooks and the Textpro equates, have people write some modules, then find a bug necessitating a fix to Textpro, which could shift some things around in memory, thus causing current modules to no longer work.
Better to fix all the bugs inherant in the program itself, then release the documentation and let people start programming away.

According to Ron, the final, official release of Textpro, along with program hooks, variable equates, and all the goodies necessary to write machine language modules for the Word Processor, will be released sometime in December. Ron still has 18 disks containing the interim release 5.0x which he hasn't had a chance to mail out. This pile includes my copy. I mailed him my $40.00 back in March of 1992, and he said there is no rhyme or reason to his method of who got mailed the disk at what time. So if you are still waiting for a disk from Ron, perhaps it's in the pile of 18 that has yet to be mailed.
The disk basically contains the same stuff Mike uploaded to the Atari archive. As I said, the final release, allowing Machine language modules, will be released soon. (fingers crossed).

I am really looking forward to the final release. The source code and machine language module capability means you could do some really interesting things with Textpro, like modifying just the print routines to add specific printer features like graphics or scalable font support, or adding a spell checker module, or some sort of support for 80 column displays. Tom Hunt of the Closer To Home BBS says he is interested in writing Textpro modules, and judging from his previous programming efforts, I believe thiere is a good chance we'll see interesting things emerging from CTH.

As in many things, patience is the key. Hang in there.

Jeff McWilliams

4454. Antic AMP demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 12:38:50 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Nov30.123850.21952@aber.ac.uk>
Source record: 108794

```
This file came on my antic demo disk. It contains a list of known AMP songs
as well as a history of Philip Price and Gary Gilbertson. I will post the
demo itself on the archive as soon as I can get a slot on the ftp gateway!
It will be called anticsng.arc. You should binray load the file LOADER (I
think it's called that!) to start the demo. Have fun!

Dean Garraghty. djg0@aber.ac.uk.
---------

To the receiver of this disk/arc programs,

a Brief History of
Advanced Music Processor

Directory of Known Songs
Name AMP Version Which disk
============= =========== ==========
Frog <3.0 AMP DEMO
Passionately 7.2? AMP DEMO
Say the things 8.0? AMP DEMO
All Were I 10.2? AMP DEMO
ARABNAVY 3.0 AMP DEMO
POSTNAVY 3.0? AMP DEMO
FACE 7.2? AMP DEMO
?ECHO? 4.0? AMP DEMO?
RUS WALTZ 5.0? Not avail
ANTIC DEMO 11.4 ANTIC DEMO - THIS DISK IS ANTIC DEMO
MONSTERSMASH * 9.0? AMP disk 2
AIRSTRIKE * 9.0? AMP disk 2
ALTREA 8.2? AMP disk 2
COSMIC TUNNELS * 10.1? AMP disk 2
MR. ROBOT * 10.1? AMP disk 2
RECONDOCHECKERBOARD 10.1? AMP disk 2
AR Theme Song 11.3 AR -City
Let in the Night 11.3 AR -City
Moments in my life 11.3 AR -City
Thoreandan 11.3 AR -City
The waves at home 11.3 AR -City
Death Dirge 11.3 AR -City
Smithy Song 11.3 AR -City
Guild Song 11.3 AR -City
Dinognaw ** 11.4 Private
Agony ** 11.4 Private
Sanctuary 1 ** 11.4 Private
Sanctuary 2 ** 11.4 Private
```

Dungeon Theme ** 11.4 Private
Alone in the Dark**11.4 Private
8 voice two Atari 800 versions of AR
theme song -Not released
* song marked with a single star
are avaiable on the repective games
Datamost who we did these for, long
time ago failed to live up to the
contract and I feel letting out
the songs we did for these games
is legal and will not harm thier
sales if they are still being sold
after the 4 years have past.
Recondocheckerboard is a unfinished
out of sync song gary wrote for a
Vietnam game we never produced.
FACE is also for a game we never produced
ALTREA was a song Gary discarded
that
was a first cut for a AR theme song.
It is nothing like the real AR cheme
song.
** The private songs are private due to
contractual restriction because even
though the AMP is not being used in
AR - The dungeon (a more generic
inferior 'VAMP' is instead) a
derivative of those songs are/may be.
Some of those songs that use 11.4
are
Gary's best work so far.
Passionatly is one of Gary classic
orignal songs. There are probably
a dozen songs I have left out, But
that's life.

Brief History Of Philip Price
Wrote interactive real time
computer games in 1974-75 for the
fun of it on mainframes at
Huntington Beach High School
Then college and more games for the
fun of it.
The 2 years Navy as a Electronic Tech
and Nuclear Reactor Operator
Started with Gary Gilbertson
Paradise Programming Inc.
Authored a shootem-up call The
Tail of Beta Lyrea (Electronic
Games nominated it for best

audio visual effects etc)
AMP 3.0 comes out
Created a
hard Disk driver for University
of Hawaii that was interfaced
with there
Atari's in Hilo.
Then came Further versions of AMP
Alternate Reality the City is created
AMP 11.4 comes out with
redefined character sets
and fonts
and full screen lyrics.
AR - the dungeon is half finished
AR - the dungeon is lost by Datasoft
I leave the game business
Take job as software analyst with
Computer Sciences Corporation

Gary Gilbertson Brief History
Got Bachelor degree in music theory
Airbourne US ARMY Vietnam - Bronze star
Afterwards was a member of the
second most popular band in the
state of Hawaii in early 70's
Ran into me at a computer store
and we start Paradise Programming.
He wrote many beutiful original
songs.

Gary writes great songs, which I love to
play again and again. I love music
but don't have Gary's talent of
songwriting. If you like Gary's
music please write to him in Hawaii
I am sure he would love to hear from
you. You can also write me if you want
, though I am notorisly poor at writing
back, I cherish each letter received since
they are Gary and I's best reward for
the work we have done to create
something that you would enjoy.

I can be reached at
Philip Price
401 W. Pine #77
Lompoc, Ca.
93436

Gary can be reached at
Gary Gilbertson

c/o Paradise Programming, Inc.
P.O. Box 2634
Kailua-Kona, Hi 96745-2634

If you would be interested in a disk
or two full of christmas songs using
AMP 11.4 and some original songs using
same amp, and think it would be worth
$10 or so. Mention it to Gary in a
letter. I think he going to do it
but your support of the idea (No money
yet please) would be an encouragment
to him and me.
I hope the effort
we put in these products
brought you some enjoyment
and happiness. If so they
were worth it.

Take Care,
Philip Price

4455. Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 14:37:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <723166822.F00001@tdkt.kksys.com>
Source record: 108795

I think the problem is the type of modem that your using. The reason I state this is because I didn't see nything about using a interface for the modem. I know that Express PRO also won't work with an SX-212, but it is possible to get the program to run, but not accept calls because of conflicts in the SIO port.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4456. ATARImagazin (was: Project (Read It) !!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 15:59:36 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1fddp9INNq8v@usenet.INS.CWRU.Edu>
Source record: 108790

In a previous article, rossi@opal.cs.tu-berlin.de (Oliver Rosenkranz) says:

>In 1990 ATARImagazin, the last german XL-supporting magazine, quits
>(and I wonder why it is listed here in FAQ)

Information I received stated that ATARImagazin was recently re-born, so
this was why I added it to the FAQ List. Anyone with a current issue of
ATARImagazin might post here to confirm its existence today.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4457. Re: Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 16:15:19 UTC
From: bbs@neb
Message-ID: <1992Nov30.161519.28334@neb>
Source record: 108713

Here's what you need to do. Use the 850 version of Express and use
Bobterms R-handler for your SX-212.

Make sure you specify 1200baud in the sysedit program prior to booting
up. I would suggest SpartaDos over Mydos - as I dont think Express ever
supported MyDos (but I could be wrong).

Use those tips and I'm 99% sure it will work for you.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4458. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 17:13:44 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70569@cup.portal.com>
Source record: 108791
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

All this reminicing about old computers got me thinking about the
"Rumored 64 bit Atari Game Machine" My bet is if this thing ever sees
the light of day it well just be two SLOW 68000s in a box. I really
believe it may come out since Atari Sunnyvale has been advertising in
the paper for 68000 assembly language programmers. Despite the success
Atari is still having in the game field (34% of all Atari sales) they will
probably just use it as a dumping ground for parts that were bought/intended
for ST production, but left over when sales of that machince dropped off.
We'll see when it comes out *IF* it has the same part numbers on the chips,
uses 256k DRAMs, & no surface mount parts. Not that there's anything wrong
with two 68000s in a box running at 8 mHz. It'd compare favorably with the
other stuff it's competing against. & there are a lot of M/L programmers

4459. Re: atariwriter+ and Alt Reality...

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 17:49:40 UTC
From: au527@cleveland.Freenet.Edu
Message-ID: <1fdk7kINN2d1@usenet.INS.CWRU.Edu>
Source record: 108792

In a previous article, brownan@vax.sonoma.edu () says:

> [LOTS deleted]
>
> By the way, who is this guy who wrote the alternate reality series?
> We should try to start a grass roots movement to get him to at
> least try to help out to try to finish the series.
> My brother and I were hooked on both the city and dungeon.
> It would be cool to be able to finish the whole thing,
> wouldn't it?
>
>Thanx alot
>Anthony Brown
>
>

Hmmm. Perhaps you should go back and read this thread about "Old Source Code" since it was posted by Philip Price, THE MAN who wrote the existing AR games :-))). Just thought I'd point that out. ;-)

-=Dan

4460. znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 17:59:08 UTC
From: jim@neb
Message-ID: <1992Nov30.175908.29025@neb>
Source record: 108712

Is it possible to get the znet/zmag automatically mailed to an
email account?

-jim
--
```
*******************************************************************************
* Jim Hood | mail/uucp: ..!uplherc.upl.com!neb!jim *
* (alternate) | mail/uucp: ..!uunet!hellgate.utah.edu!caeco!neb!jim *
* For you @ people | neb!jim@uplherc.upl.com *
*-----------------------------------------------------------------------------*
* Nebula - A Public Access Unix system/bbs - Salt Lake City, Utah USA *
* Public Node (801)-572-4969 Telebit WorldBlazer v.32/v.42bis/PEP *
*******************************************************************************
```

4461. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1992-11-30 18:02:37 UTC
From: au527@cleveland.Freenet.Edu
Message-ID: <1fdkvtINN32k@usenet.INS.CWRU.Edu>
Source record: 108793

In a previous article, phil@nid.csc.com (Philip Price) says:

>Wow. I didn't know there were 8 bit enthusiast out there :). If anyone is
>interested (and my old floppies haven't expired), I may be able to dig up
>some of my old source code (Sorry I can't give out other authors source,
>only my own) for the atari 8 bit. Then again it is so old (Pre-1985) there
>is a good chance the floppies are unreadable.
> - Philip Price
> (I loved those old atari 8 bits :))
>
>
Dang. This ought to teach me to read this group more often. I miss a
week and GOD stickes his head in for a look-see. Fine, Demi-god. :-)))

Just out of curisoity(sp?), source code for what?

And just one more thing, which you've probably heard five million times,
IF you feel like finishing the AR series, I'm pretty sure that the people on
this group would be more that willing to help out in any way possible.

-=Dan "the great fan of AR" Current

4462. Where can I find educational software for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-01 05:07:01 UTC
From: buxton@whitewater.chem.wisc.edu
Message-ID: <1992Dec1.050701.13105@pslu1.psl.wisc.edu>
Source record: 108804

I (actually my parents now) have an Atari 800 with 48K, disk drive and
cassette. My nephew is 6 and my dad wants to get him using a computer.
Therefore, I would like to know where I can get ahold of software that he
could get acquainted with. Are there still shareware disks available?
Any help would be appreciated.
Thanks in advance
Eric

4463. Re: ATARImagazin (was: Project (Read It) !!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-01 16:55:47 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1fg5ejEINNo9m@uni-erlangen.de>
Source record: 108742

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, rossi@opal.cs.tu-berlin.de (Oliver Rosenkranz) says:

>>In 1990 ATARImagazin, the last german XL-supporting magazine, quits
>>(and I wonder why it is listed here in FAQ)

>Information I received stated that ATARImagazin was recently re-born, so
>this was why I added it to the FAQ List. Anyone with a current issue of
>ATARImagazin might post here to confirm its existence today.

I can confirm that the ATARImagazin exists again. Since september 91
a new issue is released every second month. The magazin has about
60 pages and covers themes like QUICK, TextPro, Games, Letters and more.

BTW: I'm one of the authors of the magazin - mainly QUICK stuff.
--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

4464. Re: spartados patch/scrambled directories

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-01 17:14:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <70657@cup.portal.com>
Source record: 108705

In about 7 years of using Sparta DOS I've only lost one disk with a scrambled directory. I could say for sure if it was Sparta or me bumping into Sparta if I could duplicate the error, but no luck. maybe I just banged to hard somewhere where I wasn't supposed to. IMHO: And I don't mean to sound to sane, if there really was a problem/is a problem with Sparta someone would/should tell how to expose the problem. Like Basic B adding 16 bytes of garbage to a saved file. I've heard a couple of dozen people trash Sparta, but not one that could say something like, "Try to put 129 files in a directory & it'll corrupt the disk." It's funny because I lost my MyDOS distribution disk due to it confusing D1: with D8: (My fault, I wanted to check a Rambo with their 256k upgrade ramdisk handler =>mistake!) I also lost one to sparta when I plugged in a 1.4 meg & tried to format it. After plugging a 720k drive back in W/O powering down the drive, when I did a DIR the drive proceeded to format the disk I had in the 720k drive. Admitedly a user error. I've also made a couple of mistakes with 5.25" 720k drives, but they were definately my mistakes, like forgeting to set the switch to double step tracks when I insert a 40 track disk. None of these seem to indicate anything other then when you do something really stupid, you can screw something up. Now I'm all in favor of doing really stupid stuff every chance I get, but if these people are really losing THAT many disk, they must be doing.... well <g>.

4465. sparta patch/ bbs

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-01 18:06:45 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Dec1.180645.2486@merrimack.edu>
Source record: 108708

someone was going to post the number of the bbs that contained the patch for sparta dos 3.2d & harddrives.

I forgot who that was, so could you please post the number.

thanks,
--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

4466. 800 XE Crystal Castles cart. $8

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-01 22:25:07 UTC
From: jwf10@ccc.amdahl.com
Message-ID: <2diY02lU2d==01@JUTS.ccc.amdahl.com>
Source record: 108707

I bought this cart. new and my plain 800 doesn't run it - but it does run on the XE. Any buyers? It's like the Marble Madness game.

4467. Atari XEGS compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 01:08:16 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Dec2.010816.1281@sactoh0.sac.ca.us>
Source record: 108715

In <1992Nov25.113853.1@stc10.ctd.ornl.gov> ibc@stc10.ctd.ornl.gov writes:

>>> It had the usual grey case but no function keys. Instead, there
>>>was a set of pastel coloured buttons.
>>
>> This must have been the XE Game System, based on the 8-bit computers.
>>
>> Anders Skelander

>Sorry about my naivete, but, the XEGS; what kind of carts does it use? The
>same as the XLs or something else? I've seen one at a local flea market and
>I'm wondering if I should pick it up.

>Thanks,
>Brian

For all intents and purposes, almost anything that the 400/800,
600XL/800XL/1200XL, 65XE/130XE can use, so can the XEGS. Programs,
disk drives, printers, modems, almost whatever.

(Exceptions of course are PBI devices, and programs that are 130XE
specific)

--
###
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
#################### default .signature file ####################

4468. Re: Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 02:07:43 UTC
From: bbs@neb
Message-ID: <1992Dec2.020743.15850@neb>
Source record: 108719

Not true. Express Pro! will run under an Sx-212 modem if you load up Bob Puff's Rverter.com first. I know, I've tried it before.

SysOp of the Korner BBS (pro! node 324)
Replies to: uplherc.upl.com!neb!bbs!1fa

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4469. Re: sparta patch/ bbs

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 02:33:02 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Dec2.023302.6023@cs.tulane.edu>
Source record: 108714

In article <1992Dec1.180645.2486@merrimack.edu> nin15b0b@merrimack.edu (David E. Sheafer) writes:
>someone was going to post the number of the bbs that contained the patch for
>sparta dos 3.2d & harddrives.
>

I'm glad you brought that up...

The board you want is Closer To Home (CTH) run by Tom Hunt.
his number is (419) 368-4413.

The last time I'd looked, he had a number of patches for Sparta 3.2d, I believe the current patch level is "z"... Hope this helps...

Take Care
Mike...
WBUG Atari Archives
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

4470. Re: sparta patch/ bbs

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 03:26:24 UTC
From: bbs@neb
Message-ID: <1992Dec2.032624.16629@neb>
Source record: 108720

You can get the SpartaDos patch for hard drives on the Korner BBS @
801-969-1938. I'm the SysOp.

Replies to: uplherc.upl.com!neb!bbs!1fa aka James King

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4471. 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 03:28:18 UTC
From: bbs@neb
Message-ID: <1992Dec2.032818.16709@neb>
Source record: 108721

Help! Can anyone provide me with information on how I can FORCE LF to ON
with my 850 interface? According to the 850 documentation, LF is set to
OFF via factory settings.

Problem is this: I have a standard centronics printer (canon Pw-1080)
attached to the 850 via the parallel port, but when I send Print to it,
it just prints over itself (no Cr/LF combo)

Any help greatly appreciated. I cant quite figure out the XIO
command.
I've tried: XIO 38,#1 (1-7 was tried),64,0,"R:"

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4472. IBMs reading Atari8 disks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 03:36:20 UTC
From: marsham@pell4l10.alleg.edu
Message-ID: <1992Dec2.033620.3952@pellns.alleg.edu>
Source record: 108716

I have heard about utilites for MS-DOS compatible machines that read disks formattedo n 8-bit Ataris... are there utilities that will read 8-bit disks formatted in only single or enhanced (128K) densities or do they have to be true double-density?

Thanks a bundle in advance for any help.

4473. Re: Textpro 5.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 05:06:07 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Dec2.050607.15973@cs.tulane.edu>
Source record: 108717

In article <1992Nov29.095633.15762@neb> bbs@neb (BBS System 801-572-4969) writes:
>I'm still trying to figure out the 'basics' of Textpro. As I was
>flipping through my printed-out docs, I noticed a section relating to
>bank-switching. How can this be accomplished? According to my docs, it
>says hit CONTROL B to jump between two documents, but hitting those keys
>has no effect.
>

Okay, first you need to set up the bank select... You do that by hitting
Select-Control-B You will be asked if you want to set up extended banks...
type Y then you will be asked if you want to clear the banks... Y again.

Now, Control-B will move you between banks 1 and 2... you use the Select-
Control-B to move between the Main bank and the extended banks... you can
also use Control-T M to return to the Main bank at any time.

What you have is three 15k banks, you can have either three files in memory
at once or using the Select-G control can split a 45k file between the
three banks for printing.

Most of this is found, I believe, in Addenda B to the docs.

Hope it helps...

Mike
WBUG Atari Archive
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

4474. MIO/Hard Drive Hookup..?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 05:53:31 UTC
From: usgcjsx@gsusgi2.gsu.edu
Message-ID: <usgcjsx.723275611@gsusgi1.gsu.edu>
Source record: 108722

What are all the items i need to hook up a hard drive
to my 800xl?
MIO.. etc... what totally do I need
and how much would it cost..??
where do I get the stuff?

--
DO not attempt to adjust your television set...
We are controlling transmission

/- -- |\ | | | --- | | |\ -\ Morbid Visions/Beneath The Remians
\ |- |/ | | | | | | |/ |_| Bestial Devastation/ARISE
_/ |-- | - _ | - |\ | | Schizophrenia

4475. Re: Newest software

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 06:54:26 UTC
From: niceswangern@bvc.edu
Message-ID: <1992Dec2.005426.2863@bvc.edu>
Source record: 108618

In article <5w2NuB5w165w@cyberden.uucp>, phbill@cyberden.uucp writes:
> Re: 16 new games from Europe!
> ---
>
>
> Got the list handy? I might've heard of them over IANet..?
>

I think this is what you want:

Fred
Ybex
Scary School
Mirax Force
Ninja Command
Draconus
Caverina
Donald
Tecno Ninja
Oblitroid
Zebu Land
Ashido
Bomber Jack
Players Dream
Stack Up
Glaggs It!
Taipei
Gigablast

Is it me, or do Europeans like to make the titles of their software REALLY
short? Anyway, has anybody tried these games out???

Nate N.
Somers, Iowa, U.S.A.

4476. Re: ATARImagazin (was: Project (Read It) !!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 09:42:21 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1992Dec2.094221.7336@rz.uni-karlsruhe.de>
Source record: 108718

Michael Current writes:
>
> In a previous article, rossi@opal.cs.tu-berlin.de (Oliver Rosenkranz) says:
>
> >In 1990 ATARImagazin, the last german XL-supporting magazine, quits
> >(and I wonder why it is listed here in FAQ)
>
> Information I received stated that ATARImagazin was recently re-born, so
> this was why I added it to the FAQ List. Anyone with a current issue of
> ATARImagazin might post here to confirm its existence today.

This is true, ATARImagazin was actually reborn around late 1991 (?).

4 weeks ago I've received the latest issue. It's a very interesting
52+ page magazine with programming corners, new software and new
hardware reviews etc.

Right now I've subscribed for the next subscribtion period until
mid 1993.

As you see, Germany still has it's XL-supporting magazine.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
--| / for the 21st century
/

4477. Re: MIO/Hard Drive Hookup..?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 16:47:46 UTC
From: jjmcwill@next3
Message-ID: <1992Dec2.164746.20017@mtu.edu>
Source record: 108723

In article <usgcjsx.723275611@gsusgi1.gsu.edu> usgcjsx@gsusgi2.gsu.edu (Felix_T_Cat) writes:
>
> What are all the items i need to hook up a hard drive
> to my 800xl?
> MIO.. etc... what totally do I need
> and how much would it cost..??
> where do I get the stuff?
>
> --
Umm... Felix,

Well, the MIO provides a SCSI/SASI port for connection hard drives.

SCSI/SASI describes the interface between the Hard Drive and the computer.
Other possible interfaces to be found on Hard Drives are as follows:

MFM
RLL
IDE
ESDI

If you want to use an MFM or RLL hard drive on your computer, you need
a SCSI to MFM or SCSI to RLL controller between your MIO and Hard drive.
Two popular ones are the Adaptec 4000 and Adaptec 4070. Both of these
are sold by Computer Software Services.

You will also need a case and power supply to mount and power your hard drive.
You can usually get two styles, a SHOEBOX case, or a under the monitor type
case. Most can be purchased with power supplies already in them.

You will also need the proper data cables to connect between either the MIO
and SCSI/SASI hard drive, or MIO<->Controller<->MFM/RLL Hard drive.

Once you have the MIO connected to your 800XL, and your Hard drive connected
to your MIO you need to physically format the Hard drive. This is done
with software. ICD has Hard drive formatting programs, but not all SCSI
hard drives are supported, best to check with them before you purchase
a hard disk.

Next, you need to set up Partitions on your hard drive, and use an appropriate
DOS. SpartaDOS or MyDOS are the recommended DOS's to use. I think both
allow a maximum partition size of 16 megabytes. So, if you purchase a 20meg
drive, you might want to make two 10 megabyte partitions, each will be
seen as a separate disk drive by DOS.

That's the basics, the MIO manual goes into all sorts of gory detail about
the specifics.
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4478. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 18:58:05 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92337.135805JJMCWILL@MTUS5.BITNET>
Source record: 108732

The documentation for GR8TODD3 should thoroughly cover which characters
to use when turning a graphics picture into a font. I used to use the
DD3 system extensively, until I purchased a 24 pin printer and discovered
that it no longer worked (sob, sniff sniff).

Jeff McWilliams

4479. Re: ATARImagazin (was: Project (Read It) !!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 19:34:07 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <1fj33fINNbrs@iraul1.ira.uka.de>
Source record: 108724

```
> This is true, ATARImagazin was actually reborn around late 1991 (?).
>
> 4 weeks ago I've received the latest issue. It's a very interesting
> 52+ page magazine with programming corners, new software and new
> hardware reviews etc.
>
> Right now I've subscribed for the next subscribtion period until
> mid 1993.
>
> As you see, Germany still has it's XL-supporting magazine.
>
> Marek Tomczyk
> \ ATARI 8-BIT
> ---------------------------------------| \ the
> Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
> BITNET: uj1g@dkauni2 | / equipment
> CFN: bn137 | /
> ---------------------------------------| / for the 21st century
> /
```

Another Atarian in Karlsruhe??? I own an ST and an old 800XL, do you know where can I get a cheap 1050 diskdrive or better around this city for my XL? Do you program for the 8 bits machine?

Spacewalker

```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
The Spacewalker * * ~O O *
"Walkin' thru Cyberspace..... * <|\_, *
....aaaaaahhh! O \/\ *
it's refreshing" * / *
-->s_samso.iravcl.ira.uka.de * * o
```


```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
The Spacewalker * * ~O O *
"Walkin' thru Cyberspace..... * <|\_, *
....aaaaaahhh! O \/\ *
it's refreshing" * / *
-->s_samso.iravcl.ira.uka.de * * o
```

4480. Re: IBMs reading Atari8 disks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 21:04:35 UTC
From: jjmcwill@next3
Message-ID: <1992Dec2.210435.27633@mtu.edu>
Source record: 108727

Michael,

I tried emailing this, but it bounced, and A finger or Marshall
at your site says you didn't exist. Oh well.....

To my knowledge, you need to have true double density (180K)
in order to use any of those IBM disk reading programs.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4481. Re: Textpro 5.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 21:24:35 UTC
From: bbs@neb
Message-ID: <1992Dec2.212435.29443@neb>
Source record: 108725

Thanks for the help with Textpro, Mike. I'll try it out now. I have a 1megabyte (1088k) 130xe - is there any way to have like 10 x 100k windows? (grin)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4482. Re: MIO/Hard Drive Hookup..?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 21:29:20 UTC
From: bbs@neb
Message-ID: <1992Dec2.212920.29571@neb>
Source record: 108726

To hook up a hard drive to an 800xl, you need the following hardware
items:

Hard disk (whatever meg capacity, SCSI preferred)
Hard disk interface (Mio, Blackbox or K-Products)
Hard disk controller (Adaptec 4000a preferred)
50 pin ribbon cable (to an interface)
Case w/at least 43watt power supply

Total cost for a ready-to-run hard drive setup will be close to $400.00
unless you can find one used for much less.

I will have one for sale (20meg St-225 w/K Products HD interface and
Adaptec 4000 w/case & power supply <ready-to-run>) for about $300.00
plus shipping (or best offer)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4483. Re: spartados patch/scrambled directories

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 21:37:50 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1992Dec2.213750.2489@merrimack.edu>
Source record: 108733

In article <92332.111500JJMCWILL@MTUS5.BITNET>, Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
> That article talking about all the problems with SpartaDOS and SD-X really
> caught me by surprise. Never before had I heard of all the bad things this
> guy was saying about the Sparta series. I even talked to a few long term
> Hard drive users who have used SpartaDOS continually for a long time and
> never experienced these problems. I have used 720K floppies for several
> years and also have never experienced these problems.
> Is all this myth? Can some people stand up and attest to what this article
> said? I'm not saying Miguel is a liar, just that his article is the first
> report I EVER heard of these things.
>
> Jeff McWilliams

I'vw had the scrambled directories with s3.2d & my hard drive a couple of times.

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

4484. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-02 21:58:16 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <70747@cup.portal.com>
Source record: 108728

James King writes:

>Help! Can anyone provide me with information on how I can FORCE LF to ON
>with my 850 interface? According to the 850 documentation, LF is set to
>OFF via factory settings.

Boy, James, if you find out anything, here or elsewhere, about any way to change the behavior of the 850 through any kind of user-accessible mechanism whatsoever, I'd sure like to hear about it! It has long been the bane of my (and a lot of other Atari 850 users') life, that translation of the ATASCII EOL character (ATASCII 155 decimal) to ASCII CR+LF (ASCII 13 decimal, ASCII 10 decimal), apparently takes place IN THE 850, and CANNOT BE TURNED OFF. Such translation is necessary, of course, to make Atari TEXT files print properly, but screws up 8-pin GRAPHICS printing and forces would-be graphics-dump-programmers to take all kinds of torturous backroads (none of them perfect) to work around this behavior.

This particular behavior, incidentally, was the *only* thing I *ever* attempted to telephone Atari Technical Support about, back in 1984 or so. I NEVER got through to ATS -- during business hours I ALWAYS got a busy signal, and after hours I ALWAYS got a recording saying "call back during business hours." I even went so far as to log a trouble call with AT&T in the hopes that there was something innocently wrong with Atari's phone lines; the AT&T service operator said there'd ALREADY been one or two HUNDRED trouble calls logged for those lines, and that they were still looking into it. I figure SOMEBODY SOMEWHERE was lying or just stupid: either Atari was busying-out their lines (to simultaneously "make it look like we're really busy handling technical support" AND "not actually talk to any customers"), and possibly bribing the AT&T repair department into playing along :-), -OR- the message just wasn't getting through that there was trouble with the phone lines. I *cannot* believe Atari Tech Support could be THAT continuously busy at ALL hours of the day and night -- literally from the MINUTE the work day started, to the MINUTE it ended, EVERY day, for MONTHS on end. I have an audio tape of myself trying-and-failing to reach Atari, and subsequently talking to the AT&T repair operator, and her telling me about those hundreds of outstanding trouble calls on Atari's line... It's a classic...

Anyway, I'd be interested in anything you, James, or anyone else, can come up with about modifying the behavior of the Atari 850!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4485. Re: znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 00:37:01 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1fjkrdINN8hd@usenet.INS.CWRU.Edu>
Source record: 108729

In a previous article, jim@neb (Jim Hood) says:

>Is it possible to get the znet/zmag automatically mailed to an
>email account?

I think the Z*Net Atari mailing-list moderator is still at
stzmagazine-request@virginia.edu.

Z*Magazine, if another one ever gets published, is mailed out by Ryan
Collins, whose address I don't have memorized - see the FAQ List I will be
posting momentarily...
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4486. Re: IBMs reading Atari8 disks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 00:44:48 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1fjla0INN8r6@usenet.INS.CWRU.Edu>
Source record: 108730

In a previous article, marsham@pell4l10.alleg.edu (Michael Marshall) says:

>I have heard about utilites for MS-DOS compatible machines that read disks
>formattedo n 8-bit Ataris... are there utilities that will read 8-bit
>disks formatted in only single or enhanced (128K) densities or do they
>have to be true double-density?

Somebody from I think Czechoslovakia e-mailed me once to tell me such a
program exists, but is not in the public domain. He never said how we
could obtain the program. Maybe he's reading this and will post more
information about it.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4487. 8-bit Atari Frequently Asked Questions List

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 00:52:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1fjlo8INN964@usenet.INS.CWRU.Edu>
Source record: 108731

Mail sent to comp-sys-atari-8bit@ucbvax.berkeley.edu has bounced on me
twice in the last two days, so we'll try this route...

The 8-bit Atari
Frequently-Asked Questions List
for Usenet/Internet

Posted on or about the first of the month, simultaneously to:

comp.sys.atari.8bit and the Info-Atari8 Digest
------------------ ------------------
(the Usenet newsgroup) (the Internet mail-list)

which are, in fact, one and the same group.

Revised 17-Nov-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All postings to comp.sys.atari.8bit automatically appear in the
Internet's Info-Atari8 Digest.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the Internet mail-list dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All contributions to the Info-Atari8 Digest automatically appear
on Usenet's comp.sys.atari.8bit.
To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
To contribute to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu.
Please note: there is NEVER a good reason to send anything to the address
Info-Atari8@naucse.cse.nau.edu.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning,
jrd@atari.archive.umich.edu.

How do I download files from the archive?
Two methods:

1. If you have FTP access you can FTP to atari.archive.umich.edu
(141.211.182.23 or 141.211.165.41), login as "anonymous" and type in your
e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit
directories. If this is your first visit to the archive, be sure to download
the file -read-.-me-. Other files of interest are 8-bit.cat, containing
1-line descriptions of all the files available, and 8-bit.text, which contains
paragraph-long descriptions. Be sure to have file-type set to BINARY when
downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is
atari@atari.archive.umich.edu. If you are a first-time BART user, send it a
message that says:

help
send 8bit/-read-.-me-
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
include this line:

path {your mail address here}

This allows you to tell BART exactly where to mail the files requested. This
can be useful for UUCP and other addresses that BART may not be able to figure
out otherwise.

BART automatically UUEncodes binary files before sending them to you. Other
files of interest are 8-bit.cat, containing 1-line descriptions of the files
available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.182.23 or 141.211.165.41),
login as "anonymous", type in your e-mail address as your password, and then
type "cd atari/8bit/New". You may upload files to this directory. Be sure to
set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also,
please upload a short .text file describing your upload so John Dunning can
tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If
you're sending a binary file you must UUEncode the file first. Be sure to
include a short descrption of the file so Jeff Weiner knows what directory to
place it in at the archive. It is especially important to specify that your
upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then
you are welcome to post your file, UUEncoded if binary, directly to
comp.sys.atari.8bit. You'll then be relying on someone else to take your
posting and upload it to the archive for you. Note that long binaries should
only be posted to the discussion group as a last resort.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published
monthly. It covers the 8-bit Atari computers exclusively.
To have Z*Mag delivered "right to your own mail box," send a message to

Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/Zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/Djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network.
The Atari SIG carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers. Send correspondence and press releases to xx004@po.cwru.edu.

What magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA 19355
USA: $25/1 yr (6 issues)
Canada: $30/1 yr
Foreign: $32/1 yr
8-bit disk: add $9/1 yr (3 disks)
71450.1050@compuserve.com

Atari Interface ATARImagazin (exclusively 8-bit)
Unicorn Publications Power per Post

3487 Braeburn Circle Postfach 1640
Ann Arbor, MI 48108 W-7518 Bretten
$18/1 yr (12 issues) GERMANY
Canadian: $42/1 yr 30DM + 4DM p&p/6 months (3 issues)
Foreign: $48/1 yr abroad: 30DM + 10DM p&p/6 months
8-bit disk: add $50/1 yr (12 disks)8-bit disk & membership: add 60DM
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K

format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

End of FAQ list.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4488. Re: Project (Read It) !!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 02:01:46 UTC
From: phbill@cyberden.uucp
Message-ID: <NTo7uB2w165w@cyberden.uucp>
Source record: 108754

Actually, I beleive AtariMagazin started up again. Maybe with a new name though.

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4489. Re: Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 02:12:36 UTC
From: phbill@cyberden.uucp
Message-ID: <PBP7uB3w165w@cyberden.uucp>
Source record: 108748

A BBS Express Pro! sysop near here had the idea of hooking up my SX212 through a P:R:Connection (thru the SX's RS232 instead of SIO port). It may work. I'm not the KEENEST on setting up a board, but I thought I'd show it off to all of the IBM losers in my area. (grumble, grumble... I still wanna bring my (newly upgraded, mind you! ;)) 1200xl to school and show off the BigDemo next to all of those 386's just to see what gets more "oohs" and "ahhs" ... hehe.. (they have no sound cards! hAHAHA!)

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4490. Re: Some Atari 8-bit news wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 02:15:49 UTC
From: phbill@cyberden.uucp
Message-ID: <3gP7uB4w165w@cyberden.uucp>
Source record: 108751

Speaking of Poland... that's where "Mission Shark" and "Fred" were made.
Now that my 1200xl has an 800xl OS installed, I can run the demos. of
these two games. Excellent games, they are! (Fred is a little slow, esp.
for the upbeat music, but it's still an interesting game.)

Mission Shark is a "infiltrate enemie base" style game

Fred is a strange cave-man version of "Super Mario Bros." theme

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4491. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 03:54:09 UTC
From: jjmcwill@next3
Message-ID: <1992Dec3.035409.8118@mtu.edu>
Source record: 108734

In article <70747@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

{Stuff from Chris about his attempts to contact Atari deleted....}

Hmm, well, if you go back and read his post, he can't get and line feeds,
and you're talking about the fact that the 850 does nothing but LFs.

Well anyway, probably the only real would be to disassemble the ROM
in the 850 and patch the code somehow. Yeeck.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4492. Re: Textpro 5.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 04:05:56 UTC
From: jjmcwill@next3
Message-ID: <1992Dec3.040556.8413@mtu.edu>
Source record: 108736

In article <1992Dec2.212435.29443@neb> bbs@neb (BBS System 801-572-4969)
writes:
> Thanks for the help with Textpro, Mike. I'll try it out now. I have a
> 1megabyte (1088k) 130xe - is there any way to have like 10 x 100k
> windows? (grin)
> -----
> Posted by BBS User: James King
> Mail Path: uplherc.upl.com!neb!bbs!1fa
> --
> Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

Not yet, perhaps when version 5 comes out, and the source code is
available, somebody will patch it to use more than 2 banks, but for
now it is limited to just the two.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4493. Re: Textpro 5.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 04:55:45 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1992Dec3.045545.11567@cs.tulane.edu>
Source record: 108735

In article <1992Dec2.212435.29443@neb> bbs@neb (BBS System 801-572-4969) writes:
>Thanks for the help with Textpro, Mike. I'll try it out now. I have a
>1megabyte (1088k) 130xe - is there any way to have like 10 x 100k
>windows? (grin)

I looked through the docs and I don't think it's possible... :<
even with my 320 system, I still only get 3 banks. Maybe if someone were to
take a look at the code extra banks could be added.... Next time I talk to
Ronnie I'll pitch the idea...

Take care
Mike...
WBUG Atari Archive
Louisiana

4494. Re: MIO/Hard Drive Hookup..?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 05:42:44 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Dec3.054244.6086@news.ysu.edu>
Source record: 108737

OK...here's what I did...Let it be known that I could have done
other things in different ways that I'm sure others who have a HD
will say differently but my system works like a charm and I didn't
have to spend too much on it; here goes:
I bought my MIO years ago (1meg) when it cost $289 on sale. When I
bought it I got a disk with it with hd utilities: format porgrams,
park, etc. I did not buy a hd until about a year ago. I picked up
a used Seagate ST238R 30meg hd for $75. It needed an RLL controller
to operate. (I now see the same drive refurbished in Computer Shopper
for $119).
The only place that carried the controller (Adaptec 4070a) was CSS
(Bob Puff and CO.) I think I paid $125 for it and he made me a 5'
cable for it from the MIO to the comtroller. I also needed cables
from the drive to the controller which Bob supplied those also.
He only charged me a few buck for the cables.
You also need a box to put it all in and a power supply for the
hd. ICD don't have it anymore...and I'm glad because what I did next
seemed to be a big benefit then and now....I bought an IBM style
mini tower case w/200watt power supply for $67. When it came,
EVERYTHING I NEEDED WAS THERE! Nuts, bolts, screws, plates, even
an IBM style speaker, switches, cables etc, etc, etc.
Since it was an IBM drive it plugged right in to the controller
and the drive.
This year I sent away to CSS for a dual drive conversion and
now I'm mounting the gutts of my XF551
5 1/4" drive and a 720k Sony 3 1/2" drive in the same case and
powering it from the same power supply. Isn't that nice!
--
Joe Sabatino-->ab588@yfn.ysu.edu

4495. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 07:25:06 UTC
From: bmarcum@world.std.com
Message-ID: <Byo9xu.6vt@world.std.com>
Source record: 108738
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <ByDLAE.3w8@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>Well, I had a 260ST. The only difference with the 520, if I remember
>correctly, was that the drive and the keyboard were sold separately.
>It had 512K standard, as did the 520.
>
Interesting. The first 520STs sold in the US had 512K, TOS in RAM, and no internal drive. When they added the built-in floppy drive, they changed the name to 520STFM. Maybe Atari planned to make a 256K machine, had a few thousand "260ST" cases made, then decided that 256K really wasn't enough RAM.

Bill Marcum bmarcum@world.std.com

4496. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 07:44:13 UTC
From: bmarcum@world.std.com
Message-ID: <ByoAtq.7Du@world.std.com>
Source record: 108739

In article <1992Dec2.032818.16709@neb> bbs@neb (BBS System 801-572-4969) writes:

>I've tried: XIO 38,#1 (1-7 was tried),64,0,"R:"

Try "P:" instead of "R:". I have no idea if that will do anything, but it's
worth a shot.

Bill Marcum bmarcum@world.std.com

4497. Re: Atari 130ST and 260ST

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 11:23:37 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <1fkqnpINNgre@mailgzrz.TU-Berlin.DE>
Source record: 108740
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello,

by the way, TOS need at minimum 512kB RAM, if you load it from disk. TOS is loaded in the upper 256kB and copies itself in the lower 256kB. So with the TOS Atari first realesed to the public, such a computer would be impossible.

Bye, Markus

email:
prissi@marie.physik.tu-berlin.de

4498. Re: IBMs reading Atari8 disks.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 17:04:58 UTC
From: phil@nid.csc.com
Message-ID: <6.UUL1.3#25250@nid.csc.com>
Source record: 108741

If someone has a PD program to read 8 bit Atari floppies, or knows where I can buy one please leave me email or send it to me (cod?).
Thanxs,
Phil
P.S.
I read the post that was posted that had a capture of a post I did on GEnie a long time ago. The address that was given on the bottom is obsolete.
Current address is:
1209 Westbrook
Lompoc, Ca. 93436
Audio: (805) 736-3185
Video: Uplink to any satellite in the Clark Belt visable from the west coast ;D.
Email: phil@nid.csc.com
phil@csc.com (checked less frequently)

4499. Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-03 20:03:59 UTC
From: slv4b@cc.usu.edu
Message-ID: <1992Dec3.140359.61601@cc.usu.edu>
Source record: 108744

I'm looking for sources where I might purchase a disk drive for my old 800XL. Mine died quite a few years back, and I'd like to resurrect my system. As I recall, my drive was a 1050. What is still available, and how much can I expect to pay?

Thanks in advance,

Lance Robinson
Utah State University

4500. Re: Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 05:52:59 UTC
From: upendo@terapin.com
Message-ID: <upendo.2jaq@terapin.com>
Source record: 108753

In article <1992Nov30.161519.28334@neb>, bbs@neb (BBS System 801-572-4969)
writes:
>Here's what you need to do. Use the 850 version of Express and use
>Bobterms R-handler for your SX-212.
>
>Make sure you specify 1200baud in the sysedit program prior to booting
>up. I would suggest SpartaDos over Mydos - as I dont think Express ever
>supported MyDos (but I could be wrong).
>
>Use those tips and I'm 99% sure it will work for you.
>-----
>Posted by BBS User: James King
>Mail Path: uplherc.upl.com!neb!bbs!1fa
>--
>Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

Express 850 works fine with MyDos,that is what DOS I have my copy on. I happen
to like MyDos,but soon I will be adding Mi_Dos to work with it.Bill K. showed
it to me the other night,and it gives MyDos that SpartaDos look and feel about
it.

4501. Re: Textpro 5.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 05:54:22 UTC
From: phbill@cyberden.uucp
Message-ID: <B0T9uB1w165w@cyberden.uucp>
Source record: 108619

I just read on another net that SELECT-CTRL-B will let you access the
CTRL-B bank switching command. I wouldn't know, I just got my extra RAM
and don't even have the DOCs to the version of TP that I DO have, 4.56...

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4502. INDUS GT for SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 05:56:00 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <Byq0HD.4vw@mentor.cc.purdue.edu>
Source record: 108746

I have an Indus GT for sale. The only problem is that the drive has two of the
led segments burned out on the track display, hence a 3 looks like a 'C' etc.

I would like $40 for it and the buyer pays shipping.

Thanks,
Jody Lenn

I have had it since 1984!!

4503. Re: Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 05:57:57 UTC
From: phbill@cyberden.uucp
Message-ID: <aFu9uB2w165w@cyberden.uucp>
Source record: 108617

I guess I just have to load up SYSEDIT and configure it CORRECTLY. The docs. say nothing about settin up baud rate (that >I< read, and I read it ALL!, at least I THINK I did!), so I'll check out the system config.

thanx

i also got the suggestion to hook the sx212 via RS232 and P:R: or 850 or something.. probably'd work for sure then.

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4504. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 05:59:12 UTC
From: upendo@terapin.com
Message-ID: <upendo.2jb2@terapin.com>
Source record: 108747

In article <1992Dec2.032818.16709@neb>, bbs@neb (BBS System 801-572-4969)
writes:
>Help! Can anyone provide me with information on how I can FORCE LF to ON
>with my 850 interface? According to the 850 documentation, LF is set to
>OFF via factory settings.
>
>Problem is this: I have a standard centronics printer (canon Pw-1080)
>attached to the 850 via the parallel port, but when I send Print to it,
>it just prints over itself (no Cr/LF combo)
>
>Any help greatly appreciated. I cant quite figure out the XIO
>command.
>I've tried: XIO 38,#1 (1-7 was tried),64,0,"R:"
>-----
>Posted by BBS User: James King
>Mail Path: uplherc.upl.com!neb!bbs!1fa
>--
>Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

I use a Okidata 182 that does that. There is a basic program call TABSET.BAS
that I use that will get the line feeds to work.The program is suppose to just
be for the Epson Printers,but it works fine for me.

4505. Re: znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 06:03:11 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1992Dec4.060311.18969@cbnewsc.cb.att.com>
Source record: 108745

From article <HsX8uB2w165w@status.gen.nz>, by (Jon Clarke):
> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>> Z*Magazine, if another one ever gets published, is mailed out by Ryan
> ^Is available in the news.group
> alt.znet.pc

Jon,

I think you mean alt.znet.8bit. It's a moot point here though as we don't
get any of the alt.znet newsgroups. That is the problem with alt groups.
I am on a fairly big Bell Labs news server and we get most of the newsgroups
except the 'alt' ones that I would like to get. :-)

I do try to get the latest 8bit zmagazine directly from Ron's BBS. I just
was on the night before last and #210 is still the latest issue. I do
have a mailing list mostly for local (to me) 8bit Atari owners, but I would
be willing to add someone if they can't get it any other way.

One other thing; a question really. Since Ron restarted publishing his own
edition of the ST Znet, he has not had a new issue of Atari Explorer Online.
Is it still being produced? Has Ron decided not to carry it? Where can
I get a regular supply of the new issues?

Kit Kimes
AT&T Bell Labs (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

4506. Re: znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 06:13:04 UTC
From: jonc@status.gen.nz
Message-ID: <HsX8uB2w165w@status.gen.nz>
Source record: 108743

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> Z*Magazine, if another one ever gets published, is mailed out by Ryan
^Is available in the news.group
alt.znet.pc

Jon Clarke Z*NET Pacific
-=-=-=

4507. Digi-Studio hits the US!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 12:41:30 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Dec4.124130.10580@aber.ac.uk>
Source record: 108749

The first batch of Digi-Studio has arrived with my US distributor. They are
available for sale now! Show us your support by sending for your copy today!
Digi-Studio Information

Digi-Studio is a set of programs for the 8-bit Atari (XL/XE) for creating
music using "real" sounds, which have been digitized. The Digi-Studio package
contains everything you will need to create and play music using digitized
sounds. Here's a list of the programs included:

* Keyboard Player. Allows you to play music live by using the computer's
keyboard like a piano keyboard. The sounds produced are, of course,
digitized. This program has fully responsive keys, so that sounds only
play for as long as you hold the key down.

* Tune Player. This program plays Digi-Studio tune files using digitized
sounds.

* Sample Editor. This program allows you to edit sound samples by using
a joystick. It also has "cut and paste" facilities, so you can also create
your own samples.

* Tune Compiler. This program allows you to play Digi-Studio tune files
in your own Basic or Turbo-Basic programs.

* LIDS Compiler. This program allows you to create your own Digi-Studio
tune files by use of a language called LIDS.

Also included are 55 sound samples, and 44 ready-to-play Digi-Studio
tune files.

The Digi-Studio system comes on 2 DS/SD disks. Disk one contains the main
programs and a starter pack of sounds and tunes. Disk two contains more
samples and sounds for use with Digi-Studio.

The Digi-Studio system is also supplied with a 44 page manual in A4 size. This
manual has sections describing all the programs listed, but also has a lengthy
section on how to read music. An appendix has also been added containing
music along with the corresponding LIDS programs.

The Digi-Studio system (with manual and 2 disks) costs just 12pounds+1pound
P&P. In the US it will cost $29.95+$1.50 shipping.

Fill in the form below and send it with payment today!

------CUT------
Please send me a copy of the Digi-Studio system, with manual and 2 disks.
I enclose payment for UK[ ]. I enclose payment for US[ ]. (Tick box).

UK cheques/POs payable to Dean Garraghty. US checks/MOs payable to Lance Tatman.

NAME:_____
ADDRESS:_____
_____
POST CODE/STATE&ZIP:_____

UK: DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU.
US: LANCE TATMAN, 844 KERN STREET, RICHMOND, CA 94805.
Email: djg0@aber.ac.uk (UK and non-US orders), tatmanl@com.terapin (US).

4508. MULE won't work on my XL.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 14:44:57 UTC
From: kspeicht@kilcom1.ucis.dal.ca
Message-ID: <kspeicht.75.723480297@kilcom1.ucis.dal.ca>
Source record: 108752

I recently accuired an 800XL. One of my favorite programs MULE will not work on it. I've got the FIX XL program and I use it. Mule loads no problem. You select the level and the number of players, but when you go to select you creature type, you see "stick" written to the screen and then it disappears. It's like someone's pressing the joystick button. I've swapped several sticks in and out of this port with no luck. You can't continue unless you select a creature, but neither port1 or port2 is accepting input. I still have my older 800 so I could use it I suppose. Is there any fix or patch for Mule to make her work on an XL?

4509. Re: znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-04 16:50:47 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1fo297INNdka@usenet.INS.CWRU.Edu>
Source record: 108750

In a previous article, jonc@status.gen.nz (Jon Clarke) says:

>aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>> Z*Magazine, if another one ever gets published, is mailed out by Ryan
> ^Is available in the news.group
> alt.znet.pc

First off, the original poster wanted to know if they were available by e-mail. This is a viable concern, as many readers of this group do not have Usenet newsgroup access.

Secondly, if you've followed the discussion on comp.sys.atari.st you'd realize that due to a "misunderstanding," alt.znet.pc and alt.znet.fnet basically do not exist. I have two separate accounts that "carry" those groups, but have never carried a single posting in them. I'd be curious to know if anyone outside of New Zealand actually has access to what's supposed to be in the alt.znet groups.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4510. Re: Atari in PC clothes

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 03:08:36 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0bkm@abcd.Houghton.MI.US>
Source record: 108605

In a message dated Thu 3 Dec 92 4:40, Ab588@yfn.ysu.edu (joseph Sabatino)
wrote:

AS> [deleted]....I bought an IBM style
AS> mini tower case w/200watt power supply for $67. When it came,
AS> EVERYTHING I NEEDED WAS THERE! Nuts, bolts, screws, plates, even
AS> an IBM style speaker, switches, cables etc, etc, etc.
AS> Since it was an IBM drive it plugged right in to the controller
AS> and the drive.
AS> This year I sent away to CSS for a dual drive conversion and
AS> now I'm mounting the gutts of my XF551
AS> 5 1/4" drive and a 720k Sony 3 1/2" drive in the same case and
AS> powering it from the same power supply. Isn't that nice!

If I hadn't sold all my 8bit stuff, my next step would have been to remount
everything in a PC case. I had a 1meg MIO running off an uninterruptable
power supply (motorcycle battery & trickle charger with a couple diodes to
drop the voltage a bit to the MIO), and a 20meg FH HD, XF551, SX212, and a
320XE. I was thinking about using the TransKey, and uncasing the rest of
the stuff to mount inside the PC case. With the exception of the battery,
I'm sure I could have gotten it all into the case.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

4511. Re: MULE won't work on my XL.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 05:43:07 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <70970@cup.portal.com>
Source record: 108606

MULE should have no problems running on an 800XL. It's the only machine I have used it on. Didn't have to use FIX XL either.

Assuming there wasn't more than one version released...

It could be a hardware problem (ie, acting like the button is pressed).

A little BASIC program could tell you, ala...

```
10 PRINT STRIG(0),STRIG(1)
20 GOTO 10
```

STRIG=0 means no button pressed, 1 is pressed.

4512. Atari.Archive restrictions

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 08:05:37 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92340.030537AKH104@psuvm.psu.edu>
Source record: 108607

Hey, um....anybody know why there is no read permision for the
files in the New directory?

Karl

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4513. Re: Atari.Archive restrictions

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 14:48:06 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1fqff6INNs1d@usenet.INS.CWRU.Edu>
Source record: 108608

In a previous article, AKH104@psuvm.psu.edu (Karll the Ghoul) says:

> Hey, um....anybody know why there is no read permision for the
>files in the New directory?

I do. They did this to prevent anyone from uploading something to the
directory and someone else downloading it before the moderators had a
chance to take a look at it. The way it was before, it was just free
storage space for anyone.

This way, everything sits there unaccessible to us until John Dunning moves
it over to the permanent directories. (In the case of 8bit/New)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4514. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 16:02:42 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1992Dec5.160242.17555@msuinfo.cl.msu.edu>
Source record: 108609

bbs@neb (BBS System 801-572-4969) writes:

>Help! Can anyone provide me with information on how I can FORCE LF to ON
>with my 850 interface? According to the 850 documentation, LF is set to
>OFF via factory settings.
>
>Problem is this: I have a standard centronics printer (canon Pw-1080)
>attached to the 850 via the parallel port, but when I send Print to it,
>it just prints over itself (no Cr/LF combo)
>
>Any help greatly appreciated. I cant quite figure out the XIO
>command.
>I've tried: XIO 38,#1 (1-7 was tried),64,0,"R:"

The command you're using here is not designed for the printer port. (Note
the reference to the R: device...) You've been talking to the serial port.
I personally don't think you're gonna make this work by doing anything to
the 850. Your options are to set your printer to append the line feed
(check your manaul for the XFEED option, or some other such nomenclature)
or plan on using some software-based utility to make the conversion.
Personally, I use Text Wizard to search/replace CR/LF combos with ATASCII CR
character (or vice versa) If you own an ST, there's a GREAT utility called
DCOPY that will do this for you VERY FAST. But be careful about version #
of DCOPY, as this feature was removed from later versions. (I use v3.14)

Good Luck!
f
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

4515. 4Sale: Software and books $50 for all

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 19:26:28 UTC
From: v923137@vms.ucc.okstate.edu
Message-ID: <1992Dec5.132628.1@vms.ucc.okstate.edu>
Source record: 108611

Contact me at: worley@a.cs.okstate.edu
if you are interested in the following:

All software/books for Atari 8-bit computers.
The software is in original boxes and includes manuals.

The price is $50 for all plus S/H.

Software:

Title	Media	Comments
War	1 disk	
Tanktics	1 tape	Includes boardgame
Success with Math	1 disk	
CocoNotes	1 cartridge	
Microsoft Basic	2 disks	w/utility disk
Witness (by InfoCom)	1 disk	Good game
The Bookeeper	6 disks	
Millionaire	4 disks	Good game
Code Writer	1 disk	plain-eng prog design
Bond Analysis	1 disk	
Stock Analysis	1 disk	
MicroPainter	1 disk	The infamous

Books:
Stimulating Simulations
Compute!'s 2nd book of Atari
Atari Sound and Graphics
Machine language for beginners
Atari Basic
820 Printer Manual
Inside Atari Basic
Basic Computer Prog. for the Home
Your Atari Computer (the BEST book on Atari, in my opinion)
Programming Your Atari
Atari Basic
Atari Games and Recreation

Will not separate. Make offer for trade for IBM software/hardware.

E-mail all inquiries to : worley@a.cs.okstate.edu

4516. AR HISTORY

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 19:37:27 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92340.143727AKH104@psuvm.psu.edu>
Source record: 108610

Well, I am sure that Mr. Price might be tired of AR by now..
however..I had always wondered exactly what happend at DataSoft in order
to classify AR-The Dungeon "lost." Also, since he worked with the design
teams for the "released versions" of AR for other computer systems...was
the released Dungeon similiar to what you had originally started?

Mr. Price?? =)

Andrew

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4517. ATARI<=>IBM DISK FORMATS

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 20:00:29 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92340.150029AKH104@psuvm.psu.edu>
Source record: 108613

Since there has been so much interest in reading Atari Disks on the
MSDOS compatible machines...I summit this BRIEF notice...

There are 3 currently available Atari disk readers:

1) sr.arc (29360 bytes)
2) util.arc (27487 bytes)
3) atario21.arc (20992 bytes)

all three are available from the archive via ftp access at

atari.archive.umich.edu under the directory: atari\8bit\Diskutils.

ALL DISKS MUST BE IN DOUBLE DENSITY!

sr.arc is a sparta dos format disk reader. This is the only
spartados disk reader known.

atario21.arc is a mydos format disk reader that supports sector
viewing and XFF551 support for double sided disks.

util.exe is the only program that will READ AND WRITE mydos disks.
It also has parameters for other drive types that I have yet to exactly
have function correctly.

If I am going from MSDOS to MyDos I use (must use) UTIL.
Going back I use ATARIO since it is so simple to use and fast!
However, I am starting to use SR and like the results.

Hope this helps...

Andrew

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4518. Re: ATARI<=>IBM DISK FORMATS

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 20:26:39 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92340.152639AKH104@psuvm.psu.edu>
Source record: 108614

OH..heh..one more thing...IT IS WISE TO FORMAT the disks you will be
using to swap files with on the MSDOS machine you plan to use. This is
because the disk controllers on the ibm are slightly more "tight" than
the ones on the atari. I have never had a problem formating disks with
util on the msdos machine and then reading and writing with the atari drive.
However...I have had several problems (1050 in particular) when formating
the disk on the atari drive first. The msdos machine usually 'craps out'
and gets scrambled sectors.

If you need anyhelp using any of these programs, please don't hesitate
to ask me! =)

Andrew

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4519. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 21:00:35 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92340.160035AKH104@psuvm.psu.edu>
Source record: 108612

umm I might be missing something here but page 27 of the 850 tech manual
says :

"The (optional) sending of LF after CR is produced in the translation
step. If you specify no translation [doesnt this work for graphics?], the
option of adding LF to CR is not available. If you specify Light translation
LF will folow EOL (which of course becomes CR). Note that if you send the
13-decimal code (CR), LF will be added to it (when Append LF feature is on).
Each character in the CR/LF pair is independently sent through the parity and
and word shortening steps on the way ou. The preset default setting of the
Append LF feature is OFF, that is, the default is to NOT append the LF.
LF will be appened only if translation is enable. If NO TRANSLATION is set
LF will not be automatically appended to anything."

also....page 83 Appendix B.

XIO 38,#IOCB, AUX1, AUX2, "Rn:" <=====wonder about P:??????

AUX1 option:
Translation:
0 Light Atascii/ascii Translation
16 Heavy
32 NONE

Input Parity:
0 Ignore/no change
4 Check for odd parity, clear parity bit
8 Check for even parity, clear parity bit
12 Do not check parity but clear parity bit.

Output Parity:
0 Do not change parity bit
1 Set output parity odd
2 Set output parity even
3 Set parity bit to 1

LF OPTIONS:
0 Do not append LF
64 Append LF after CR (TRANSLATED from EOL) <==means light or heavy

Add your bits up and off you go...

HOWEVER!!!!! page 69 says.. the printer interface module "translates
EOL into ASCII CR. No other translations are made. In particular, bit 7
(high bit) of each byte is not changed, and LF is not added following CR.
However, multiple EOL's in a row, without intervening characters, are sent
to the printer as alternating CR's and blanks."

and looking over this I notice that perhaps you CANT change LF options
on the P: device. hmmm.....ah..just use the converter file that comes with
Turbo Basic to convert text to real ascii for you. =)

Andrew

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4520. Re: Some Atari 8-bit news wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 21:35:33 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92340.163533AKH104@psuvm.psu.edu>
Source record: 108615

Speaking of Mission Shark and Fred...I must addmit that these little gems are great games! Fantastic Graphics and IMPOSSIBLE to copy on the Atari. Just out of curiosity I tried to make a copy with my Duplicator (Yes, I love it so there!) and it told me the disk was blank! So out come Anadisk for the msdos machines. My oh my! what protection on that disk! various densities missing tracks...128bytes of data in upper half of 256 byte ones tracks gone...sector numbers of 256! and Anadisk couldnt read the entire disk either...it says half of it is blank!

Someone sat down and found a way to thwart piracy...where on where were you guys 6 years ago? =)
Andrew

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4521. Atari oddities...

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 21:41:09 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92340.164109AKH104@psuvm.psu.edu>
Source record: 108616

Just a little thing I would like to share with everyone here...

There is a nice complex Computer Science Course here at Penn-State
for designing educational software for Xwindows and other systems...
as well as other neato stuff for use in the real world at other univerisities.
and well...heh...as odd things go...part of the course is learning to
design user manuals. The instructor went through hundreds of Atari 2600
manuals learning how they did it since he always thought they were so simple!

It became the outline for the class...and as such..the manuals for the
programs they developed are very nice and easy to understand and have
turned some heads! Those who thought it was the dumbest thing one could
do are very impressed that the format works. =)

Andrew
PS: We have this AMIGA graphics design lab here....hmm...I wonder if
Atari wouldnt consider approaching PSU with a FALCON lab. =)

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4522. From Itay: Re: HH's GToTGalaxy

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 23:05:56 UTC
From: phbill@cyberden.uucp
Message-ID: <Lo1BVB2w165w@cyberden.uucp>
Source record: 108632

Itay Chamiel sent me this to post, because he can't any more...?

_____...
From moon!brachot.jct.ac.il!bruck Sun Dec 6 08:08:07 1992 remote from cyberden
From: moon!brachot.jct.ac.il!bruck (Itay Chamie1)
Subject: Help me!
To: moon!cyberden!phbill (Bill Kendrick)
Date: Sun, 6 Dec 92 17:17:27 EET

Hey everybody,
I have the full solution to Hitch-hiker's guide (Infocom)!!
I can either send it to anybody who asks me to, or just post it here, depending
on demand.

-Itay

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4523. Re: MULE won't work on my XL.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-05 23:27:38 UTC
From: phbill@cyberden.uucp
Message-ID: <Ro2BVB4w165w@cyberden.uucp>
Source record: 108631

Is MULE a 1-4 (or 2-4) player game? If so, it may be accessing the PortB registers, which are now (1200xl & up) not used for controllers. An example, I typed in that old Keyboard controller demo from the Atari BASIC reference manual and it always crashed. Then I figured it out. It's trying to look at all 4 ports that the 400/800's had, so I simply deleted the code that looked at the 3rd and 4th port. Of course, unless you know how to hack into MULE (assuming it DOES have 4-player capability), this "fix" is useless, but I'm sure SOMEONE out there in Net-land knows that to do!
:)

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4524. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 01:49:28 UTC
From: bbs@neb
Message-ID: <1992Dec6.014928.6016@neb>
Source record: 108622

Unfortunately, the documentation to Gr8todd3 is extremely vague. I
printed it out and have now read it at least 25 times. I still havent a
clue as to WHAT characters get inserted into my document in order to
print out a PS icon or Gr8 pic..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4525. Re: znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 11:08:11 UTC
From: jonc@status.gen.nz
Message-ID: <cs1BVB1w165w@status.gen.nz>
Source record: 108620

kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:

> One other thing; a question really. Since Ron restarted publishing his own
> edition of the ST Znet, he has not had a new issue of Atari Explorer Online.
> Is it still being produced? Has Ron decided not to carry it? Where can
> I get a regular supply of the new issues?

Kit,

It is alt.znet.pc .pc being the personal computer magazine section. As
all computers are personal they all go in this news group.

I take your point on the alt.groups though, and it is one I am sure is
not going to be resolved very quickly.

AEO is still being produced along with all the Z*NET Magazines.

regards

Jon Clarke Z*NET Pacific
-=-=-=

4526. Re: znet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 11:11:26 UTC
From: jonc@status.gen.nz
Message-ID: <RX1BVB2w165w@status.gen.nz>
Source record: 108621

aa700@cleveland.Freenet.Edu (Michael Current) writes:

(item deleted)

> groups, but have never carried a single posting in them. I'd be curious to
> know if anyone outside of New Zealand actually has access to what's
> supposed to be in the alt.znet groups.

So would Michael, I have has feedback from the USA,Canada,Uk,Sweeden,
Germany and Isreal saying that it is making it through to these
countries. However it does not make it 800 miles away from here to
Christchurch.

God bless the alt.groups and all who sail in them (grin)

Jon Clarke Z*NET Pacific
-=-=-=

4527. Re: ATARI<=>IBM DISK FORMATS

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 16:25:14 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1ft9hbINNm8v@usenet.INS.CWRU.Edu>
Source record: 108623

In a previous article, AKH104@psuvm.psu.edu (Karll the Ghoul) says:

> Since there has been so much interest in reading Atari Disks on the
>MSDOS compatible machines...I summit this BRIEF notice...
>
> There are 3 currently available Atari disk readers:
>
> 1) sr.arc (29360 bytes)
> 2) util.arc (27487 bytes)

util.arc is the older version. dskutil.arc is a newer version.

> 3) atario21.arc (20992 bytes)
>
> all three are available from the archive via ftp access at
>
> atari.archive.umich.edu under the directory: atari\8bit\Diskutils.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4528. Re: Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 17:13:21 UTC
From: winston@merk.com
Message-ID: <1992Dec6.171321.1915@merk.com>
Source record: 108624

How does "The BBS Express!" send the modem initialization command string to the SX212 ? Is the modem initialization string declared in a "setup" file somewhere ? Or is the modem intialization string hard coded into the main program ? You could just send the AT "attention" command that resets your modem to the higher baud rate as part of the modem initialization procedure. The difficult part is in figuring out what "The BBS Express!" uses as its modem initialization procedure. I have set up OASIS JUNIOR III successfully, but I have never set up "The BBS Express!", and as yet do not own the SX212 modem, so -- unfortunately -- I am unable to provide you with a specific solution to your problem. I would like to wish you luck, however!

4529. Re: Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 17:41:10 UTC
From: bbs@neb
Message-ID: <1992Dec6.174110.22644@neb>
Source record: 108627

Lance, I'm in Utah too and have a 'Happy' 1050 for sale. I'm looking for around $90.00 for it - or will seriously consider a hard drive trade (I need a good sized hardrive [50meg would be perfect])

You can call me voice at 801-538-3182 during the day or 800-678-3440 (ask for Jim) during the day too (free call)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4530. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 17:43:33 UTC
From: bbs@neb
Message-ID: <1992Dec6.174333.22724@neb>
Source record: 108628

Where can I get 'TABSET.BAS'???

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4531. Re: spartados patch/scrambled directories

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 17:45:04 UTC
From: bbs@neb
Message-ID: <1992Dec6.174504.22796@neb>
Source record: 108629

I've been running my BBS Express Pro! Bbs for 7 years now, and have only scrambled the directories on my HD about 4 times - but those times were all due to me hitting [RESET] after the board had locked up - thereby leaving the channels open, just WAITING to be written onto when I hit reset. hehehehehe

---

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4532. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 17:47:06 UTC
From: bbs@neb
Message-ID: <1992Dec6.174706.22865@neb>
Source record: 108630

Problem is, if I force LF on my printer, i get 2 LF's in the document. Most of my printing takes place at the command line level (Copy xxx.xxx P:). However, when using the same priter with my MIO, I get perfect printouts, so its not a printer problem, its something inherent in the 850.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4533. Re: Digi-Studio hits the US!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 18:42:11 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.2kvo@terapin.com>
Source record: 108626

```
>P&P. In the US it will cost $29.95+$1.50 shipping.
>
>Fill in the form below and send it with payment today!
>
> ------CUT------
>Please send me a copy of the Digi-Studio system, with manual and 2 disks.
>I enclose payment for UK[ ]. I enclose payment for US[ ]. (Tick box).
>UK cheques/POs payable to Dean Garraghty. US checks/MOs payable to Lance
Tatman.
>
>
>NAME:_____________________________________________________________
>ADDRESS:__________________________________________________________________
> _________________________________________________________________
>POST CODE/STATE&ZIP:_________________________
>
> UK: DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU.
> US: LANCE TATMAN, 844 KERN STREET, RICHMOND, CA 94805.
>Email: djg0@aber.ac.uk (UK and non-US orders), tatmanl@com.terapin (US).

Just a correction for the Digi-Studio US Email Address...it should read

tatmanl@terapin.com
```

4534. USENET and FTP access pole.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-06 19:56:50 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92341.145650AKH104@psuvm.psu.edu>
Source record: 108625

I would like to compile a list of all the users who get this
pole (i.e. read this group or subscribe).

Please include your Name and mail address (or other)

And include as to if you have FTP access to the archives
and or are reading this on a USENET news server...etc....

Thank You...
Andrew
PS.. oh yeah..just resond to this letter or the address below or if your
only means is this group then post it! =)

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4535. Re: Atari oddities...

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 00:14:40 UTC
From: phbill@cyberden.uucp
Message-ID: <6iyDVB2w165w@cyberden.uucp>
Source record: 108656

I always did like the 2600 manuals. Whenever I thought of writing a manual for a game, I'd first go to my old 2600 game booklets. Great stuff they made.

My friend's mom used to translate them into German for Atari, too... (maybe not ATARI, tho.. not sure what company...)

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4536. Re: Newest software

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 00:16:18 UTC
From: phbill@cyberden.uucp
Message-ID: <VLyDVB3w165w@cyberden.uucp>
Source record: 108655

niceswangern@bvc.edu writes:

> Fred - yes..have the demo. Fun (a little slow, though)
> Ybex - not Zybex? If so, I guess I have the Pirated copy????!
> Scary School - hmm... sounds .. interesting..!
> Mirax Force - again, my god..this is commercial! guess I have a pirate
version! YIKES! (where's that format command!?)
> Ninja Command - nope... is it good?
> Draconus - yet another one... I think it's about time that we all go
calling to our sysops to delete these files.. at least this
one has a (c)...
> Caverina - ???
> Donald - nope...as in the Duck?
> Tecno Ninja - they like Ninjas, don't they? Is THIS good?
> Oblitroid - haven't I heard of this on, say, the Amiga and C=64???
> Zebu Land - have a demo of this
> Ashido - sounds Karate/Ninja-ish, if you ask me
> Bomber Jack - is that like the C=64 game? I was just thinking about
that game today! Wasn't it "Bomb Jack"? hmmm...
> Players Dream - what's this about
> Stack Up - Tetris-clone, no doubt
> Glaggs It! - if you insist!
> Taipei - ???
> Gigablast - best guess: breakout style game...
or space shoot'em up

Do they have Mission Shark? What about Dredis, Sogon, Drag, and
Cultivation? The 1st is a K.O.Distributed game, along w/ Fred. The
others are along with Zebu-Land on the KE-Soft demo disk..

Cool, though. What's the date of the oldest game? (my best guess is
Zybex (if that was it) 87? or 88. And/or Draconus, 88.

What about the date of the NEWEST game!?

And where's that Rubber-ball (?) game supposedly written in Quick??

hmm

--
Bill Kendrick : PhBill@Cyberden.UUCP Happy 19th Jenn!

4537. Re: Good ideas/help for setting up BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 03:41:02 UTC
From: bbs@neb
Message-ID: <1992Dec7.034102.131@neb>
Source record: 108633

BBS Express loads the main program back up after someone logs off. If you flip through that main prog., you will eventually find the modem initialization strings.

BBS Express Pro! uses separate modules, and waitcall.cmd would be the one with the initialization string in it..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4538. FTP/USENET POLL UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 04:52:35 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92341.235236AKH104@psuvm.psu.edu>
Source record: 108634

Okay...here is the list so far...those of you who did not respond please
EMAIL me as soon as possible.
Begley, Michael spam@nyx.cs.du.edu FTP & USENET
Cable, Dan dcable@nyx.cs.du.edu "
Cantrera, Olive muocj@uxa.ecn.bgu.edu "
Current, Michael aa700@cleveland.freenet.edu "
Greenfield, Todd tgreen@iastat.edu "
Heller, Andrew K. aa790@cleveland.freenet.edu "
Sara, Roberto M. rmsara@cscihp.ecst.csuchico.edu "

Thanks....

Andrew

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4539. Re: MULE won't work on my XL.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 06:42:34 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1992Dec7.064234.11573@mnemosyne.cs.du.edu>
Source record: 108635

If you have to hack MULE to make it work on the XL because of
the non-existant 3rd and 4th ports, get a good disassembler
/disk editor and insert a NOP ($EA) wherever it goes to
a routine that does something to STICK2 and STICK3. (Remember,
the first is STICK0.) These would be $27A and $27B.
The only problem I can foresee is that your disk is copyprotected
and you won't be able to 'see' the code.
If it's not copyprotected, make sure you only work on a
backup copy.
If you are curious, NOP means No Operation.
This is probably not as simple as it sounds. There are probably
other subroutines that depend on output results from those
'non-existant' ports. If they don't get what they want, the
program will probably still crash.
But I'd say it's worth a try. Nothing ventured, nothing gained.

Uncle Fester

--
: Pat Robertson's : :
: deepest thoughts:>------> :
: * * * : :
: thester@nyx.cs.du.edu : :

4540. Re: From Itay: Re: HH's GToTGalaxy

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 15:17:03 UTC
From: bbs@neb
Message-ID: <1992Dec7.151703.11331@neb>
Source record: 108636

Well, what are you waiting for, Itay? Send me the conclusion to Hitch
Hikers Guide to the Galaxy!

Replies to: uplherc.upl.com!neb!bbs!1fa
James King aka Kamaro Kid

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
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4541. Re: FTP/USENET POLL UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 15:18:34 UTC
From: bbs@neb
Message-ID: <1992Dec7.151834.11457@neb>
Source record: 108637

Excuse me, but what are we supposed to be responding to?? What was the
original poll question(s)??

Replies to: uplherc.upl.com!neb!bbs!1fa
James King aka Kamaro Kid

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4542. Re: MULE won't work on my XL.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 15:19:41 UTC
From: bbs@neb
Message-ID: <1992Dec7.151941.11600@neb>
Source record: 108638

Hmm. Mule runs just fine on my 800xl, 130xe, etc.. I think once or twice
I may have used a translator to load it up - but dont recall. Will load
it up later today and find out for sur.e

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4543. AC FREE ISSUE ENDS DECEMBER 15

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 15:53:55 UTC
From: jjmcwill@next3
Message-ID: <1992Dec7.155355.18505@mtu.edu>
Source record: 108639

****

A T A R I C L A S S I C S

LETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BU

****

[Jeff, please forward to the Digest, all my posts to CSA8 for the past 4 weeks have bounced, the sysadmins here say the problem is at Berkeley & the Postmaster
there has not replied to my request for assistance.]

The mass mailout of AC's Premier Issue during the last week of October/ first week of November has moved somewhat slower than anticipated. Here we are one month after the mass mailing, & I'm still getting reports from people who JUST NOW received the magazine. That's rather sobering.

It's also creating a huge logistical problem. Apparently a lot of folks received AC just before Thanksgiving, which was real convenient. Now the paid subscriptions are flooding in here like 50-60/week. In the meantime, new requests for the Premier Issue are still coming in at a fair pace, plus we are also receiving a lot of postal & email (total 120/week). Add to that, production on Issue #2 began this past weekend (December 5 was our copy deadline for the February 1993 issue). And production of our first disk is scheduled to commence later this month. I'm a resourceful fellow, but I'm not superman. Something has to go.

Therefore, free distribution of the Premier Issue will cease after:

D E C E M B E R 1 5, 1 9 9 2

which is a week or two earlier than I had planned on. All distributions (free or otherwise) will cease between December 15, 1992 and January 30, 1993 while the Staff is occupied with issue #2 & the first AC Disk.

Inquiries received during that period will be delayed until February.
At that time delayed inquiries will be sent only a subscription form as a response.

Remaining copies of the Premier Issue (if any) will be listed in issue #2 as Back Order Sales (price to be announced).

A few statistics:

Total copies of AC distributed to date: ca. 1500
Copies distributed at the WAACE Fest : ca. 280
Copies distributed in the mass mailing: ca. 770

Copies I've mailed out myself : ca. 450

Copies returned for bad addresses : ca. 15 (1% of total)

Total paid subscriptions so far : ca. 200
% of paid subscribers taking the disk : ca. 70%

- BEN POEHLAND
Managing Editor
Circulation Editor
ATARI CLASSICS Magazine

****

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4544. Re: sparta patch/ bbs

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 17:37:20 UTC
From: bbs@neb
Message-ID: <1992Dec7.173720.14447@neb>
Source record: 108640

I'm aware of three hacked versions of SpartaDos. They are: X32c.dos --
supposedly edited by Stephen J. Carden for BBS Express Pro! users, in
order to avoid hard drive problems; X32p.dos -- created by Will Wiggins
to incorporate MS DOS commands in place of the SpartaDos commands (CD
instead of CWD, MD instead of CREDIR, etc..) and X32z.dos by Bob Puff
for his Multiplexor device.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4545. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 18:17:30 UTC
From: bbs@neb
Message-ID: <1992Dec7.181730.14846@neb>
Source record: 108641

I have run up against a dead end on this 850 problem. Has ANYONE ever
successfully used the 850 parallel port without modifying their printer
or loading up some sort of P: handler first???

I've tried multiple 850 interfaces, so its not a hardware problem. My
printer with its current dip switch settings prints out just fine with
my Supra printer interface & MIO, but when I try to print to it via the
Parallel port on the 850, I get no CR/LF combo. How disgruntling!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4546. Freenet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 18:20:12 UTC
From: bbs@neb
Message-ID: <1992Dec7.182012.14929@neb>
Source record: 108642

Micheael: I've mailed to you many times, not sure if all those mail attempts bounced, but let me post this to you here:

I've tried calling your FREENET system via the BBS phone number multiple times (at 9600bps). I get a CONNECT 9600, then your system kicks into some kind of HOST mode or something - but doesnt allow me to logon or even provide any kind of logon prompt. After about 45seconds, it hangs up. Is there any other way for me to investigate your system?

I only have mail access on this BBS system (into the Internet), so I am unable to FTP. Can I access the Freenet via mail using SEND, etc..?? If so, let me know.

Fantatical Atari 8 bitter!
Replies to: uplherc.upl.com!neb!bbs!1fa
James King aka Kamaro Kid, SysOp of the Korner BBS 801-969-1938

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4547. Re: From Itay: Re: HH's GToTGalaxy

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 18:41:37 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <71165@cup.portal.com>
Source record: 108643

I'd like a copy of the HHGuide solution too!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4548. Re: AC FREE ISSUE ENDS DECEMBER 15

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 18:49:05 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <71167@cup.portal.com>
Source record: 108644

Jeff posts on Ben's behalf that the free issue of AC won't be available after 15-DEC. Aargh -- I haven't received mine yet! Ben, if you're reading this, I have been hoping to hear from you after recently telling Jeff that the problem MIGHT be that I MOVED in May 1992, and don't know whether I gave you guys the NEW address or the OLD one. I gave Jeff the new one and asked him to look in the AC mailing database to see which address you guys had, but he responded that his disk was down and that he was forwarding the issue to YOU. I haven't heard anything, and don't know if it's due to problems on your end, at Berkeley, or where; I'm raring to read and subscribe to AC (I will get to see a friend's copy at Christmas if not before, but I WANT MY OWN COPY, DAMMIT), but won't do the latter until I do the former at least once! Please contact me by any of the following mechanisms:

e-mail: Chris_F_Chiesa@cup.portal.com , xetwnk@shell.portal.com
phone: (716) 482-9573 after 5PM M-F, anytime weekends; Eastern Time
snailmail: 223 Harwick Road / Rochester, NY 14609

(That latter is ALSO the address to which my premier issue of AC _should_ be sent, if it wasn't already. If it was, well, the damn thing STILL hasn't gotten here and somebody needs to know about that.)

Thanks in advance,

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4549. Wanted: Old Atari Programs

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 19:29:58 UTC
From: alj@bilver.uucp
Message-ID: <1992Dec7.192958.29649@bilver.uucp>
Source record: 108645

What follows is a list o' programs that I would really love to have. Most of the magazine selections were ones I laboriously typed-in years ago and which eventually rotted on the 5 1/4" disks. If anyone has or knows where I can obtain these titles, please let me know. My phone number is (407) 273-2297 if that's easier than reaching me electronically - ask for Arthur. Thanks!

```
**************************************************************************
A.N.A.L.O.G. Sneak Attack, Super Pong, Deathzone, Krazy Katerpillars
------------
Compute! Tag, Laser Barrage, Laser Gunner II, UXB, Juggler, Air Defense,
-------- Chutes, Starshot, Astrostorm, The Hawkmen o' Dindrin, Bee Trap,
Goblin, Chopperoids, Colorbot, Lightsaver, Canyon Runner,
Paratrooper, Rescue o' Blondell, Acrobat, Space Dodger, Laser
Beam, Balloon Crazy, High Rise, Switchbox, Tightrope,
Prisonball, Biker Dave
Commercial Attank!, Racer, Dandy Dungeon, Archon ][, Aztec, Run for the
---------- Money, Marauder, Chopper Rescue, Floyd o' the Jungle, Pinhead,
Zeppelin, Zombies, Gateway to Apshai, Satan's Hollow, Quest for
Power (also known as King Arthur's Heir), Forgotten Island,
Clonus ][, Encounter!, Buried Bucks, Temple o' Apshai Trilogy,
Agent USA, Ant Eater, The Nightmare
--
**************************************************************************
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
* GEnie: A.JOHNSONJR ...no other electronic addresses - wah!... :) *
**************************************************************************
```

4550. Re: MULE won't work on my XL.

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 20:07:35 UTC
From: richards@bugs.orl.mmc.com
Message-ID: <1992Dec7.200735.27159@iplmail.orl.mmc.com>
Source record: 108646

Mule has worked fine on my 800XL system. I don't think that the software problem has to do with the fact that the XL's have only 2 ports, as the program would be reading from the ports, not writing to them. Writing to the portB register is how the banked memory is switched, and I don't think that the game would have any reason to write to that memory address.

4551. Re: FTP/USENET POLL UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 21:59:25 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92342.165925AKH104@psuvm.psu.edu>
Source record: 108647

I wished to compile a list of all the users who read this news feed
and also if they are reading the feed over the USENET or are having it mailed
and if they have FTP access to the atari achives.
Andrew

Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4552. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 22:14:29 UTC
From: jjmcwill@next3
Message-ID: <1992Dec7.221429.733@mtu.edu>
Source record: 108648

In article <1992Dec6.014928.6016@neb> bbs@neb (BBS System 801-572-4969) writes:
> Unfortunately, the documentation to Gr8todd3 is extremely vague. I
> printed it out and have now read it at least 25 times. I still havent a
> clue as to WHAT characters get inserted into my document in order to
> print out a PS icon or Gr8 pic..

Hmm, well David Richardson, the DD3 guru, is now a columnist for Atari Classics magazine, so perhaps by contacting him c/o Atari Classics will provide some answers. I'd like to help you, but didn't keep a copy of GR8todd3 when I sold my DD3 package. Even if I did, it would be on 720K disk, and that is down right now.

> Posted by BBS User: James King
> Mail Path: uplherc.upl.com!neb!bbs!1fa
> --
> Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4553. Re: AC FREE ISSUE ENDS DECEMBER 15

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 22:24:19 UTC
From: jjmcwill@next3
Message-ID: <1992Dec7.222419.954@mtu.edu>
Source record: 108649

The message was passed along to Ben approximately 24 hours after
I received it.

Ben is having a horrible time trying to get mail through to several places,
including Compuserve, C.S.A.8. and elsewhere, because the people where Ben
works recently upgrade the operating system on their mainframe.

I'm dismayed at the number of people who still haven't received the
first issue, it was mailed out quite a long time ago. Third class
must be horrid in some states.

Ben has been continually mailing out magazines... perhaps he's mailed you
a new one but just hasn't responded to you yet. Considering that even
getting to me the magazine took several weeks, and I was one of the first
to receive it, it may be another week, maybe two before you see it.

Ben is currently busy up to his ears with the magazine, acting as Managing
editor, circulation editor, liason between the Atari Classics staff and
Unicorn Publishing; all in addition to holding a demanding, full time
job. He's also gotta feed and clothe himself. I assure you, if there is
a problem with mailing, it wasn't deliberate, and Ben's doing everything
he can to try to make everybody happy.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4554. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-07 23:04:36 UTC
From: winston@merk.com
Message-ID: <1992Dec7.230436.5429@merk.com>
Source record: 108650

I use my ATARI 850 all of the time with my EPSON MX-80 F/T (GraF-Trax).
It has a custom printer cable on it (not constructed by myself).
It prints text, micro-painter pictures, RLE graphics, NEWSROOM ClipArt....
It is connected via the parallel port and I have never had a problem using
it. I do not have an MIO in my setup, which includes an ATARI 800XL (stock),
ATARI 850 Interface, ATARI XF551, HAYES 1200 SMARTMODEM Hayestack, and an
EPSON MX-80 F/T hanging off of a 15-pin "D" socket labelled "Parallel
Interface" on the ATARI 850.

4555. 800XL as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 01:01:04 UTC
From: cehagen@papaya.ucs.indiana.edu
Message-ID: <1992Dec7.200113.6637@news.cs.indiana.edu>
Source record: 108651

Ok....

I have an 800XL with a 1050 drive....

What do I need to make it a vt100 terminal with a halfway fast modem?

And how do I ghet ahold of MYDOS if I can't use a IBM to write the disk
unless I already have MYDOS?

Any suggestions? Also, I'll be using a regular TV screen (although a good
one). Will 80 columns show up well?

-chris
--
* Chris Hagen "<risco" *MAIL ME ANYTIME!* cehagen@ucs.indiana.edu *
* 409 E. 16th St. The love you take is equal to the love you make *
* Bloomington, IN 47408 (812) 334-3098 *

4556. WANTED-Crystal Castles cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 02:47:32 UTC
From: whoffman@glcds.Jpl.Nasa.Gov
Message-ID: <1992Dec8.024732.7896@cd14>
Source record: 108652

I am looking for Crystal Castles for the XL systems.
I have the following cartridges to trade:

Desert Falcon
Ace of Aces
Food Fight
Donkey Kong

These are all in great condition including documentation
and box.

Walt Hoffman
Jet Propulsion Laboratory, Pasadena, California
818-393-0634 work Mail replies to whoffman@ganymede.jpl.nasa.gov

4557. Re: From Itay: Re: HH's GToTGalaxy

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 03:44:04 UTC
From: marsham@pell4l15.alleg.edu
Message-ID: <1992Dec8.034404.14650@pellns.alleg.edu>
Source record: 108653

Consider this a request for that solution! Maybe if enough people ask you could post it???

marsham@alleg.edu

4558. spartados patch/scrambled directories

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 14:06:00 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <723871732.F00002@tdkt.kksys.com>
Source record: 108687

I also have been using SpartaDOS for 7 years, and have never had a disk directory scramble because of SpartaDOS.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4559. * * Wanted Dandy and Mule * *

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 14:09:34 UTC
From: Raul Romero <ROMBH@CUNYVM.BITNET>
Message-ID: <92343.090934ROMBH@CUNYVM.BITNET>
Source record: 108666

Hello Every Body

I really want a copy of Dandy, Mule and Zambies. I will pay you $30.00
for all 3 or 10.00 each. I do not need any manuals or boxes. If you want more
I will need manuals and boxes. I will need these games on disk. I will even
supply the disk if you need them.

Raul

P.S. Can somebody please name all the disk drive that came out for the
atari 8bit computer?

4560. HHG solution

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 14:41:10 UTC
From: jacobsen@itexjct.jct.ac.il
Message-ID: <2471@itexjct.jct.ac.il>
Source record: 108657

Here it is:

GameSig Archives Page GSA-1752

The Hitchhiker's Guide to The Galaxy

Ok everyone, hang on to your seats (and your towels!); this is probably going to be the wildest adventure game you'll ever play...unless Infocom comes out with a sequel, which they just might do!

Before we get started, a few words of advice. This is not the only way of getting through the game. Many of the problems and situations (such as the whale's belly) have more than one solution. So, you might want to save the game from time to time, and experiment a little, to see if you can find other ways of doing things (actually, it's wise to save the game anyway, in case you make a mistake).

Also, consult the Guide frequently during play; you will gain some useful insights to some of the objects you come across, and even some helpful information (sometimes). And remember, no matter how bad things may look: DON'T PANIC!

Here you are, mild-mannered Arthur Dent, about to start the worst day of your life, although you don't know that...yet! Actually, the day is already getting off to a bad start, since you've just woken up in the dark, with a really bad headache (and it's all downhill from here).

The first thing you need to do is stand up and turn on the light. That's a little better, anyway! Or maybe not, since you're having a hard time getting coordinated. Grab the dressing gown and put it on, then look in the pocket. Ah, an analgesic! Take that, then get the screwdriver and the toothbrush, and head South to the porch (did you hear a tree fall? Rather omnious, isn't it?).

Here you find something no modern home should be without: junk mail. Take the mail, and go on outside. Uh-oh! There's a very big bulldozer on its way to level your home, and there's Prosser standing by, watching it all. Are you going to take this lying down?

You bet you are! That's the only way to stop it: lie down in front of the bulldozer. No matter how close the thing gets, don't panic; it won't run you over (of course, in a short time, it really won't matter what happens to the house, but you don't know that yet). Just wait awhile until Ford Prefect shows up (read the junk mail while you wait).

Ford seems a trifle preoccupied with the sky, but he is aware enough of you to try and give you back your towel. Don't take it, or he'll leave and you will be a lot worse off than you ever imagined (can things be worse than this? They

sure can!).

Instead of taking the towel, ask Ford about your home. He will eventually come to his senses, and realize what is going on. When that happens, he will be able to persuade Prosser to take your place in front of the bulldozer while the two of you head off to the pub to hoist a few.

As soon as Prosser takes your place, go South and West to the pub. Buy a cheese (?) sandwich while you wait for him to arrive (when you read the description, you'll understand about the "?"). When Ford gets there, he'll buy you a few beers. Drink only three of them.

Around about the time you've finished the third one, there will be a loud crash. In fact, it's the sound of your home being demolished by the bulldozer (that will teach you to trust anyone who wears a digital watch!). Don't take that sitting down, leave the pub and return to where your house used to be. Along the way, you'll see a starving dog.

While you may wonder if anything could eat that sandwich and survive, give it to the dog, who will (amazingly!) enjoy it immensely, ignoring a microscopic space fleet that whizzes past (remember that fleet). Then continue on to the ruins of your home (Ford will be right behind you).

And just about now, to put a perfect ending to a perfect day (which has just barely begun), the Vogon construction ships appear, to demolish the Earth to make way for a new Hyper-space Bypass (hmmm, maybe Ford wasn't kidding when he said he was from another planet, or that Earth would be destroyed in a short time).

Still, don't panic...wait until Ford drops the Sub-etha signalling device. There won't be much time after that, so pick up the device, push the green button (if you dropped the Aunt's thing, have no fear: it will turn up again later), and you will be in....the dark.

Get used to that, you'll be spending a lot of time there before this adventure is over. Notice that, at first, you can't do much. All your five senses seem to be out of order. However, if you wait, and read the descriptions very carefully, you will see that eventually, it mentions only 4 of your senses. The one that's missing is the one you can use. Keep this in mind, it will come in handy later.

Right now, your nose seems to be working again, so smell. Sniff, sniff. Ugh! Whatever it is, it sure is strong! You are also now dimly aware of a shadow, so look at it. Well, well, it turns out to be Ford Prefect! And, looking around, you find yourself in the hold of a Vogon ship. Certainly better than being on Earth (or where Earth used to be).

There's a glass case with an Atomic Vector Plotter inside, but don't bother with it yet. You have something else to do first, namely, obtain a Babel Fish. That shouldn't be hard, right? All you need to do is push the button on the dispensing machine, and you'll have one, right? Heheheheheehe!

Those Babel Fish are pretty slippery characters (but, you may have found that out already for yourself!). And the cleaning robots are certainly no help; they seem to have only one mission in life: grabbing your Fish away from you. Well, we really can't let that happen!

So, first thing to do is remove your gown and hang it on the hook. Now, wait for Ford to curl up, then get the towel and the satchel. Put the towel over the drain, and the satchel in front of the robot panel. Now comes the part that drives most people crazy: they don't know how to stop the upper-half-of-the-room cleaning robot. But, it's so simple: just put the junk mail on top of the satchel.

Now you can push the button! Then step back and watch the Rube Goldberg shenanigans, which end with the Babel Fish stuck solidly in your ear (squish!). Bet you never thought outer space would be like this! However, now that you have the Fish, you'll be able to understand anyone who talks to you.

By the way, somewhere along the line, you will get a message that one of the phrases you've used was instrumental in starting a war that wiped out most of a small galaxy. There is nothing you can do about this; no matter how you try, it will come to pass.

Rather unfortunate, isn't it? Even more unfortunate, sooner or later, the survivors will figure out how that happened, and they will be looking for revenge....but more about that charming prospect later.

Right now, press the switch on the case. This will tell you what the code word is that will open the case so you can snatch the plotter. Make careful note of what word is required; it is chosen randomly each time. Too bad you have to listen to some pretty rotten poetry to get the word.

Speaking of poetry, in a short while, you and Ford will be hustled into the Captain's quarters, and strapped into Poetry Appreciation Chairs (worser things could happen, but right now, you probably can't think of any). After the Vogon Captain has tortured you with the first verse, grit your teeth and enjoy the poetry. He will then, to your dismay, read you the next verse.

While you could easily live without hearing it, in this case, you do need to listen so you know the word to type in. Fortunately, after the second verse, you don't have to enjoy the poetry. Unfortunately, since you survived both verses, the Captain is going to have you and Ford shoved out the airlock (you have now found something worse than appreciating Vogon poetry).

While Ford tries to talk the guard out of spacing the two of you, type in the word from the poem. You must put quotes around the word, or it won't go through. Then get the plotter when the case opens. Now just wait awhile, and you and Ford will soon be in the airlock, with very little time left.

In fact, time has just run out, and there you are in the depths of space. Lucky for you, the Guide explained how to survive all of 30 seconds out there! Well, perhaps not so lucky, since, considering the vastness of space, it's quite improbable that another ship will come by to pick you up before the 30 seconds run out. So naturally, 29 seconds later, the Heart of Gold (the HOG) comes past and picks you up.

There you are in the dark again. Wait and watch the display, until it no longer says you can't hear. Then listen, and you will hear the sound of the star drive. Now it gets cute: the program will lie to you, and say there is an exit to port. Don't you believe it! Go Aft instead, and you will be in Entry Bay 2. You can ignore the brochure, if you like.

Go Aft again, and you're in the Fore End of the corridor. Here, Ford will find you you, and take you up to the bridge, where you meet Zaphod and Trillian. Actually, you've seen them both before, at a party you attended a short time ago. While you listen to the chatter between Zaphod and Ford, you can begin to drop some items here.

You can drop the plotter, screwdriver, gown, and signalling device. By this time, everyone else has gone to the sauna, leaving you alone on the Bridge with Eddie, the shipboard computer. Don't mind Eddie, he's a little over-protective, but he's a good sort at heart. In fact, you can pretty much ignore him, as well as Marvin the Paranoid Robot, although Marvin will be important much later on (depressing as that may sound).

Ok, time to prepare for some pretty weird happenings! First you'll need the spare improbability drive. So, go down, then Aft. Keep going Aft. The program will tell you that the Engine Room is dangerous. It LIES! Don't listen to it, just keep going Aft. Eventually, you'll get there.

Of course, as soon as you're there, you'll want to look around. The program will tell you there is nothing to see. That, too, is a lie! Keep looking, and you'll find that there are some things to see here, especially the spare drive. Don't worry about the tools for now; you can leave them where they are.

Once you have the drive, go back to the Fore End corridor, then head Port where you'll find the Nutrimat (try consulting the Guide about the Nutrimat). Touch the pad, and you will be provided with a delicious (?) cup of advanced tea substitute. Fortunately, you don't have to drink it. Take the cup (ignore the carton, it's useless) and return to the bridge.

Drop the cup and the drive. Now, plug the small plug in to the small receptacle, and put the plotter's dangly bit into the tea substitute. Ok, you are about to have some pretty strange experiences, but before you throw the switch, some words of advice and caution.

There are five scenarios (all rather short, but all of them important), that have to be completed. They come up in random order, so each one has its own little section of the walkthru. The lead-in to each of them is that familiar dark area, where you have to wait until one of your senses is working again. You will be in the dark area again when the scenario ends (and you will have to listen for the drive sound), which will then bring you back to the HOG.

Also, be aware there are times that you may briefly go back to one of the scenarios you have already completed. You just sort of bounce in and out of those, but you do have to spend time waiting in the dark. I couldn't find a way around this, so you'll just have to live with it. Finally, it's a good idea to save the game after you complete each scenario, just in case. With that said, it's time, so push the switch!

The Bugblatter Beast

When you come out of the dark,
you find yourself in the Lair of
the dreaded Bugblatter Beast.
There are, perhaps, better
places you could wish yourself
to be in, considering that,
among its many charms, the
Bugblatter has those tungsten-carbide vast-pain claws (perhaps he was a dentist in a previous life).

However, you are here for a purpose, so you'll just have to do something about the Beast. Consulting the Guide tells you that Bugblatters are incredibly stupid, which is certainly the case. In the meantime, the Beast is bearing down on you, demanding your name. Don't be shy, introduce yourself, then run like heck East out of the Lair.

Pick up one of the sharp stones, and then cover your head with the towel. Old Buggy is so dumb, he thinks that, since you can't see him, he can't see you. But, this won't last for very long, so you have to fool him, and quickly. Lucky for you, this isn't hard.

Carve your name on the Bugblatter's memorial. When he sees the name there, he will think he's already eaten you, which is why he can't see you (dumb may be an understatement here). The Beast will then curl up for a nap, leaving you free (after removing the towel!) to re-enter the Lair and then go SouthWest.

Here you will find the skeleton of some poor soul clutching a Nutrimat Computer Interface Card. Take the card, and just wait around for awhile. You will be mistakenly captured as a Bugblatter Beast (talk about insults!), but you will eventually be freed, and have some other adventures along the way, before you find yourself back in the dark again.

When you get back to the HOG, you can drop the asteroid paint chipper and the interface card in the Fore End before going up to the Bridge (you'll need the interface later, but there's no need to drag it around with you now). Once on the Bridge, push the switch again, and you'll be back in the dark.

Trillian

The dark ends with something liquidy to the touch. In fact, you find your fingers bathing in a glass of wine. Coming to your senses, you realize that you are now Trillian, and you are at the party where you (she?) met both Arthur and a mysterious man named Phil.

Take a good look at Arthur, and you will see he has a huge ball of fluff on his jacket. Just what you want, but your hands are full. Drop the plate you're holding, and get the fluff. Open your handbag and put the fluff in it, then get the plate again (otherwise, the pushy hostess won't leave you alone).

Now, all you need to do is wait, trying not to be bored to tears by Arthur's feeble attempts at conversation. Give Phil a look, and shortly he will come over, and take you out to his scooter. As you blast off, everything once again

becomes.....dark.

Ford

Now you find yourself standing in a country lane, holding a satchel. The place looks familiar. In fact, it's the lane outside Arthur's home, and this time you seem to be Ford Prefect.

Those Vogons will be arriving soon, so there's not much time. Open the satchel, and take the satchel fluff, the towel, and the sub-etha signalling device. Go North, and there you will see Arthur lying in front of the bulldozer.

With a certain feeling of deja vu, you offer him the towel. However, instead of taking it, he asks you about his home. You suddenly realize what is going on (not that it really matters, considering what will shortly happen!). In a moment of magnanimity (or possibly madness), you decide to take Arthur hitchhiking with you.

But first, you have to deal with Prosser. Go over to him, and ask him to lie down in front of the bulldozer. He'll make a little fuss, but you'll manage to persuade him. Now, you and Arthur can hurry over to the pub, and drink some beer (remember to buy peanuts).

Sit there, drinking your beer (no more than three!), meditating on why Arthur is taking the imminent demise of the world so calmly, until the house falls and Arthur goes tearing out.

Follow him to the ruins of his home. Drop the satchel, and put the satchel fluff on top of it. Now wait. The Vogon ships will appear, the winds will pick up, and you'll start fumbling with the device.

Oops! You just dropped it! Fortunately, it rolls over by Arthur, who picks it up and looks at it. Also fortunately, Arthur manages to push the right button, and everything becomes....dark.

Zaphod

You come out of the dark to find that you're now Zaphod Beeblebrox, the Presi dent of the Universe. In fact, you're on your way to steal the Heart of Gold (with a little help from Trillian).

As your speedboat zooms towards its destination, search the seat carefully and you will find seat fluff and a key. The key opens the toolbox, but you don't need to do that now. Just make sure you take the box; you might be needing it later.

Now, if you continue on your present course, you'll never make it between the cliffs and the spire (or maybe you know that already). The trick is to make the auto-pilot do the hard work, so steer the boat towards the rocky spire.

The spire gets closer...closer....closer....and then, at last! the auotpilot wakes up, just in time, and steers you to safety! Whew, that was a close one. Ok, now you can stand up and go North to the Dais, where the dedication

ceremonies will be held.

Wait around, enjoying the cheers of the crowd (read the banner if you like), until Trillian appears. She will jump out of the crowd, and hold a gun to one of your heads. The guards are a little hesitant about what to do, so now's your chance: tell them not to shoot.

After a few moments, they will drop their rifles into a pile..just what you've been waiting for. Tell Trillian to shoot the rifles. As the weapons disappear, you and Trillian make a break for the HOG! You made it!! But...everything seems to be getting....dark.

The War Room

Ah ha, fooled ya! I bet when you heard the sound of the star drive, you thought you were back on the HOG. But, surprise! you're in the War Room of a mighty war fleet approaching Earth (at least you're yourself this time!).

Hmmmm, looking around, you see an ultra-plasmic awl. Pick that up, since it might come in handy later. Now, take a good look at the aliens. They are Vl'hurg and G'guvunt. Sound familiar? Ring any bells? Remember that small galaxy you pretty much wiped out with your careless words?

Well, they finally figured out what happened, and now they are on their way to Earth to take revenge! (Uh oh) You can't really stop them, so just wait around and hope for the best.

The fleet gets closer and closer, and then arrives. Amazingly, the first thing they see is....a huge dog happily munching a cheese (?) sandwich! The sight of this giant monster, contentedly eating, softens the hearts of the Vl'hurgs and G'guvunts.

With a new mission in life, they turn around and go home. Along the way, they transport you back to the HOG. Unfortunately, since the aliens are microscopic, so are you.....and you end up materializing inside your own head!

But wait....maybe there is a madness in this method, after all (or is that the other way around?). Move along the mazy of synapses (any direction will do, they're all alike), until you come to the particle.

Look at the particle, and you will see it's your common sense. If there's one thing you surely don't need in THIS adventure, it's common sense, so take the particle. Whoops! Everythig just went.....dark.

Ok, now you should have collected the four fluffs, the ultra-plasmic awl, the paint chipper, the nutrimat computer interface, and the tool box. After you have done the last scenario (whichever one that is), don't go back to the Bridge. Pick up the interface, and go to the Nutrimat. It's tea time!

Open the panel on the Nutrimat, remove the circuit board, and replace it with the interface. Now, touch the pad. With a clearer idea of just what it is you want, the Nutrimat begins to have some problems. Its own limited circuitry can't handle it (well, it's just a dumb machine, after all), so it ties into the main shipboard computer.

Don't spend time here watching the Nutrimat go through its gyrations. Head for the bridge, and plug the large plug into the large receptacle. The moment is almost here: the HOG has arrived at the legendary lost planet of Magrathea, and the natives aren't friendly.

In fact, they are sending up a bunch of missiles to vaporize the HOG (hmmm, they really AREN'T friendly!). Now, push the switch on the spare drive. Wow! Talk about improbabilities! The missiles have turned into a giant sperm whale!

After accepting the congratulations of Ford, Zaphod, and Trillian (who conveniently disappear into the sauna again), return to the Nutrimat, where you will find, at last, a cup of REAL tea. Get the cup (you will drop the No Tea), but don't drink it!! Bring it to the Bridge.

Drop the real tea (you will automatically pick up the No Tea). Remove the dangly bit from the tea substitute, and put it in the real tea. You have one more little trip to make. First, however, drop everything you are carrying except the Babel Fish and the Aunt's Thing (yes, you have it again, you just can't get rid of it).

Push the switch on the Drive. After a short stay in the dark, you will find yourself in the whale's tummy (it may, however, take more than try to get here, but you will make it eventually). There's a flowerpot here! Get the pot, and put it in the Aunt's Thing. Now, wait around (you really don't have a choice), and soon you will be in the dark again.

Ah, back on the HOG at last. If you take inventory, you'll notice you don't have the Aunt's Thing. Don't panic! It will, as always, turn up. In the meantime, go around picking up the various fluffs. The Zaphod fluff, along with the tool box, will be by the hatch. Trillian's, of course, is in her handbag, and Ford's is on the satchel, and the last one is in the pocket of your gown (unless you took it out earlier and dropped it somewhere).

The Aunt's Thing has reappeared by now, so go up to the Bridge. Take the flowerpot, plant all four fluffs, drop the pot, and wait awhile. When you see a tiny sprout has formed, take the pot into the sauna. When you emerge, a changed man, you will also have a changed plant.

However, there is another problem! The HOG has landed on Magrathea, but Eddie, overprotective as usual, has jammed the hatch shut. And, he's not going to open it, no matter how long it takes him to check for dangers on the planet (which will be quite a few years).

You are almost ready! First, eat the fruit from the plant (mmm, tasty!). You have a vision, and pay close attention to it: the vision shows you what tool Marvin will need to open the hatch. This varies from game to game, and there is no way to know which one it is until you eat the fruit. That is also why you have to collect all those tools. Get the tool that you saw in the vision. If it happens to be one you haven't seen yet, then you'll find it in Marvin's pantry.

The trick now is to find Marvin, and he's in his pantry, behind the screening door. First, get the real tea. You automatically drop the No Tea. But, you don't have your common sense anymore, so....pick up the No Tea! Now, you have both Tea and No Tea at the same time!!

Go to the Screening Door. Open it. The Door, impressed by your being able to have both Tea and No Tea will let you through! However, WAIT!!! Don't go through the door yet! If you set foot in the pantry, you will be overwhelmed by depression! So, that magic moment has arrived, the moment you've been waiting for ever since you left Earth: drink the real tea!! (Ahhhhhh, good to the last drop!)

All right! Now you can go into the Pantry (yay)! Marvin will be there, sulking as usual. Tell him to fix the hatch. Marvin will grumble, but he will agree to it, and tell you to meet him at the Hatch Access Space, with the proper tool, in twelve moves.

As you already have the tool (thanks to the fruit), you can go directly to the Access space (drop everything but the tool and the Fish), and wait for Marvin. When he arrives and asks for the tool, give it to him. Marvin will fiddle briefly, and the hatch will slide open.

Go out to the Hatch, and then down the Hatch. Wow! You have now set foot on the legendary lost planet of Magrathea, and.....

And what comes next, will have to wait for the sequel (and let's hope it isn't too long a wait!!!)!
2.3

4561. Re: Newest software

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 14:50:59 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1992Dec8.145059.9979@cs.tu-berlin.de>
Source record: 108658

phbill@cyberden.uucp writes:

>> Oblitroid - haven't I heard of this on, say, the Amiga and C=64???
I own this one but can't remember it right now. I will look.

>> Ashido - sounds Karate/Ninja-ish, if you ask me
Name souns familiar. But I'm not sure aat all. Maybe it's like TAIPEI XL.

>> Taipei - ???
It's name is TAIPEI XL and it's a kind of card game. It's real fun and like
a drug. You never get enough of it and you never ever be fast enough in it's
fastest level. GO AND GET IT...

With Greetings from good ol' Germany !
--==rossi==--
rossi@cs.tu-berlin.de

4562. Re: Freenet

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:16:10 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1g2e7qINN3am@usenet.INS.CWRU.Edu>
Source record: 108659

In a previous article, bbs@neb (BBS System 801-572-4969) says:

>Micheael: I've mailed to you many times, not sure if all those mail
>attempts bounced, but let me post this to you here:

I have not received any mail from you about Free-Net access..

>I've tried calling your FREENET system via the BBS phone number multiple
>times (at 9600bps). I get a CONNECT 9600, then your system kicks into
>some kind of HOST mode or something - but doesnt allow me to logon or
>even provide any kind of logon prompt. After about 45seconds, it hangs
>up. Is there any other way for me to investigate your system?

I have two ideas. One, try reverting to something slower, like 2400 bps.
I'm not sure the Free-Net modems go any faster than that. Secondly, I know
they were having trouble with the dial-in lines recently, and the problem
they described sounded similar to what you describe, so you may simply need
to try again.

>I only have mail access on this BBS system (into the Internet), so I am
>unable to FTP. Can I access the Freenet via mail using SEND, etc..?? If
>so, let me know.

The Cleveland Free-Net is accessible over the Internet by TELNET, which is
not FTP and is not mail. It doesn't sound like you have TELNET access.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4563. FTP/USENET Atari-8 Poll

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:22:09 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <92343.102209AKH104@psuvm.psu.edu>
Source record: 108667

AS OF 10:23AM EST Tuesday, December 8, 1992.
Okay...here is the list so far...those of you who did not respond please
EMAIL me as soon as possible.

Please forgive spelling and or address errors...
FTP/USENET
Barcalow, Jeffrey C. jcb55284@uxa.csu.uiuc.edu Y/Y
Begley, Michael spam@iastate.edu "
Borgerson, Jan M. womba@cart.ncsu.edu "
Cable, Dan dcable@nyx.cs.du.edu "
Cantrera, Olive muocj@uxa.ecn.bgu.edu "
Chase, Kevin chase@physics.rutgers.com "
Chiesa, Chris F. chris_f_chiesa@cup.portal.com "
Collins, Ryan rlcollins@miavx1.acs.muohio.edu "
Cortese, Rick M. Rick_M_Cortese@cup.portal.com N/Y
Current, Michael aa700@cleveland.freenet.edu Y/Y
DiMasi, Nicholas J. nickd@vpnet.chi.il.us N/Y
Greenfield, Todd tgreen@iastate.edu Y/Y
Heller, Andrew K. aa790@cleveland.freenet.edu "
Joshi, Vivek K. vkjoshi@cs.vu.nl "
Lundholm, Fredrik d1dol@dtek.chalmers.se "
Patton, Sam pattons@beethoven.cs.colostate.edu "
Potter, Jeff potter@sunny.dab.ge.com N/Y
Sabatino, Joe ap105@cleveland.freenet.edu Y/Y
Sara, Roberto M. rmsara@cscihp.ecst.csuchico.edu "
Seipel, Frank fseipel@magnus.acs.ohio-state.edu "

Thanks....

Andrew

--
Andrew K. Heller, Cleveland Free-Net 8-bit Atari Programming SIGOp
Penn-State Univeristy, State College, PA, USA
Internet: aa790@Cleveland.Frenet.edu/ Cleveland Free-Net: aa790

4564. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:28:58 UTC
From: chase@electron.rutgers.edu
Message-ID: <Dec.8.10.28.57.1992.17504@electron.rutgers.edu>
Source record: 108660

It's been awhile since I last posted this, so here it is again.
If anyone has any corrections, additions or other comments, please leave me some email. I'm especially interested in Activision serial numbers.

I'm also interested in creating a list of all disk based games that have been published for the Atari computers. I already have a list of several hundred titles, but I am looking for volunteers to help in filling it in some more. Leave me email and I'll mail you the current list.

Current number of carts: 318

Manufacturer	Serial no	Year	Title
Activision	CZ-002-04	1983	Kaboom!
Activision	CZ-003-04		Mega Mania
Activision	CA-012-04		Space Shuttle
Activision			Beamrider
Activision			Decathalon
Activision			H.E.R.O.
Activision			Pitfall
Activision			River Raid
Activision			Zone Ranger
Activision		1984	Keystone Kapers
Activision		1984	Pitfall II
Activision		1984	Zenji (a maze type game)
Activision			Designer's Pencil, The
Activision			Dreadnought Factor, The
Activision			Pastfinder
AdventIntl			Rally Speedway
Atari	CXL4001	1979	Educational System Master Cartridge
Atari	CXL4002	1979	BASIC Computing Language (version A and C)
Atari	CXL4003	1979	Assembler Editor Computing Language
Atari	CXL4004	1979	Basketball
Atari	CXL4005	?1979	Video Easel
Atari	CXL4006	1979	Super Breakout
Atari	CXL4007	1979	Music Composer
Atari	CXL4008	1981	Space Invaders
Atari	CXL4009	1979	Computer Chess
Atari	CXL4010	?1979	3-D Tic-Tac-Toe
Atari	CXL4011	1979	Star Raiders
Atari	CXL4012	1981	Missile Command
Atari	CXL4013	1981	Asteroids
Atari	CXL4014		Mailing List
Atari	CXL4015	1980	Telelink I
Atari	CXL4016		Telelink II

Atari CXL4018 Pilot Computing Language
Atari CXL4019 Store Demo
Atari CXL4020 1982 Centipede
Atari CXL4022 1982 Pac Man
Atari CXL4024 1982 Galaxian
Atari CXL4025 1982 Defender
Atari CXL4027 1982 Qix
Atari RX8021 1982 Caverns of Mars (by APX)
Atari RX8026 1983 Dig Dug
Atari RX8028 ?1983 Soccer (very rare???)
Atari RX8029 1983 Real Sports Football
Atari RX8030 ?1983 E.T. Phone Home
Atari RX8031 1983 Donkey Kong
Atari RX8032 1983 LOGO Computing Language
Atari RX8033 1983 Robotron:2084
Atari RX8034 1983 Pole Position
Atari RX8035 ?1983 Microsoft BASIC II Computing Language (w/ Disk)
Atari RX8036 1982 AtariWriter
Atari RX8037 Star Trux (never released, may exist though)
Atari RX8039 1983 Eastern Front (from APX)
Atari RX8040 1983 Donkey Kong Jr.
Atari RX8042 1983 Tennis
Atari RX8043 1983 Ms. Pac Man
Atari RX8044 1983 Joust
Atari RX8045 Pengo
Atari RX8048 Millipede
Atari RX8049 Jungle Hunt
Atari RX8052 1985 Moon Patrol
Atari RX8053 1983 Atari Artist (packaged with CX77 Touch Tablet)
Atari RX8054 Atari Graphics (packaged with CX75 Light Pen)
Atari RX8057 Typo Attack (from APX)
Atari RX8059 Skywriter (Educational cartridge)
Atari RX8063 Rescue on Fractalus (by Lucasfilm, from Epyx)
Atari RX8064 Ball Blazer (by Lucasfilm, from Epyx)
Atari RX8067 Final Legacy
Atari RX8069 Track and Field
Atari RX8077 Battlezone
Atari RX8078 Star Raiders II
Atari RX8079 1987 Food Fight
Atari RX8080 1985 PLATO Learning Phone
Atari RX8081 Blue Max (by Synapse)
Atari RX8082 1987 Lode Runner (by Broderbund)
Atari RX8083 1987 David's Midnight Magic (by Broderbund)
Atari RX8084 1987 Hardball (by Accolade)
Atari RX8085 Fight Night (by Accolade)
Atari RX8086 Barnyard Blaster (Lightgun game)
Atari RX8087 1987 Bug Hunt (Lightgun game)
Atari RX8088 Crossbow (Lightgun game)
Atari RX8089 Desert Falcon
Atari RX8090 Gato

Atari RX8091 Flight Simulator II (by subLogic)
Atari RX8092 Archon (by ElectArts, (c) 1983)
Atari RX8093 One-on-One Basketball (by ElectArts)
Atari RX8094 Commando
Atari RX8095 Karateka (by Broderbund)
Atari RX8096 Choplifter (by Broderbund)
Atari RX8098 Summer Games (by Epyx)
Atari RX8099 1988 Ace of Aces (by Accolade)
Atari RX8101 Dark Chambers
Atari RX8102 Crystal Castles
Atari RX8103 Mario Brothers
Atari RX8104 Crime Busters (Lightgun game)
Atari RX8108 Necromancer (by Synapse)
Atari RX8109 Airball (Marble Madness style game)
Atari RX8111 Tower Toppler
Atari RX8113 Thunder Fox
Atari RX8114 Into the Eagles Nest (by Pandora Software)
Atari RX8118 ?1989 Xenophobe
Atari RX8120 Super Football
Atari RX8124 MidiMaze
Atari Deflektor
Atari SuperPILOT (never released, but does exist)
Atari AtariLab: Light Module
Atari AtariLab: Temperature Module
Atari Blast 'Em (was included with XEGS ???)
Atari Superman III (???)
Atari Kangaroo (???)
Atari Macro Assembler (???)
Atari CB101931 Super Pac-Man (prototype cartridge)
Atari CA400201 XE Demo Cartridge (four games, prototype)
Beaumont PUP (Primary Utility Pack)
Big Five 1983 Miner 2049er
Big Five Scraper Caper
Big Five Bounty Bob Strikes Back
Broderbund Choplifter!
Broderbund Sea Fox
Broderbund Serpentine
CBSElect 22100 1982 K-razy Shoot-Out
CBSElect 22103 1982 K-razy Antiks
CBSElect K-razy Kritters
CBSElect K-star Patrol
CBSElect Mountain King
CBSElect Boulders & Bombs
CBSElect Astro Grover
CBSElect 75010 1984 Math Mileage
CBSElect Big Bird's Funhouse
CBSElect Big Bird's Special Delivery
CBSElect Ernie's Magic Shapes
CBSElect Webster Word Game
CBSElect Sesame

CBSElect Duck's Ahoy!
CBSElect Movie Musical Madness
CBSElect Timebound
CBSElect Time Trials
CBSElect Co-Co notes
CBSElect S.H. Hide-n-Seek
CBSElect Solar Fox
CBSElect Blue Print
CBSElect Wings
CBSElect Omega Race
CBSElect Domino Man
CBSElect Satan's Hollow
CBSElect Madden's Football
CBSElect Letter-Go-Round (uses keyboard overlay)
Datasoft Letter Wizard
EasternHous KISS (right slot only cart)
EasternHous Monkey Wrench (right slot only cart)
EasternHous 1983 Monkey Wrench II (right slot only cart)
Epyx Jumpman Jr.
Epyx 1983 Gateway to Apshai
Epyx 1983 Pitstop
Epyx Lunar Outpost
Epyx Swat Rescue
Epyx Silicon Warrior
Epyx Fun with Music
Epyx Fun with Art
Epyx Monster Maze
Epyx Alien Garden
Epyx Platter Mania
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
First Star Boulder Dash
First Star Flip and Flop (???)
First Star Bristles (???)
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
GeminiSoft Magic Dump (Screen dump, 800 right cartridge slot)
HES Gridrunner
ICD SpartaDOS X
ICD R-Time 8
Imagic Atlantis
Imagic Demon Attack
InHome Baseball
IDSI 1981 Pool 400

IDSI Speedway Blast
IDSI Survival of the Fittest
Koala AT00315-1 1983 KoalaPainter
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
MPP 1985 Supercharger (BBS software)
OrionMicro Express!
O.S.S. 1984 Mac/65
O.S.S. Basic XL
O.S.S. 1984 Action!
O.S.S. 1985 Basic XE
O.S.S. The Writer's Tool
Pandora Powerstar
ParkerBros PB101689 1983 Frogger
ParkerBros PB101303 Star Wars: Return of the Jedi
ParkerBros 1984 Gyruss
ParkerBros Q*Bert
ParkerBros 1983 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 1984 Star Wars: The Arcade Game
ParkerBros 1984 James Bond
ParkerBros Death Star
ParkerBros Mr. Do's Castle (???)
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Deluxe Invaders
Roklan 1983 Gorf
Roklan 1981 Wizard of Wor
Roklan 1983 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Flapper
Romox Princess and Frog (Frogger clone)
Romox Fortune Hunter ("Berzerk" style adventure)
Romox AntEater
Romox Typo
Romox Sea Chase
Romox Spark Bugs
Romox Starion

Romox Attack at EP-CYG-4 (by BRAM)
Romox Whiz Kid
Scarborough MasterType
Sega Buck Rogers: Planet of Zoom
Sega 004-03 1983 Star Trek
Sega 1983 Congo Bongo
Sega Tac Scan
Sega 1983 Spy Hunter
Sega 1984 Zaxxon
Sega Tapper
Sega Up N Down
Sega Frogger II
Sega Super Zaxxon
SierraOnLin BC Quest for Tires
SierraOnLin Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Maurauder
SierraOnLin Sammy Lightfoot
SierraOnLin Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil (by 20th Century Fox)
Sirius 1982 Fantastic Voyage (by 20th Century Fox)
Sirius 1983 Final Orbit
Sirius Squish'Em
Sirius Capture the Flag
Softmark 1986 ESP Mindlock BBS
SoftToolwor Chessmaster 2000
Spinnaker 1984 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
Spinnaker DLD-AT Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color caves
Synapse File Manager
Synapse 1982 Chicken
Synapse 1982 Claim Jumper
Synapse Drelbs

Synapse Encounter
Synapse Nautilus
Synapse Necromancer
Synapse The Pharaoh's Curse
Synapse 1982 Picnic Paranoia
Synapse 1982 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse Synassembler
Synapse Zeppelin
Tech-Sketch Paint-N-Sketch Level I (lightpen software)
Tech-Sketch Paint-N-Sketch Level II (lightpen software)
TigerVision Springer
TG Software 1983 Droids
TG Software 1983 Nightstrike
Thorn EMI THA12001 1982 Submarine Commander
Thorn EMI THA12002 1982 Jumbo Jet Pilot
Thorn EMI THB12003 1982 Soccer
Thorn EMI THB12004 1982 Kick Back
Thorn EMI THB12005 1983 River Rescue
Thorn EMI THA12010 1983 Computer War
Thorn EMI 1983 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (???)
Thorn EMI 1981 Darts (???)
Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. Aprom XL
Alien Ambush
Bumper Bash
Math Encounter

--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Ballblazer
/ | \ ! Apple][+/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-

4565. Re: FTP/USENET POLL UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:30:16 UTC
From: bbs@neb
Message-ID: <1992Dec8.153016.345@neb>
Source record: 108661

Obviously, I have access to the newsfeed. I'm getting it off a pseudo
BBS here in Utah. I dont have FTP acces unfortunately, but can mail out
to all sites by address. I also have Usenet access on this systm.

James King aka Kamaro Kid
address: uplherc.upl.com!neb!bbs!1fa
*s

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4566. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:31:52 UTC
From: bbs@neb
Message-ID: <1992Dec8.153152.405@neb>
Source record: 108662

Well, thanks for all your help anyway, Jim McWilliams.

Right now, I've just been copying that section of code out of David Richardsons DD3 manual and importing it into my documents to print Gr8,Gr9,PS icons on my documents, lables, etc.

It works for now - but would rather KNOW how to do it myself rather than importing the code each time. hehehe
---
Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4567. Re: AC FREE ISSUE ENDS DECEMBER 15

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:33:32 UTC
From: bbs@neb
Message-ID: <1992Dec8.153332.473@neb>
Source record: 108663

Well, I got my first issue of AC about 2 weeks ago - and just mailed out
$34.00 for my subscription (I'm getting the disk too). I sincerely hope
we get over 600 subscriptions - as I'd like to see it become a MONTHLY
magazine.

$25.00 for six issues is a bit steep, but worth the effort of such a
monumental magazine.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4568. Attention Adam Conover!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:39:53 UTC
From: markjl@acs.bu.edu
Message-ID: <104263@bu.edu>
Source record: 108664

Please FLAG Adam Conover's attention to this message if he doesn't see it himself!

I will be losing this account at the end of the year, but I do wish to keep in touch with your SpartaDOS user group via CompuServe. My account is: 72545,1236. Please Easyplex me soon!

In the meantime, my CIS account is also an Internet address: 72545.1236@CompuServe.com (.us maybe! Note period, not comma on account #)

Thanks!
-mjl

--
|qp| This is a copy of the .signature virus, pass it on.
|db| Internet: 72545.1236@CompuServe.com
[Please note that this account will expire January '93! Use the new one.]

4569. Re: Some Atari 8-bit news wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 15:49:55 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Dec8.154955.4033@aber.ac.uk>
Source record: 108665

Fred and mission shark are NOT Polish. They are British games. The people who claimed to write them have been found to be frauds. The games are not sold anymore as Polish. Dump the demos, they are illegal.

Dean Garraghty. djg0@aber.ac.uk

4570. Re: 800XL as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 17:53:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <71242@cup.portal.com>
Source record: 108668

About another $30 minimum. This assumes you'd settle for 1200 a 1200 baud Atari SX212 modem. It's not a bad modem since it can be used on both 8-bits & standard RS232 systems like the IBM & ST. B&C Computervisions also has a PD VT100 emulator (PPD037) for $3.99. I'm not sure if you have to get the SX-Express package for the modem, they want another $10 for that. You could be talking about $44 total *IF* you don't know someone with an Atari to D/L the software for you. Hmmmm. Looking at the catalogue, they don't mention SX212 compatability for the VT100 emulator & say you have to run "The Fix XL". There's also Omnicom which I've used & liked, but I've always had trouble geting to D/L files properly. Anyway, unless someone jumps up & says "I'll sell you a SX for $10", B&C's #(408)986-9960

4571. genlock?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 18:05:26 UTC
From: roubal@rchland.vnet.ibm.com
Message-ID: <1992Dec08.180526.7477@rchland.ibm.com>
Source record: 108669

Does there exist a genlock device for the 800XL or 400?
I wish to overlay atari graphics over an NTSC signal.

Thanks ahead of time.

4572. Wildmail 2.05

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 20:40:52 UTC
From: Steven.Thompson@f1003.n282.z1.tdkt.kksys.com
Message-ID: <723871732.F00001@tdkt.kksys.com>
Source record: 108688

-> Hello There Steven!
->
-> In a message to Scott Green <12/04/92> Steven Thompson wrote:
->
>
-> Just guessing but I would say that is about 350 msg. Minute.. Now I k
-> WM is fast BUT, Gomail would do it faster.. Your right though, You do
-> need Gomail, You just need a few folks you can sell your story to..
->
-> John
->
actually its about 269 messages a minute..... and I have the logs to
prove it.... others have seen them and they believe it... I have seen
the same toss rates on other 386 systems and it is not at all
unusual... there are some tricks to getting this to happen but you
would not believe me anyway <grin>

Steve

* Origin: The Data Farm Wildcat! 9600 [612]-444-6101 (1:282/1003)

4573. Re: Wanted: Old Atari Programs

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-08 20:42:55 UTC
From: richards@bugs.orl.mmc.com
Message-ID: <1992Dec8.204255.18075@iplmail.orl.mmc.com>
Source record: 108670

Hi Arthur,

I have quite a few of the programs you listed. I live in Orlando now,
so we should be able to get together pretty easily to exchange software. I
will try to call you soon.

Larry R.

4574. Re: genlock?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 00:32:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <71258@cup.portal.com>
Source record: 108671

I'd recomend talking to Bob Wooley via the SLCC @ P.O. Box 1506
San Leandro, CA 94577-0374
He can get you reprints of articles that were printed in their
news letter. I for got how much it cost, but I recall it was only
a couple of $10's.

4575. Re: AC FREE ISSUE ENDS DECEMBER 15

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 01:50:30 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <10292343.6630.6797@kcbbs.gen.nz>
Source record: 108654

Stop your moaning you lot that haven't received your free issue of Atari Classics! We here in New Zealand haven't received ours yet and if (as I suspect) they were posted surface mail I don't expect to get mine until the middle of January .... of course being over Christmas it could take another month after that! AND on top of that we have to pay twice as much as you for our yearly subscription.......woe is us from 'down under' *8-(

4576. Re: Some Atari 8-bit news wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 04:32:56 UTC
From: phbill@cyberden.uucp
Message-ID: <LTZHVB3w165w@cyberden.uucp>
Source record: 108702

Wrong. The demos. aren't illegal. (that I know of!) They're distributed by K.O.Distributers here in California. I talked with the guy (he sent me those games as well as the "APS Picture Show" for EscalPaint (by Mapda in Germany).

Anyways.. the names of the authors on at least these demo screens are definitely NOT English! And the text scroller at the bottom of "Fred" doesn't have the best grammar.

Than again, this could all be fraudulent. I'd contact K.O.Dist. if you seriously doubted the legality of the demos. I don't...

-- |>|> Time flies like an arrow,
Bill Kendrick : |h|>ill@Cyberden.UUCP But fruit flies like a
banana! - Dr.Who

4577. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 04:57:31 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <71288@cup.portal.com>
Source record: 108672

James King (uplherc.upl.com!neb!bbs!1fa) writes:

>[...] Has ANYONE ever
>successfully used the 850 parallel port without modifying their printer
>or loading up some sort of P: handler first???

I use a Panasonic KX-P1091 (Epson-compatible) dot-matrix printer with
the 850 on my 800XL. ALL of this is "stock." No custom drivers/cables/
other.

I do have to make sure the pirnter is set to "add a line-feed on receipt
of every Carriage Return." It might also be worth noting that this is the
OPPOSITE of "what works for a PC."

Chris Chiesa
Chris_F_Chiesa@cup/.portal.com

4578. XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 05:13:39 UTC
From: tatmanl@terapin.com
Message-ID: <tatmanl.2mex@terapin.com>
Source record: 108674

Does anyone have a complete listing of the commands that can be sent to the XEP-80? I have the master disk and all of the files that came with it including the doc file, but it doesn't list all of the commands...like how to turn expanded or underlined output on. Or, and this is what I am mainly looking for, How do you turn off the XEP printer port so that if you have a printer hooked up through a Black Box, you can send the info there to be printed instead of through the XEP's printer interface?

If someone can at least tell me the printer port answer it would help, but a full listing would be great.

Thanks.

4579. Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 06:22:37 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec9.062237.14855@mtu.edu>
Source record: 108673

The following is a code block from a program I've just started working on.

It's acting strangely, see description following the Action! code block.

```
DEFINE begin="DO",
end="OD",endif="FI"

INT FUNC getnum()

INT counter,loop1,gnumb
BYTE k
BYTE ARRAY keystr(9)

Open(1,"K:",4,0)
keystr(0)=8
FOR loop1=1 to 9
begin
keystr(loop1)=32
end
counter=1
k=48
WHILE ((k#155) OR ((k=155) AND (counter=1)))
begin
k=GetD(1)
IF((k>47 AND k<58) AND (counter<9)) THEN
Put(k)
keystr(counter)=k
counter==+1
ELSEIF(k=126 AND counter>1) THEN
counter==-1
Put(k)
keystr(counter)=32
endif
end
gnumb=ValI(keystr)
Close(1)
RETURN (gnumb)

PROC main()

INT number
BYTE race

race=33
number=getnum()
PrintE(" ")
PrintIE(number)
```

```
number=getnum()
PrintE(" ")
PrintIE(number)
PrintE(" ")
PrintBE(race)
RETURN
```

getnum() is a bullet proof number input routine.
The problem is, every time after the first time it's called, the
routine gets executed twice in a fow, but the result of the last
execution being returned to the calling routine.
In this code example, if you first input 22, then 22 gets printed,
then you have to input say, 56, then 47
47 gets returned to main() and printed, and then
33 gets printed, as that is the value of the BYTE race.

With Trace on, it shows that clearly getnum() gets executed twice
and I can't for the life of me figure out why. I'm using
the 3.6 version of the cartridge. Please please, can someone help!

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4580. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 15:38:19 UTC
From: bbs@neb
Message-ID: <1992Dec9.153819.18860@neb>
Source record: 108676

Hmm. The situation with my printer problems is like this:

I have two Atari computer stations. One is running a 20meg hard drive on an MIO, 1meg 130xe and 1200baud modem. This is my private work station. The other computer runs the BBS, it runs on an 850 interface, Supra Hard drive interface, 120meg hard drive and 256k 800xl -- both computer stations are tied into ONE printer via a parallel switch box. I can print to the printer just fine via the MIO (with the printer factory settings), but when I print to the printer on the BBS computer (via the 850 parallel port), I get no LF/CR combo - making the printer worthless on the BBS.

If I force LF to ON via the dip switch settings on the printer, it would make the printer useless on the MIO based station.

Caught in a Catch-22 it seems. (GROAN!)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
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4581. Christmas holidays

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 15:42:47 UTC
From: djg0@aber.ac.uk
Message-ID: <1992Dec9.154247.23486@aber.ac.uk>
Source record: 108678

It's time for me to depart for my Christmas holiday soon, so I won't have access to email and such like until January 10th. However, I hope to have a modem soon, so there is a possibiluty I may log on during the holiday.

Dean Garraghty

4582. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 16:04:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <71315@cup.portal.com>
Source record: 108675

No big thing, but you're mixing data types so you have to be a little careful. I never really 2X checked on this, but I believe when you request a byte array in Action! you get the exact number of bytes you request i.e. byte array keystr(9) gives you 9 bytes numbered 0-8. I always cheat & ask for more then I need rather then figure it out for sure <G>. Anyway, change loop1=1 to 9 to 1 to 8 & it should work. What must of been happening was the 32 was stored in code so it ended up being a JSR??? A cheaper way of doing it for small strings is just: Scopy(" ",keystr)
If I recall, this will automatically stop copying at the end of keystr. So you can give it 20 <spaces> then print out the keystr(0) to find out how long the string (converted array) really is.

4583. AnticWriter

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 18:12:27 UTC
From: indy@immacc.prepnet.com
Message-ID: <9212091812.AA26273@deepthought.cs.utexas.edu>
Source record: 108677

I have used AnticWriter as my main word processor for several years now.
It works fine but for the cut-and-paste option. Has anyone gotten this
to work?
--
Dave Tartaglia indy@immacc.prepnet.com === ZZ-|O\- .. _
VAROOOOM!......=(_)-=======(_)===

4584. SIO Information Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 19:20:42 UTC
From: cpforbes@icaen.uiowa.edu
Message-ID: <1992Dec9.192042.25543@icaen.uiowa.edu>
Source record: 108679

I am interested in information on SIO commands. Specifically information on command for the XF551 drive. I have the 400/800 technical manuals, however this information is a bit out of date.

I need the command frame and whatever data is sent to/from the specified device.

Please response though email.

Thanks,

Craig P. Forbes
<cpforbes@icaen.uiowa.edu>

4585. AC Articles

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 19:32:06 UTC
From: bbs@neb
Message-ID: <1992Dec9.193206.21935@neb>
Source record: 108680

Has anyone submitted an article to AC yet? Just wondering where they are going to get all their page fillers. I am currently working on several articles that I hope to have sumitted within a few weeks (most from old compiled information from Z*mag, Compute, Analog, Antic, and home-made hacks, etc..)

Does anyone know if there is any type of 'policy' on article submissions] Is there a specific format that needs to be followed when submitting any information?

Also, is AC going to be used in a Q&A manner - where text is submitted in the form of a question - to be answered by other readers later on..??

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

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4586. c,2400baud,xep-80

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 20:21:07 UTC
From: brownan@vax.sonoma.edu
Message-ID: <1992Dec9.122107.1@vax.sonoma.edu>
Source record: 108681

Hello out there!

I have a question for people who might program in c on the 8bit.

I have been planning to do some text game programming using c,
but when I went to look at the documentation for lightspeed c,
it doesn't have any structures or unions. Is there another c
compiler for the 8bit that might take care of this problem? I
do know how to get around it, but it is too much of a pain. If
there isn't one out there, I guess that I will have to do it
the hard way.

Another thing is that I would be interested to find a 2400 baud
modem(hayes compat of course) that is used. get back to me
and we could negotiate. I am also looking for an xep-80. If
anyone can help, let me know.

thanx
Anthony Brown.
Sonoma State University
California

4587. * * Wanted Dandy and Mule * *

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 21:35:51 UTC
From: jjmcwill@next3
Message-ID: <1992Dec9.213551.8951@mtu.edu>
Source record: 108682

In article <92343.090934ROMBH@CUNYVM.BITNET> Raul Romero <ROMBH@CUNYVM.BITNET>
writes:
>
> Hello Every Body
>
> I really want a copy of Dandy, Mule and Zambies. I will pay you $30.00
> for all 3 or 10.00 each. I do not need any manuals or boxes. If you want more
> I will need manuals and boxes. I will need these games on disk. I will even
> supply the disk if you need them.
>
> Raul
>
> P.S. Can somebody please name all the disk drive that came out for the
> atari 8bit computer?

Well, I have realm of impossibility, which was the successor to Zombies

For a listing of all the disk drives, see the FAQ.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4588. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 21:38:29 UTC
From: jjmcwill@next3
Message-ID: <1992Dec9.213829.9091@mtu.edu>
Source record: 108683

In article <1992Dec9.153819.18860@neb> bbs@neb (BBS System 801-572-4969)
writes:
> Hmm. The situation with my printer problems is like this:
>
STUFF DELETED in order to conserve bandwidth...

>

Hmm, I thought there was an option in the MIO Menu that allowed you to
specifiy how the MIO sent CRs and LFs, so maybe you could look into that.

Wow, terrific sounding systems!

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4589. Re: AC Articles

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 22:54:14 UTC
From: jjmcwill@next3
Message-ID: <1992Dec9.225414.11131@mtu.edu>
Source record: 108684

In article <1992Dec9.193206.21935@neb> bbs@neb (BBS System 801-572-4969)
writes:
> Has anyone submitted an article to AC yet? Just wondering where they are
> going to get all their page fillers. I am currently working on several
> articles that I hope to have sumitted within a few weeks (most from
> old compiled information from Z*mag, Compute, Analog, Antic, and
> home-made hacks, etc..)
>
> Does anyone know if there is any type of 'policy' on article
> submissions] Is there a specific format that needs to be followed when
> submitting any information?

There is quite a concise document regarding article submission.
Send email to Ben Poehland, poehland%phvax.dnet@smithkline.com
and request the information.

> Also, is AC going to be used in a Q&A manner - where text is submitted
> in the form of a question - to be answered by other readers later
> on..??

"Moonlight Workshop", a column run by yours truly, will also be serving as
a Q&A column. If I don't have the knowledge to answer the question fully
myself, I will pass it on to other members of the AC staff for consideration.

"Official" questions can be sent to me at the address in the signature below.
If the question is something I can sink my teeth into, the result will be
like what appears in the premiere issue.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4590. Questions: some hardware, some software

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 23:21:27 UTC
From: Christopher Rimple <crimp@microsoft.com>
Message-ID: <lv9q-kc@microsoft.com>
Source record: 108692

[I sent this to the Info-Atari8 listserver and saw it appear in a subsequent edition of Info-Atari8 mail, but got no responses. I'm assuming that messages sent to Info-Atari8 are NOT posted to the Usenet newsgroup, so I'm re-posting it there in the hopes that people will see it.]

I've got a 48k 800, 64k 800xl, Trak AT-D4 and Indus GT drives, and an 850 interface. These days, I use my Ataris mostly for game playing, and I haven't done anything serious with them since before Turbo Basic came out. Reading the first issue of Atari Classics has gotten me excited about them again, so I've got some questions.

1) What's the latest version of Turbo Basic and where can I get it? Is it on the FTP archive?

2) Can I expand my 800 above 48k and, if I do, is there any software that can use the extra memory?

3) I'm still using SmartDos, but everyone seems to think SpartaDos and MyDos are the best available these days. What's the latest version of MyDos and where can I get it?

4) I got a Koala Pad with my 800xl when I bought it used, but no software. What programs support it and where can I get them?

5) There are a few games in which text appears upside-down when played on my 800. I've replaced my Rev. A OS card with a Rev. B, but that didn't solve the problem. Is there some other chipset which must be replaced? My 800 was bought new in May, 1980.

6) I see lots of hardware expansions for the 800xl, many using ports that aren't present on the 800. Is there any way to add a hard drive to an 800 and, if so, how?

Chris

Christopher Rimple | crimp@microsoft.com | One bad sector
One Microsoft Way | (206) 936-5900 (voice) | can ruin
Redmond, WA 98052 USA | (206) 936-7329 (fax) | your whole day
---

4591. TV interface question

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-09 23:21:37 UTC
From: Christopher Rimple <crimp@microsoft.com>
Message-ID: <lv9qfkc@microsoft.com>
Source record: 108691

I've got my 800 connected to a television using an Atari "game/tv"
switchbox. However, I've got a new tv that doesn't have twin VHF screw
connectors, just a coax connector. Is there any way to use it as a
monitor for the 800?

Chris

Christopher Rimple | crimp@microsoft.com | One bad sector
One Microsoft Way | (206) 936-5900 (voice) | can ruin
Redmond, WA 98052 USA | (206) 936-7329 (fax) | your whole day
---

4592. Re: 800XL as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 01:40:53 UTC
From: switzer@zeta.uleth.ca
Message-ID: <switzer.723951653@honte>
Source record: 108685

Most of the vt100 terminal emulation I used on the 800xl had 40
column mode only. When I finally found one that had 80 col
capability it was real slow and the print size was killer on the
eyes. I did find a 40/80 col. os rom that came with a vt100
emulator on disk, but you could only do ascii captures for
file transfers. I think the chip was called BOSSXL or something
like that.

Deano
--
Deano
* the guy with no sig *
Vc: (403) 329-3726
Internet: switzer@honte.uleth.ca

4593. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 04:16:26 UTC
From: bbs@neb
Message-ID: <1992Dec10.041626.27919@neb>
Source record: 108690

RE: WOw! Terrific looking systems.

Thanks. I'm what you might call the crazed Atari fanatic. I've gradually built up some of the BEST 8bit systems available. Next purchase will consist of the MUX and Blackbox with 1.44 meg disk drive(s) from CSS (bob puff).

I've already created a 720k 3.5inch disk drive setup *2 using stripped down Percomm controllers.

My 8bit makes my IBM look pale by comparison (I have a 386dx sitting next to these two 8bit stations).

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4594. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 04:47:13 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec10.044713.17992@mtu.edu>
Source record: 108686

Rick,

Heh heh, that's what I get for trying to convert an old piece of CLSN Pascal code to Action! while my 3 year old daughter is crawling all over me saying, "what's that Daddy?" to everything I am doing.

It works... now another question.

I tried using the Procedure Godos()

which is declared as follows...

```
PROC Godos()

[$4C $0A $00]

RETURN
```

I think that is right... and it locks up when I execute that... for example, if I write the object code out to disk, drop down to Sparta-X, and then do a

```
CAR PROGRAM.COM
```

the program runs okay, but then locks up horribly when it reaches the end, doesn't matter if I have the godos() in there or not. Any ideas on how to be more Sparta-X friendly? Grrrr..

The reason I dropped down to DOS to run the program in the first place is this:

Some of the program outputs to 80 columns, so I drop down to DOS, load in my XEP80 driver, and then do the

```
CAR PROGRAM.COM
```

command to activate the cartridge and run the compiled program, to check out how the screen output looks. Actually, the program checks to see what the RMargin setting is, and changes some of the output accordingly, but I still want to check it out... hence the reason I'm dropping down to DOS to execute the object code, hence the problem I am having with DOS locking up on me.

Jeff McWilliams
Gotta change this old signature on this machine....

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering

Wind blowing, rustling, chilling
candlelight will soon be flickering

4595. Re: 800XL as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 04:47:31 UTC
From: mashl@rainbow.uchicago.edu
Message-ID: <1992Dec10.044731.27428@midway.uchicago.edu>
Source record: 108694

In article <switzer.723951653@honte> switzer@zeta.uleth.ca (Dean Switzer) writes:
> Most of the vt100 terminal emulation I used on the 800xl had 40
> column mode only. When I finally found one that had 80 col
> capability it was real slow and the print size was killer on the
> eyes. I did find a 40/80 col. os rom that came with a vt100
> emulator on disk, but you could only do ascii captures for
> file transfers. I think the chip was called BOSSXL or something
> like that.
>
> Deano
>--
>Deano
>* the guy with no sig *
>Vc: (403) 329-3726
>Internet: switzer@honte.uleth.ca

I am a new reader of this newsgroup and wanted to say that I have had trouble downloading
.arc file to the Unix system on campus
before downloading to the SX212. I thought I could type the command 'cat <'
in order not to lose the elusive control codes, but it seems that the problem
could be my communications program. Could I try to change something on the Unix
system before downloading from either the archive to it or from it to the
SX212? (Oh, I already tried various combinations of the 'e', 't' and 'v'
options in the 'cat' command.

Any help would be greatly appreciated. Thanks.

Jay
rjmashl@quads.uchicago.edu

4596. Re: c,2400baud,xep-80

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 05:06:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <71383@cup.portal.com>
Source record: 108689

You might want to try phoning Atari Base @(408)745-2196 (I think?).
They have a copy of C65 or something like that's supposed to have
a complete<or almost> set of 'C functions. It's supposed to even
recognize a {} vs $( )$ that other Atari C's use. I D/L'd it, but never got
beyond reading the docs.

4597. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 05:45:19 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Dec10.054519.15605@news.ysu.edu>
Source record: 108693

OK...what you are looking for is in the XEP manual and on the
disk....print out the doc files on disk.
There is a program on the disk called PRINT.BAS which configures
the autorun.sys file (xep80 handler). I am including a copy of
the "fixed" version of the program (because the one on the atari
disk has an error in it).
I'm going to send PRINT.BAS and an interesting note from Matt
Radcliff on how to use it. Also in the next msg I'm going to
send you a nifty little check book balancing program I wrote
that uses some of the goodies that are on the xep80 but you
have to use atari's handler not the one in SDX cart (the sparta
cart doesn't support graphics);
Here's the PRINT.BAS

```
100 REM PRINTER CONFIGURATION PROGRAM
110 DIM A$(2048),IN$(16),OUT$(16):REM ALLOCATE STRINGS
120 IN$="D:AUTORUN.SYS":REM READ THIS FILE
130 OUT$="D:PRINT.SYS":REM CREATE THIS FILE
140 TRAP 32000:REM IF NO AUTORUN.SYS
150 OPEN #1,4,0,IN$
160 TRAP 180:REM TO CATCH EOF
170 A=A+1:GET #1,B:A$(A,A)=CHR$(B):GOTO 170:REM BUILD INPUT STRING
180 CLOSE #1
190 I=136:? "AUX1 VALUE";:INPUT A:REM PRINTER AUX1 BYTE
200 A$(I,I)=CHR$(A)
210 I=137:? "AUX2 VALUE";:INPUT A:REM PRINTER AUX2 BYTE
220 A$(I,I)=CHR$(A)
230 OPEN #2,8,0,OUT$
240 ? #2;A$;:CLOSE #2:REM WRITE MODIFIED STRING TO FILE
250 END
32000 ? "FILE NOT FOUND"
```

Now here's MatRat's note from GEnie
----
as P1:, P2:, or completely disabled -
with the PRINT.BAS utility. The
information on how to do this is
hidden in the technical documentation,
however. Do you have a P:R: or 850
interface out there? Where is your
printer connected, to the 850/PR or
the XEP80? I expect that your printer
is on the 850 or PR, but the XEP80,
when in use, is trapping all your P:

output --- and the configuration of
the XEP80 handler your using EXPECTS
the printer to be attached to the XEP -
it sees that it's not there, and
returns an error. Error 136 is END OF
FILE - I doubt that's the error you're
getting. Maybe 139?

If it's OK with Atari, I can upload
several PRE-Configured versions of the
XEP80 handler where the XEP80 responds
to P1:, P2:, or NONE OF THE Pn:
addresses.

Mat*Rat

Category 10, Topic 26
Message 36 Sat May 28, 1988
DMAY [Darryl@Atari] at 19:46
EDT

Please do so!

Darryl May, Atari Corporation

Category 10, Topic 26
Message 37 Sun May 29, 1988
C.VENDEL1 at 18:36
EDT

Thanks Mat*Rat, hmmm I printed out and
read Atari technical file and didn't
notice that the XEP80 and printer port
could BOTH work, great to hear, I will
admit, Atari may be quite late with
AtariWriter 80, but they did do an
excellent job with including
information with the dapter, thats
certain a major point on their side,
and Thank you Atari for allow
uploading of the XEP80 handler....

Category 10, Topic 26
Message 38 Mon May 30, 1988
MAT.RAT at 01:31
EDT

To configure XEP80 P: handling:

Load "PRINTER.BAS" and change line 240
to read:
240 ? #2;A$;:CLOSE #2:REM WRITE

MODIFIED STRING TO FILE

Note the program reads ?#1, which will generate a BASIC error. Save this version and then RUN. You will be asked for values of AUX1 and AUX2, after the AUTORUN.SYS file for the XEP80 has been read in. You will normally enter a ZERO, 0 for AUX2. For AUX1, use one of the following values:

AUX1=0 -- P1: goes to XEP80, P2: goes over SIO bus to any other printer interface that may recognize the P2: address.

AUX1=1 -- P1: and P2: go over the SIO bus, the XEP80 printer port is disabled

AUX1=7 -- P1: goes over SIO bus to 850, PR Connection, whatever. P2: goes to the XEP80.

These seem to be the only meaningful values for AUX1. This program will create a new file called PRINT.SYS. Go to dos and rename AUTORUN.SYS to XEP80.SYS. Then rename PRINT.SYS to AUTORUN.SYS and reboot. If you have an 850 or PR Connection, you'll probably want to use an AUX1 value of 7, or 1. This should solve your printer problems.

Mat*Rat

--

Joe Sabatino-->ab588@yfn.ysu.edu

4598. Looking for 1050 and 850 info

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 12:42:23 UTC
From: troyer@nynexst.com
Message-ID: <TROYER.92Dec10124223@finmark.nynexst.com>
Source record: 108700

Hello All,

I'm proud to say that I got my old 65XE and 1050 up and running after sitting in my hardware archive for a few years. I'd like to get some new software for it however. There seems to be some interesting stuff on the internet, but I need a way to get it to my atari. I see two possible ways: via a modem or via a floppy. I know there are some utilities out there for the PC that can write DD disks, but my vanilla 1050 no habla that. I have a modem, but no way of hooking it up. So I pose these questions:

1) Anyone selling a DD drive or an 850? I might be interested.
2) Are there any u-doit hardware projects out there that will let me get an RS232 serial port? How about modifying a 1050 for DD? How complex are those commerical hacks (happy somethingorother was it?)

Id also be interested in any other hardware projects (ram expansion for 65XE, anyone?) that might be out there.

BTW, I built one of those weather-fax decoders long ago that was in Compute or Antic (one of them mags). I don't get any use out of it. Is it worth an 850 to anyone? (Might as well try).

Well, any info I can get would be greatly appreciated. Thanks.

-Tom Royer
troyer@nynexst.com

4599. Atari 5200 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 12:54:23 UTC
From: kward@rowdy.lonestar.org
Message-ID: <Bz1nup.4Jx@rowdy.lonestar.org>
Source record: 108701
Cross-posted to: tx.wanted,misc.forsale.wanted,comp.sys.atari.8bit

Hi all,

I am posting this for a friend at work who has no news/e-mail
access. Please reply to me via e-mail directly and I will
pass the information on to her... Thank You.

She is in need of an Atari 5200 for her kids, I'm not sure
what happened to theirs (apparently un-repairable), and they
have *lots* of software they hate to part with.

Keith

--

Keith Ward N5OOD kward@rowdy.lonestar.org ...!rwsys!rowdy!kward

4600. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 15:15:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <71415@cup.portal.com>
Source record: 108695

I think you meant [$6c $0a $00]. There is a patch for SD/Action!
somewhere. It's a simple solution, like putting a TSX at the head
of your code & storing it somewhere safe. I think it was even published
in a MAT*RAT program in Antic or Analog. I've got to get my mag collection
out of the living room anyway, I'll look through them when I move them.
With the patch in your code, it returns to DOS via the RETURN in Main().
a much more elegant solution. BTW: you don't have to a Proc GoDos():
You can just have the code block as the last line of Main() before
a RETURN.

4601. Re: 800XL as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 17:10:04 UTC
From: jjmcwill@next3
Message-ID: <1992Dec10.171004.5356@mtu.edu>
Source record: 108696

In article <1992Dec10.044731.27428@midway.uchicago.edu>
mashl@rainbow.uchicago.edu (Robert Mashl) writes:
>
> I am a new reader of this newsgroup and wanted to say that I have had trouble
downloading .arc file to the Unix system on campus
> before downloading to the SX212. I thought I could type the command 'cat <'
> in order not to lose the elusive control codes, but it seems that the problem
> could be my communications program. Could I try to change something on the
Unix
> system before downloading from either the archive to it or from it to the
> SX212? (Oh, I already tried various combinations of the 'e', 't' and 'v'
> options in the 'cat' command.
>
> Any help would be greatly appreciated. Thanks.
>
> Jay
> rjmashl@quads.uchicago.edu

Jay,

Your description of your problem is a little vague, but I THINK what
you might be interested in is UUencoding your file before transferring
it to/from your Atari and your UNIX machine. Your UNIX machine should
already have uudecode and uuencode, and there is a BASIC UUdecoder
on the Atari archive for the 8 bit in listed form that you can transfer
to your Atari in straight ASCII format. THen using that, get YAU.ARC
from the archive, uuencode it on your UNIX machine, use Kermit 65 to
transfer it to your Atari, uudecode YAU.ARC using the BASIC decoder.
You now have machine language uudecoder and encoder for your Atari 8bit.

Clear as mud? If you need any more help, feel free to ask, most of this
is also in the FAQ.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4602. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 17:14:33 UTC
From: jjmcwill@next3
Message-ID: <1992Dec10.171433.5675@mtu.edu>
Source record: 108697

```
In article <71415@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
> I think you meant [$6c $0a $00]. There is a patch for SD/Action!
> somewhere. It's a simple solution, like putting a TSX at the head
> of your code & storing it somewhere safe. I think it was even published
> in a MAT*RAT program in Antic or Analog. I've got to get my mag collection
> out of the living room anyway, I'll look through them when I move them.
> With the patch in your code, it returns to DOS via the RETURN in Main().
> a much more elegant solution. BTW: you don't have to a Proc GoDos():
> You can just have the code block as the last line of Main() before
> a RETURN.

Rick,

Great, if you could dig up that patch, I would really appreciate it.
I'll try the $6C $0A $00 code block.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.
```

4603. Beefed up Ataris (Was Re: 850 Interface)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 17:17:23 UTC
From: jjmcwill@next3
Message-ID: <1992Dec10.171723.5797@mtu.edu>
Source record: 108698

In article <1992Dec10.041626.27919@neb> bbs@neb (BBS System 801-572-4969)
writes:
> Thanks. I'm what you might call the crazed Atari fanatic. I've gradually
> built up some of the BEST 8bit systems available. Next purchase will
> consist of the MUX and Blackbox with 1.44 meg disk drive(s) from CSS
> (bob puff).
>
> I've already created a 720k 3.5inch disk drive setup *2 using stripped
> down Percomm controllers.
>
> My 8bit makes my IBM look pale by comparison (I have a 386dx sitting
> next to these two 8bit stations).
>
> -----
> Posted by BBS User: James King
James,

E-mail to you bounced, can you provide an address?

Well, I own three XF551 drives, and will soon have
at least two of those modified to 720K drives. I use my 1088K in my 800XL as
a poor man's hard drive, keeping the system running almost continously.
ONE day I'll get a Black Box and hard disk.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
On Linden, when the sun was low,
All bloodless lay the untrodden snow,
And dark as winter was the flow
Of Iser, rolling rapidly.

4604. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 18:38:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <71422@cup.portal.com>
Source record: 108699

```
Well, mucking around. I wrote this &
the code it generated via a *1536
from the monitor:

Set 14=$600
Set $491=$600 all in hex

PROC GoDos() 4C 03 06
[$6c $a 0] 6C 0A 00
RETURN 60

PROC Main() 4C 0A 06
PrintE("HELLO WORLD") 4C 19 06
followed by the text string
A2 06
A9 0D
20 6C A4
GoDos() 20 00 06
RETURN 60
60 <???>
The 2nd 60/RTS is an obviously compiler being careful just in
case you forgot to put a RETURN at the end of main.
This is equivalent to a ML.SRC (Sorry, no line numbers &
maybe a mistake or two) that is compiled to disk:

DOSVEC=$A
CARTPRINT=$A244
INITAD=$2E2
*=$600
GODOS
JMP P1
P1
JMP(DOSVEC)
RTS
MAIN
JMP P2
P2
JMP P3
MESSAGE
.BYTE "HELLO WORLD"
P3
LDX #MESSAGE/$100
LDA #MESSAGE&$FF
JSR CARTPRINT
JSR GODOS
```

```
RTS
RTS
*=INITAD ;appended to a saved file
.BYTE MAIN
.END
```

BTW: This SEEMED to work alright when called from SDX, but...
I did the same thing with:

```
PROC Main()
PrintE("HELLO WORLD")
RETURN
```

AND! SDX prints out TWO "HELLO WORLD"(s)
What's happening is SDX sees the INITAD & JSR to it, then when it doesn't find a RUNAD, it JSR's to the 1st byte of the file! So in the first example where I had GoDos() as my 1st procedure I exited from the initiation through DOSVEC, SDX jumped back to the GoDos() thinking it was the right place to run the file but got bounced back via the [$6C $A 0]. I KNEW THERE WAS A REASON I DIDN'T LIKE THAT GODOS() THING! Besides corrupting the stack pointer, it won't work with SDX unless it's the first procedure in the source code. BTW: something that will work just as well is:

```
PROC SDXdummy()
RETURN
PROC Main()
PrintE("HELLO WORLD")
RETURN
```

What was probably happening to you was SDX was jumping to the 1st procedure in your code which may not of had variables etcetera pointed in the right direction (assuming it wasn't a programming faux paux) ergo crash city or a RETURN (aka RTS) to parts unknown. Well, one less bug, oh I mean FEATURE, to worry about! I'm sure the author of Action! wanted to use INITAD so you could create huge sequentially running files with the copy /A & I'm just as sure the SDX authors wanted to be able to save a few bytes by always having the start of .COM files at the 1st byte.

Soap Box Attack! Everyone has my permission to completely ignore me<grin>. #1 With the SDXdummy() at the head of your code there's no reason to use that @#$% GoDos(). I'd really encourage you or anybody else to just stick with the RETURN at the end of Main() to get back to DOS. Just use it if you're willing to admit you've loused up some critical memory area or hardware register so bad you can't RETURN from your program, but are willing to go back to DOS with a questionable set-up (I've done this myself). If there's any other real problems with it, let's figure them out & fix them. That way programs can call other programs which call other programs & the stack will always return us where we want to be. #2 This is the way I like to discuss problems/bugs. None of that hysterical "This program is trash because I heard my brother's,

mother in law's, uncle's, cousin lost a file!" I am willing to spend considerable time & effort working on stuff if the problem is just accurately described as Jeff did. It's not that hard & a lot of fun. I'm still learning & Jeff's problem was a problem with all my programs too; I just didn't realize it until he pointed it out.

4605. 3.5 Drives on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 20:59:16 UTC
From: rmsara@ecst.csuchico.edu
Message-ID: <1g8b34INN4n7@charnel.ecst.csuchico.edu>
Source record: 108703

Is there any way to attach a Master 3S 3.5" disk drive to my old
130XE? It's primarily an ST drive but I don't use the drive that much.
If there is any way to do this, please email me schematics and the type
of software I should use to format and access the disk (hopefully all
720K)

Thanx in advance:

Robert M. Sara
email: rmsara@CSCIHP.ECST.CSUCHICO.EDU

Beware! The dogs are not what they seem!

4606. Re: Looking for 1050 and 850 info

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-10 23:38:41 UTC
From: bbs@neb
Message-ID: <1992Dec10.233841.9842@neb>
Source record: 108704

Tom Royer:

I have a Happy 1050 'clone' that I would sell for $80 + shipping. If you
have any interest, contact me via mail at uplherc.upl.com!neb!bbs!1fa or
call me toll free @ 800-678-3440 during MST hours of 7:00am - 4:00pm.
Ask for Jim.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4607. Mule for sale???

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-11 00:19:08 UTC
From: 6500jlei@ucsbuxa.ucsb.edu
Message-ID: <7110@ucsbcsl.ucsb.edu>
Source record: 108555

Is anyone willing to part with their copy of MULE?
I'd be willing to pay up to $50 for it.

Thanks,
Joe

jleigh@arc.ucsb.edu

4608. Re: 3.5 Drives on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-11 01:18:42 UTC
From: bbs@neb
Message-ID: <1992Dec11.011842.12130@neb>
Source record: 108556

Obtain an old Percomm disk drive - the one with the green controller
card & printer pin connector on it. Simply remove the 5 1/4 drive thats
in it, and affix (it will be obvious how) a 3.5inch 720k drive mech
inside the case. Boot up SmartDos and format it out. You now have a
functional 3.5inch 720k disk drive for your 8bit - and its direct
connect via SIO.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4609. SX-212 1200bd modem for sale

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-11 05:48:20 UTC
From: dddean@bluemoon.use.com
Message-ID: <0msLVB1w165w@bluemoon.use.com>
Source record: 108557

Hmm..

Now that I have an Atari ST, and a 9600bd modem..

I have this SX-212 sitting here, not being used. Shame.

What do I have for an offer? Surely there is someone that might still
find a use for a 1200bd modem.

I'll take up offers that go above the $20 scoffing I got here in Ohio.

Thanks!

David D. Dean, Member (Or, Ex-bigwig)
Explorer Post 891
AT&T Technologies and Bell Labs

These thoughts belong to: dddean@bluemoon.rn.com !!!! No one else!
But if you pay me $1,000,000 they can be yours!

4610. Digi-song!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 05:44:02 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <44a5VB6w165w@cyberden.sf.ca.us>
Source record: 108558

YAY! I made a digi-song!!!! YAY! I sampled some bits of a song called "Knives and Forks" and remixed it all together (that Parrot structuring DOES come in handy!) into my own little song.

The demo is called "KNVSFRKS.ARC" (I'll get it to the archives a.s.a.p.) and requires an XL/XE OS (as it uses TurboBASIC XL.. :(enough for protecting my software! ;)) (although it is compiled).

The arc consists of only three files: RUNTIME.OBJ (hmm..couldn't be the TBXL runtime pkg, could it!?), KNVSFRKS.DIG (the samples-file), and "AUTORUN.CBT" (the compiled TBXL)...

just run RUNTIME.OBJ from DOS and have AUTORUN.CTB on D1:, and KNVSFRKS.DIG on the default drive (grrr...Runtime loads AUTORUN.CTB from D1:, while my program loads the .DIG from D:, which means it can be put wherever you want... which is good.. ie, use a ramdisk or HD or something :))

well... have fun.. it's my first try, give me a break if you hate it! ;)

```
\
/\ / /\ / / /
/\/ /\ \/\/ / / /
/ / \/ / \ \ PhBill@Cyberden.UUCP
```

4611. XEP80 again! (Cant perform light translation w. CR only).

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 09:38:42 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.724930722@dtek.chalmers.se>
Source record: 108559

Well now that I've printed awhile I thought, yeah wanna print some
graphics aswell, turns out that XEP80 CANT do Light translation with CR only?
In XEP doc It tells you to enter AUX#1=0 & AUX#2=4 for light transl&CR, but
it turns out do do Heavy translation &CR, anyone experienced this aswell?
So when I try to print from Graphics Art Department it puts alot of ^R^ stuff.
When I load with original XEP-settings (0,0) it prints graphic, but with an
empty line in between.. odd...

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

4612. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 09:47:24 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1h43rclNNqp@nz12.rz.uni-karlsruhe.de>
Source record: 108570

> (..)
> done more then small basic program to test it out. I guess what I'm
> looking for is someone to pick the idea apart so if I'm wrong I won't
> waste a lot of time cruching code. Does anyone see a fatal flaw in
> this thing or am I right?

All what you say sounds reasonable, BUT are you 100% sure that
all ASCII characters >32 & <128 are accepted and aren't converted
by any network gateways. BTW: Which ASCII characters are used by
UUENCODERS?

Marek

4613. Where is get Action! ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 12:58:56 UTC
From: robert@harlqn.co.uk
Message-ID: <ROBERT.92Dec21125857@watson.harlqn.co.uk>
Source record: 108560

Where can I get hold of Action! ?

4614. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 13:58:55 UTC
From: winston@merk.com
Message-ID: <1992Dec21.135855.16445@merk.com>
Source record: 108562

On Sunday, 20 Dec 1992 11:36:49 EST,
Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

>> "We --STILL-- don't have any kind of 2-d CAD program,
or a schematic design program. For me, as an engineering
kinda guy, these are a must." <<

Not exactly true.... When the ATARI 800 first came out, there was (and
is) a program written in ATARI BASIC that imitates a "RAMTEK" class terminal
and allows for design layout. The programmer included a blueprint of his
living room as a source data for the program. I believe that the current
version of this program is called "CADXE" and the original program was
called something like "CAD3" or "3CAD". There is extensive documentation
accompanying this program, formatted in 40 columns. There is also a
"documentation viewer" program written in BASIC that comes with it,
although it does little more than copy bytes to the "E:" device. I would
recommend using TEXTPRO or T:EDIT to view the text documentation. The
program itself is quite good. If you like fooling around with DEC
R.E.G.I.S. commands, the IBM "Telegraf" package, TEKTRONIXes, or the language
"ARTSPEAK", you will enjoy using this package. I suspect that many people
doing graphic design on the ATARI 6502 8-BITs probably used ATARI LOGO,
since it was available in many schools. (At one time ATARI was considered
the premier LOGO computer until APPLE rolled over them and TI also came out
with a LOGO cartridge. There was almost what would be considered a LOGO
war to see which machine would capture the educational computer market.)

4615. Wish List (was: comp.sys.atari.8bit.archive)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 14:45:18 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1h4l9uINN10f@usenet.INS.CWRU.Edu>
Source record: 108561

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>technology. Atari Classics prints a wish list in the magazine, so
>you can look there for more ideas, and here are a couple more of
>my own. We don't need another word processor, unless it's something
>really special, maybe mixing the Bells and Whistles of Paperclip with
>the macro capability of Textpro version 5 and the 80 column output of
>Atariwriter 80 or Turboword 80.

I would LOVE to see a better word processor. For the last 3.5 years I've
been using AtariWriter 80 on my 130XE system, first under MYDOS, then under
SpartaDOS X. Nothing fancy, and a little buggy, but it works. Well, this
month I was going to use AtariWriter 80 some on our older 800 system at
home, but I couldn't get it running so I booted up my old favorite that I
hadn't used for years, Letter Perfect (v.6). Man, LP is a SOLID piece of
software, compared to AW80. It almost made me feel I've been using the
wrong word processor for the last three years. Batteries Included is long
gone, but LJK was around as recently as a year ago. I would pay him Much
Money to update Letter Perfect to support:

- any DOS (especially MYDOS and SpartaDOS/SDX)

- run from hard disk or RAMdisk.

- the XEP80 (It already support the Bit-3 80-column board, so you'd think
this wouldn't be so hard.)

- both XE and Axlon-type banked memory for text buffer.

So if AC is taking suggestions for it's Wish List, there's one of mine.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4616. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 15:22:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1h4nfdINN2hm@usenet.INS.CWRU.Edu>
Source record: 108563

In a previous article, rossi@opal.cs.tu-berlin.de (Oliver Rosenkranz) says:

>I didn't say that posting it here is a bad idea but think of all the guys
>NOT writing (pure readers) or reading this newsgroup once a week or something
>like that. I know people here in Europe reading this newsgroup but do not post
>anything because they think their ENGLISH is too bad (as mine is).

To all such people: I don't care how bad your English is, participate in
this discussion group!

>I read comp.sys.atari.8bit regularly (nearly every day) and everytime I
>come up there are at least 10 articles posted here. Not everyone has the time
>to read everything. If you read here once a week lots of articles would be
>deleted without reading them first. An .archive newsgroup wouldn't be
>as 'overcrowded' because there wouldn't be as much articles.

Do you read newsgroups other than comp.sys.atari.8bit? I mean,
comp.sys.atari.st sees around 75-100 postings a day, rec.games.video more
than that. I can't say I've heard c.s.atari.8bit described as
'overcrowded' before. (I agree, 10 message/day sounds about right for this
group.)

>There is really no reason for not sending them to the archive site. The
>newsgroup moderator shall do exactly this to give new aspects to this site.
>But a newsgroup has several advantages :
>1. Readers can respond and send follow-ups (published coordinated by the
> moderator).
>2. You don't have to ftp to a site, not knowing if there is anything new
> there.
>3. You read newsgroups more often than you ftp to the archive.
>4. ftp site capacity is limited. This is not a good argument but it is one.
>5. Seeing articles automatically could be more creative and motivating to
> people.
>6. You publish it to people all over the world. The AC mag is mostly selled
> in the US (isn't it ?).
> Maybe combinating all three solutions of the problem (and there is one)
> would be the best solution at all.

These are all basically valid for postings to comp.sys.atari.8bit.

>Oh there are programs for that (I own at least one 2-d CAD program) but you
>Americans don't know of that because they were published in Europe.
>Guys you're not allone on this planet and everywhere are good programs
>written. And for sure, out here in Germany there are several great programmers
>for the little ATARI (think of TURBO-BASIC, never reached by anything else).
>This' no flame, but there are moments while reading this newsgroup when I

>think this is an US newsgroup (with local store infos and selling lists).

There's a simple solution to our ignorance of happenings on the other half of the planet. If we don't know something is available, then post here with the correction, I'm sure peopole would like to know about it. Like all core Usenet groups, comp.sys.atari.8bit is available worldwide, belonging to all areas equally. Like all core Usenet groups, postings of only local significance (like wanted/for sales) should properly include a Distribution: line, limiting propagation to the local geographic area. But since this is such a sparsely used group, complaints about such postings have been minimal to nonexistant.

>Think of the new newsgroup twice, because you, Jeff, are one of the
>guys having the knowledge to write articles for it. This has nothing to
>do with AC (I can understand why you stand for it here) and please DO
>stand together as ATARI users and do whatever is the best for this 'family'.
>I think, a new newsgroup AND putting selected articles to AC and the ARCHIVE
>would be the best way to inform the readers well...

Jeff will correct me if I'm wrong, but I believe AC is striving to be a worldwide forum for 8-bit Atari users.

Another consideration is that a small but significant number of participants of this discussion group do not have Usenet access, reading the Info-Atari8 Digest. These people would not have access to another newsgroup.

And again, the point is probably moot, because if we can not produce 100 Yes votes we simply cannot create another newsgroup.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

4617. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 15:25:21 UTC
From: bbs@neb
Message-ID: <1992Dec21.152521.14582@neb>
Source record: 108564

I think all those articles should be simply submitted to AC via US Mail
or E-mail to B.Poehland (or via GEnie). If AC is going to remain alive,
we're all going to have to break down and contribute whatever we can.

I personally am working on multiple articles for submission to AC. I
just got my Authors kit in the mail two days ago.

Did realize they'd be willing to pay $25.00 for each article. I simply
wanted to submit them to help out -- dont know if I'd take 25.00 or not
(maybe just once to pay back for the subscription costs) <grin>

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4618. Re: Where is get Action! ?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 16:26:59 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92356.112659JJMCWILL@MTUS5.BITNET>
Source record: 108565

Unfortunately, unless you can find a used copy, you're out of luck.
About 15 months ago, ICD said it would no longer sell products for the
Atari 8 bit line, and Action! was one of the products that they sold,
having bought it from OSS when they went out of business.

Jeff McWilliams

4619. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 16:29:21 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92356.112921JJMCWILL@MTUS5.BITNET>
Source record: 108566

Hmm, okay, I've never heard of this program. Is this a public domain
or commercial offering? Is the program mouse driven, it sounds like
you sort of "program" in your drawing. It sounds strange.. yet interesting.

Jeff

4620. Re: Wish List (was: comp.sys.atari.8bit.archive)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 16:31:42 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92356.113142JJMCWILL@MTUS5.BITNET>
Source record: 108567

Yes, at one time way back when I had taken a look at LetterPerfect that somebody in my user group had owned. I had the Omniview 256, so for the heck of it I modified a backup of his disk to use its 80 column driver. With the extra RAM in the computer, I could set up a 90K ramdisk as D2: before booting up LP, copy the Spellperfect disk to it with a sector copy program, then do a cold boot to get into LP, do the keyboard command to reactivate D2:, and presto! Instant Spell Checking! Spell Perfect was LOTS better than the spell checker for either turboword OR Paperclip in my opinion. The strange disk layout was the killer for me, I needed to copy files to/from DOS disks, and LP couldn't do that without dealing with some other odd programs. I agree, the things you mentioned would make the program awesome. I THINK the LJK guy is still around, last time I talked to Ben about it was a couple weeks ago.

Jeff McWilliams

4621. Re: Digi-song!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 20:29:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <D4F6VB4w165w@cyberden.sf.ca.us>
Source record: 108569

btw: the file has been sent (sucessfully? unsuccessfully?) to the
archive.

bye!

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4622. Re: Wish List (was: comp.sys.atari.8bit.archive)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-21 22:40:16 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Dec21.224016.19322@news.ysu.edu>
Source record: 108568

OK Jeff, you said it about LJK 80 col. WP...I have an old 800 with
a Franklin 80 col board in it (broke now though) If the guy could
only modify to print to E: it would work on the XEP80 and the dos
...I had a program written by Chet Walters to go back and forth
between LJK dos and Atari dos--->and I'm not going back to atari
dos for anything<---If I could run it from sparta then I could
put it on the hd. but you can't even see the dir. from any dos but
LJK....That would be a good thing to put on the wish list...I'd pay
the guy too.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4623. Re: Wish List (was: comp.sys.atari.8bit.archive)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 00:49:32 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92356.194932JJMCWILL@MTUS5.BITNET>
Source record: 108571

Joe,

Okay I will send something to Ben about this. It can't be too hard
to modify the thing for the XEP80, because it outputs to the Omniview
256. On the other hand, I think you might lose 1K for the XEP80
handler which would have to be loaded, but compared to the 8K you lose
when Omniview goes into Graphics mode 8 to do 80 columns, it wouldn't
be bad at all.
I suspect the directory problem is because it was written in Forth,
and thus, like ChromaCAD XE, some oddball directory format is used.

Jeff

4624. zip/unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 02:06:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <soV6VB1w165w@cyberden.sf.ca.us>
Source record: 108572

I just read a message on BAAUG BBS regarding someone looking for a
zip/unzipper for the 8-bit....

now, I know there IS none ...

yet... I recall hearing a while ago someone starting work on
one.. I think he said he'd get it done (or most of it done?) over this
summer...

any news?
>I'D< sure like to see it, too!

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4625. SPARTADOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 04:58:54 UTC
From: jworthy@stein.u.washington.edu
Message-ID: <1992Dec22.045854.20730@u.washington.edu>
Source record: 108573

Is this still an available program, and if so where? If so what version would be best for a basic 130xe system?

And another thing...how much would it cost for a 10 to 20Mb hard drive addition?

Ryan

4626. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 05:44:55 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72170@cup.portal.com>
Source record: 108574

Hmmmm... It would be a good idea to double check exactly what UUENCODE does, but I believe it's based on 64 characters. Since it's based on only 64 characters(I think) it only gets about 5 of 8 bits for each character ergo the the 1:1.5 expansion. I looked at a couple of refs for ASCII. 0-31 => control characters, <esc>, etcetera. 32-126 => straight characters & puctuation. 127=> <DEL or Back Space>. It looks like just the right amount for what I propose i.e. base 85. Base 86 or 93 or whatever would work too for that matter.
This thing has almost got me excited. I don't know how much UUENCODED goes around (since I try and avoid it <grin>), but this encryption scheme seems to good to be true. Makes me wonder if I'm really right & if so, why did everyone else miss it? Shrinking those UUE thingies by 25% seems like a desirable goal.

4627. * * Wanted: Alternate Reality * *

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 14:00:45 UTC
From: Raul Romero <ROMBH@CUNYVM.BITNET>
Message-ID: <92357.090045ROMBH@CUNYVM.BITNET>
Source record: 108583

I am looking for a copy of Alternate Reality. I will trade for it or I can send you money(I don't have much).

Thanks for any help
Raul

P.S. Thanks to everybody who replied to my last post. I am especially thanking Samuel for every thing.

4628. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 14:01:46 UTC
From: winston@merk.com
Message-ID: <1992Dec22.140146.7474@merk.com>
Source record: 108576

Rick_Michael_Cortese@cup.portal.com,
on Mon, 21 Dec 92 21:44:55 PST, writes:

>> "Hmmmm... It would be a good idea to double check exactly what UUENCODE does, but I believe it's based on 64 characters." <<

Transferring a text file from a VAX through an IBM mainframe does strange things to some characters such as: Vertical Pipe, Backquote, Brace, IBM Cent Sign, and a few others, due to shifting from the ASCII to the EBCDIC character sets and then back again. Would your new UUENCODEr be able to handle the "special cases", due to "bad network translation" through a mailer somewhere in the message delivery path? It's something to think about (in any event)....

4629. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 14:30:00 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1992Dec22.143000.20215@ge-dab.GE.COM>
Source record: 108524

In article <switzer.724570388@honte>, switzer@zeta.uleth.ca (Dean Switzer) writes:
|> Speaking of action!, what ever happened to Russ Wetmore, action!'
|> author? He had a bbs in NY I think but it has been years since I called.

Russ Wetmore is alive and working for Apple I believe. I don't remember
that he was involved with the Action! programming language. He was, of
course, the author of Preppie!, Sea Dragon, and Homepak. I see his father
from time to time...

Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

4630. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 14:42:20 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1992Dec22.144220.5825@cs.tu-berlin.de>
Source record: 108575

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, rossi@opal.cs.tu-berlin.de (Oliver Rosenkranz) says:
>
>>I read comp.sys.atari.8bit regularly (nearly every day) and everytime I
>>come up there are at least 10 articles posted here. Not everyone has the time
>>to read everything. If you read here once a week lots of articles would be
>>deleted without reading them first. An .archive newsgroup wouldn't be
>>as 'overcrowded' because there wouldn't be as much articles.
>Do you read newsgroups other than comp.sys.atari.8bit? I mean,
>comp.sys.atari.st sees around 75-100 postings a day, rec.games.video more
>than that. I can't say I've heard c.s.atari.8bit described as
>'overcrowded' before. (I agree, 10 message/day sounds about right for this
>group.)
I read other newsgroups, too. But if there are 10 articles each day posted,
it will be 70 a week and more than 300 a month. If you want to look for a
special article, these are a lot of articles to be looked after.

>>There is really no reason for not sending them to the archive site. The
>>newsgroup moderator shall do exactly this to give new aspects to this site.
>>But a newsgroup has several advantages :
>>1. Readers can respond and send follow-ups (published coordinated by the
>> moderator).
>>2. You don't have to ftp to a site, not knowing if there is anything new
>> there.
>>3. You read newsgroups more often than you ftp to the archive.
>>4. ftp site capacity is limited. This is not a good argument but it is one.
>>5. Seeing articles automatically could be more creative and motivating to
>> people.
>>6. You publish it to people all over the world. The AC mag is mostly selled
>> in the US (isn't it ?).
>> Maybe combinating all three solutions of the problem (and there is one)
>> would be the best solution at all.
>
>These are all basically valid for postings to comp.sys.atari.8bit.
No. c.s.a.8bit is not moderated, so there noone to coordinate knowledge and
follow-ups or corrections. This is the rason because unmoderated newsgroups
are not interesting for readers reading it not frequently. They don't get
the theme of a follow-up series so they don't post their opinion to the
group. If all this is linked into one article (without all the double lines)
all persons are able to get the whole thing.
Also, there is NO reason against a 2nd 8bit-newsgroup.
So just say YES and we will see, if there are 100 people standing for it.

>Jeff will correct me if I'm wrong, but I believe AC is striving to be a
>worldwide forum for 8-bit Atari users.
Okay, you're right, but I guess, most subscribers/readers live in the
US and Canada, don't they ?

>Another consideration is that a small but significant number of
>participants of this discussion group do not have Usenet access, reading
>the Info-Atari8 Digest. These people would not have access to another
>newsgroup.
That's correct. Why don't we handle this like with this newsgroup?
All articles in the 2nd ng will go to the Digest, too.

>And again, the point is probably moot, because if we can not produce 100
>Yes votes we simply cannot create another newsgroup.
Please Michael, don't be as negative as you are.
JUST SAY
YES
and you're the 2nd of only 100.

We'll see how much people there will be...

--==rossi==--

4631. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 14:52:56 UTC
From: winston@merk.com
Message-ID: <1992Dec22.145256.8122@merk.com>
Source record: 108578

I performed an FTP request (called a "get" I believe?) of the KERMIT-65 source code. The good news is that the file was delivered to the requesting UNIX machine. The bad news is that the file was delivered in an "ARC" format as one large file of over eight hundred double-density sectors! What the heck am I supposed to do with this?!?? Needless to say, I gave it the old college try and downloaded it to my ATARI 8-BIT. On my ATARI 8-BIT I attempted to UNARC as much of it as I could. Unfortunately, the first thousand sectors or so contained mainly the KERMIT file transfer protocol (which very few people use) and the command line parser. I was hoping to find information about the VT100 terminal emulator. The file contained some interesting code, such as sections to translate C64 VIC20 screen "poke" graphics character codes (Speedscript character type) into ASCII.

Needless to say, I am placed in a "Catch-22" situation. The KERMIT-65 source files are --NOT-- in an ATARI 8-BIT format, but in some text format too large to be contained on an ATARI 8-BIT drive. I can not successfully download this humongous file to an ATARI 8-BIT and then UNARC it. Is there some way that I can UNARC this behemoth on a UNIX system? I know that UNIX uses COMPRESS, TAR, and ZOO, but I do not believe that I have seen ARC on a UNIX box before. Most of this KERMIT source file contains extraneous information, anyway. The part that I am interested in, namely the VT100 terminal emulator, probably comprises a small part of the whole work, however I do find the programming techniques employed very interesting. I just wish that there was some way to successfully examine the thing. I have often wondered why no further work had been done on KERMIT-65. Now I know why! You need to own another computer with a hard drive just to hold the source code! :-(Any help I can get UNARC-ing this program and cutting it up into smaller pieces... so that it will actually --FIT-- on an ATARI 8BIT machine and --BE USABLE--, would be greatly appreciated. Does anyone out there have any ideas how to solve this problem? Thanks.

4632. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 14:55:19 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1992Dec22.145519.6218@cs.tu-berlin.de>
Source record: 108577

bbs@neb (BBS System 801-572-4969) writes:

>I think all those articles should be simply submitted to AC via US Mail
>or E-mail to B.Poehland (or via GEnie). If AC is going to remain alive,
>we're all going to have to break down and contribute whatever we can.
>
>I personally am working on multiple articles for submission to AC. I
>just got my Authors kit in the mail two days ago.
>
>Did realize they'd be willing to pay $25.00 for each article. I simply
>wanted to submit them to help out -- dont know if I'd take 25.00 or not
>(maybe just once to pay back for the subscription costs) <grin>
But for the ones with internet or Digest access there will be no extra
costs if you pick up a new newsgroup.
To read and subscribe AC is for some reasons not the best solution for
everyone (especially for those in Europe/Asia/Australia/(Africa ?)).
Look at other comp.sys....newsgroups.
Do they say, we don't need more than one newsgroup ?
They are happy with all the newsgroups they have and every month there is
a new one...

You get money for the stuff you write. That's okay and I wish you good luck.
But see, there's a limitation for your articles. They have to be your work
and/or free of copyrights.

But if you post it to a newsgroup and don't publish it in a commercial product
there is the possibility (and I know that some guys will give their OK for it)
to ask old and dead magazine redacteurs/owners, if you can re-publish it via
internet for free (because noone except the users gains an advantage).
Especially in German there are a lot of (for Americans) UNKNOWN sources for
ATARI related material. I know what I'm saying. I own an ATARI library filling
cupboards over cupboards.

See Ya
--==rossi==--

SAY YES...

4633. Re: zip/unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 15:00:29 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92357.100029JJMCWILL@MTUS5.BITNET>
Source record: 108580

Well, all I heard was that BOB PUFF was working on an Un-LZH or something like that, but never fully finished it. A Beta copy got passed around, and people started using it, and he wasn't too happy, for a good reason. Perhaps I'm getting this confused with something else I read on the Inet though, my brain is foggy.

Jeff

4634. Re: SPARTADOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 15:03:00 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92357.100301JJMCWILL@MTUS5.BITNET>
Source record: 108581

Ryan,

There are two flavors of SpartaDOS that you should be looking for.
Neither is sold by their parent company, ICD though. ICD stopped
manufacturing stuff for the 8 bit about 1 year and 4 months ago,
and most of their stock has sold out since then.

What made SpartaDOS simultaneously both popular and unpopular among
users is that it looks a lot like MS-DOS, or in a limited way,
Unix. When you boot up the DOS, you don't get a menu like on
Atari DOS or MyDOS, but rather just a little prompt, like

D1:

if you want to get anything done, you need to know the commands
that get things going.

```
DIR D1:*.COM
COPY D1:MYFILE.DAT D3:
```

are examples. Actually, SpartaDOS isn't the first DOS
for the Atari computer to offer this "ease of use". OSS put out
OS/A+ and afterwards DOS XL way before ICD produced SpartaDOS.
Both of the OSS offerings were very similar to SpartaDOS
in the respect that they had a command line prompt and all that.
ICD took the idea one step further, and added time and date stamping
and subdirectories to the system. Every file, when you look at a
disk directory, will also show the time and date the file was
created or last modified.

If you don't like the Command line interface, there are still
traditional Menus out there for SpartaDOS. One comes on the
construction set disk, one on the "SpartaDOS Toolkit" disk, and
yet another is located on the SpartaDOS X cartridge.

The first one you should look for is SpartaDOS construction set.
On there you will find SpartaDOS 3.2d. This DOS loads part of itself
into the RAM located beneath the OS ROM, thus saving some space in
normal memory for things like BASIC, or Word Processors, whatever.
By far one of the best enhancements for this DOS is the Wedge,
which takes up your XE extended memory, and adds all sorts of
extra features, all of which seem to escape me now, since I haven't used
it for a couple months. Another is Prokey, which is located on the
SpartaDOS Toolkit disk. Prokey among other things will show
you which subdirectory on your disk you currently have open,
allows you to recall the last thing you typed on the command prompt,
and allows you to assign some commands to Hot Keys, called Macros.

SpartaDOS X was ICD's latest and greatest offering. It came on
a cartridge, with a slot in the top to plug in another cartridge,
like BASIC, MAC/65, Action!, whatever. Putting the DOS on cartridge
allowed ICD to add features to the DOS itself, and additionally
they put utility programs in ROM along with it, so that you wouldn't
have to wait for them to load from disk. SpartaDOS X is the DOS
I use in my main computer. Since I only have one copy, I use
SpartaDOS 3.2d, or a variant of it, in my other one if I have to.

SpartaDOS is good at mass storage, like hard disks, and 3.5" 720K
floppy drives. Either version of SpartaDOS can handle disk
sizes up to 16 megabytes. If you have a hard drive that is say
20 megabytes, you would have to make two partitions on the drive,
say, each 10 megabytes large, and they would appear as two separate
drives to DOS and your computer.

In order to connect a hard drive to your computer, you need
some sort of electronic interface that goes between your 130XE and
your computer. At this time, there are two options that I
can see. First, is the Supra Interface. Not too many bells and
whistles, and I don't know too much about it, except that
somebody bought it off of Supra Corporation, and to my knowledge
still lurks out there selling it.

The Black Box from CSS is the Mercedes of disk interface hardware
for the 8 bit. Not only does this box give you a hard drive
interface with all sorts of bells and whistles, it also
gives you a Modem and printer interface, and a built in machine
language debugger. You can add a disk sector editor/monitor program
to the device, as well as a floppy board. The floppy board will allow
you to connect IBM type floppy drives, even 3.5" 720K, 1.44 meg, and
5.25" 1.2 meg drives, and use them on your Atari, at very high
data transfer speeds.

One thing you need to know about disk interface technology:
The interface you buy for your Atari,whether it be Black BOX,
Supra Interface, or perhaps another called the MIO from ICD
(also not available from them anymore), they all offer a SCSI
interface for hard drives.

This means you can connect a SCSI drive directly to your computer.
You cannot connect an IDE or ESDI drive.
You can connect an MFM or RLL drive if you buy a SCSI to MFM
or SCSI to RLL interface. CSS sells both of these if you need them.
Since the interface is a SCSI interface, you can also use the
removable media type hard drives, like the SyQuest 44 meg removable
cartridge drive. What I haven't seen is drivers for
those new floptical SCSI drives or any CD-ROM type stuff.
But since there are probably few to no 8 bit users with this sort
of hardware, it hasn't surprised me.

Hope this helps a little, my fingers are going numb with this
terrible editor. Gotta go.

Jeff McWilliams

4635. [--- Lunar Calendar ---]

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 15:28:33 UTC
From: winston@merk.com
Message-ID: <1992Dec22.152833.8624@merk.com>
Source record: 108582

Hello! I noticed that your message was postmarked from Jerusalem and I was wondering if I could ask you a question? I am reading COMP.SYS.ATARI.8BIT on a UNIX system that uses a "CAL" calendar program to print out a solar calendar. Are there any calendar programs out there that print out a --LUNAR-- calendar that follows the, what is it, nineteen year lunar cycle? I have seen programs in the USA for the ATARI 8-BIT and other computers that will print out the solar calendar, yet I have never seen a computer program that does a lunar calendar. I wonder why I haven't seen such programs? I am sure that the large Jewish, Chinese, and Asian ethnic populations around Boston Massachusetts, would find a lunar calendar program useful. Such a program would be very useful for keeping track of the many religious observances that follow the lunar calendar cycle. I am curious... are there any programs for the ATARI 6502 8-BIT that can generate a lunar calendar?

4636. My Atari 800 has a power-up problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 15:38:43 UTC
From: wa2ise@cbnewsb.cb.att.com
Message-ID: <1992Dec22.153843.13260@cbfsb.cb.att.com>
Source record: 108579

I have an Atari 800 with a power up problem: Sometimes (lately
very frequently) I won't get a video image at all, or a pattern
of vertical and horizontal bars for the video image. After flipping
the power switch on and off several times, I can coax the machine
to operate correctly. I tried opening the machine up and reseating
connectors, and chips in sockets, but that didn't clear this
problem. I also have an Atari 400 I am willing to steal boards/parts
from, any suggestions?
==========
"the earthly power sucks shadowed milk from sleepy tears undone
from nippled skin as smooth as silk the bugles blown as one" Peter Gabriel

4637. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-22 22:20:25 UTC
From: sourada@iastate.edu
Message-ID: <sourada.725062825@vincent1.iastate.edu>
Source record: 108584

In <1992Dec22.145256.8122@merk.com> winston@merk.com (Winston Smith) writes:

(I thought I'd follow-up to the group just because this might be interesting
to others...)

>I performed an FTP request (called a "get" I believe?) of the KERMIT-65
>source code. The good news is that the file was delivered to the
>requesting UNIX machine. The bad news is that the file was delivered in
>an "ARC" format as one large file of over eight hundred double-density
>sectors! What the heck am I supposed to do with this?!??
[...]
> Needless to say, I am placed in a "Catch-22" situation. The KERMIT-65
>source files are --NOT-- in an ATARI 8-BIT format, but in some text format
>too large to be contained on an ATARI 8-BIT drive. I can not successfully
>download this humongous file to an ATARI 8-BIT and then UNARC it. Is there
>some way that I can UNARC this behemoth on a UNIX system? I know that UNIX
>uses COMPRESS, TAR, and ZOO, but I do not believe that I have seen ARC on a
>UNIX box before.
[...]
>Does anyone out there have any ideas how to solve this problem? Thanks.
>

Kermit 65 was written and assembled on another system (an ST, I believe). The
ST was of course able to handle the size of the file, but it's kind of
impossible to work with on the 8bits. If you're only interested in reading
some of the code, you just need to unARC it on another system (yep, there
are Unix-compatible ARC's out there...), then either look at it on that system
or break it up for use on the 8bit.

If you want to change the code and reassemble it, your best bet it to use
another system and a cross-assembler. (Atari's Madmac assembler for the ST
will assemble 6502) If you can't get ahold of another system and assembler,
you will have to be very patient and inventive :-)

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu

4638. Re: * * Wanted: Alternate Reality * *

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 00:07:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72219@cup.portal.com>
Source record: 108585

Try American Techna-Vision, they have new copies for $12 of both The City
& The Dungeon for $12. 1-800-551-9995 or 415-353-3787

4639. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 02:00:41 UTC
From: bbs@neb
Message-ID: <1992Dec23.020041.5556@neb>
Source record: 108586

I hope you didnt misunderstand what I was saying in regard to submitting articles to AC.

I'm all in favor of ANYTHING for the 8bit, especially when it comes to this particular area on the Internet. If we can get another news group together, I'd be all for it, but the way it stands now - this one is scarcely getting much use.

What I'D like to see is more 8bit coverage in the Fido and Isis networks. (grin)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4640. Re: SPARTADOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 02:05:08 UTC
From: bbs@neb
Message-ID: <1992Dec23.020508.5641@neb>
Source record: 108587

Jeff, just for your (and everyone elses) information, the Supra hard drive interface was purchased by Bob Klaas of K-products (owner of BBS Express Pro!) here in Salt Lake City, Utah (where I live).

It is being sold for around $120.00, and will very soon feature options identical to that of the MIO and Black Box - as an add on card has been developed to allow for menu configuration, high density disk drives, etc.. Look for the upgrade within a month or two.

For further info on this HD interface, call the Repair Shop BBS at 801-967-8738 or call Bob Klaas voice at 801-967-7400 or 801-966-1697.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4641. Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 08:03:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1992Dec23.080307.27410@magnus.acs.ohio-state.edu>
Source record: 108588

In article <92357.100301JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:

>One thing you need to know about disk interface technology:
>The interface you buy for your Atari,whether it be Black BOX,
>Supra Interface, or perhaps another called the MIO from ICD
>(also not available from them anymore), they all offer a SCSI
>interface for hard drives.
>
>This means you can connect a SCSI drive directly to your computer.
>You cannot connect an IDE or ESDI drive.
>You can connect an MFM or RLL drive if you buy a SCSI to MFM
>or SCSI to RLL interface. CSS sells both of these if you need them.

As I recall, the Black Box (and maybe MIO) does allow ESDI (or is it
EDSI?) connection in addition to SCSI. I could be mistaken, but I do
remember reading that long ago. (I don't have a BB or MIO, or even a
hard drive.)
--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

4642. UnLZH??

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 08:09:58 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1992Dec23.080958.27621@magnus.acs.ohio-state.edu>
Source record: 108589

In article <1992Dec19.090253.7940@merk.com> winston@merk.com (Winston Smith) writes:
[...]
>have found an IBM MAXIMUS BBS that allows the sending of QWK offline
>downloads using LH113 compression, and Bob Puff's UNLZH program handles
>this compression fairly well, performing what it calls a "melt" of the
>archive. Therefore, I can offload "QWK" mail packets and dissolve them.

Where is this UNLZH program available????? I want it!

And is there an Atari UnZIP program around yet?
--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

4643. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 08:33:48 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2a98VB1w165w@cyberden.sf.ca.us>
Source record: 108591

(re: password protection/booting of hd/etc.)

unless of course someone just happened to have an 8-bit drive and an SIO
cable hidden in their coat... ;)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4644. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 08:38:55 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <kJ98VB2w165w@cyberden.sf.ca.us>
Source record: 108592

Hey rick... hmm.. I killed the idea on AAcode (my version of
uuen/decode) I guess I just got bored. ;) anyways.. THE best
uuen/decoder would be one that compresses first! ooh.. that'd be nice...

my one complaint would be this:
I have it easy ;) .. the BBS I rec'v UseNet on has a built-in
UUDecoding command, so I don't even need YAU (just YAUE for the
occasional upload/post)...

but I supposed if one were to write something for (unix?) whatever the
archives, you could have 3 "send" commands:

send - send (uuencode if binary)
sendb - sned (uuencode no matter what)
sendx - send (x-encode) (x? whatever... whoever makes the program
will have the honor of naming it! ;))

... hmm.. have fun!
btw, rick.. I'm no math major, and I'm half alseep, but that
LOOKS like it might work... !?

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4645. vblitz demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 08:43:51 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <sR98VB3w165w@cyberden.sf.ca.us>
Source record: 108593

grr... ICD made a big mistake w/ their RAMBo XL...

I got "VBLITZ" from the archives, and loaded it on my upgraded (256k, 800xl/800 OS) 1200xl and all it did was say "[fuji sign] 130XE"...

then I loaded it up on the motherboard (no keys/case/etc) of my old 1200xl (w/1200xl OS and 48k) and it showed two VERY cool looking landscape frames behind the fuji & "130xe"....

what the problem is... is that the RAMbo XL, when bank-selecting, selects the bank for all of the memory, while the 130XE's memory, when bank-selecting, selects memory for the CPU to look at, AS WELL AS memory for the video (ANTIC chip) to look at... so, when VBlitz thought it was telling an XE to have only ANTIC look at such&such a bank of memory, my RAMBo thought it was saying "look at this bank of memory" (taking the bit that would tell the XE "ANTIC only" as another bit in the bank # (as the rambo upgrades have more memory (16 banks) than the 130xe (4 banks)))...

I hope I'm not too confusing.. I'm just relaying what I took from what Bob Woolley told me...

anyways... I made two little programs in TurboBASIC XL (VSPLIT.TBS and VBLITZ.TBS) which do almost what that demo is supposed to do:

VSPLIT- opens the AUTORUN file from the VBLITZ disk (which contains the bitmap frames) and resaves the images onto the ramdisk

VBLITZ- consecutively reads the seperate images that VSPLIT made and dis-plays them on the screen..

inotherwords, I got the demo working, but very slowly, and w/o that snazzy fuji and "130XE" on the screen (which MUST'Ve been player-missles (not sprites, bob.. I remembered not to say "sprites"! ;)), because they were changing rainbow colors as the background moved (if I were to see it), and the background was in GTIA 16-shade 80x192 mode, while the 130XE and fuji were in totally multicolored 160 x 192...)

whew...
I'm tired ;)

```
\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP
```

4646. Re: Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 10:17:19 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec23.101719.17190@mtu.edu>
Source record: 108590

No, I think you are thinking of SASI, both MIO and BB also support SASI.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4647. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 15:14:48 UTC
From: winston@merk.com
Message-ID: <1992Dec23.151448.992@merk.com>
Source record: 108594

About the "mammoth file too large to fit on an ATARI 6502 8-BIT disk drive" ARC incompatibility problem....

<* Sound Of Trumpet Fanfare... *>
Fortunately (for me) the System Manager was able to come through in this crisis. Yay! It turns out that there is a utility he has that is able to run an MS-DOS process as a child process within the UNIX shell environment. He keeps it around for just such emergencies. I was able to start up an MS-DOS subtask and run an UNARC-ing utility on the UNIX system, to unbundle the KERMIT-65 archive. (The file is immense!) I don't know what I would have done if I had been on a VMS, CMS, AOS, PRIME, or some other operating system. The unarcing was practically instantaneous... WOW! was that fast.

I tell you, starting up the MORE/LESS pager on the KERMIT-65 code was a very moving experience. When I got down to the 80 character graphics font definition I openly wept, the experience was so moving.... (I also discovered I few things I had never realised, like that the DEC special ISO GRAPHICS CHARACTER SET for VT52/VT100 was --ALSO-- available in --FORTY COLUMNS--. I never knew that you could draw ISO GRAPHICS in forty-columns! You can have a lot of fun with this! There were also forty column versions of LEFT-BRACE, RIGHT-BRACE, BACKQUOTE, and TILDE. I am sure that I had seen them before, but it never registered before that the ATARI 6502 8-BIT has --NO-- braces in its normal character set!)

Paging through the KERMIT-65 code was almost a religious experience; it was so moving. It was a thing of beauty to behold, and a joy forever! (Now if only someone would substitute XMODEM for KERMIT, and add MS-DOS ANSI GRAPHICS along with the DEC ISO GRAPHICS, you would have a VT100 that really *-ROCKS-* !) Just walking through the source listing I am really learning a lot. Thank you! Thank you ATARI Archive at UMICH. !

4648. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 16:21:39 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92358.112139JJMCWILL@MTUS5.BITNET>
Source record: 108595

You could do it with a hard drive.. how big did you say it was?

Jeff McWilliams

4649. Re: SPARTADOS

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 16:23:13 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92358.112313JJMCWILL@MTUS5.BITNET>
Source record: 108596

Gee James, thanks for the news on K-products. I smell an article brewing. Yes no? (grin)

Jeff McWilliams

4650. Re: vblitz demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 16:27:41 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92358.112741JJMCWILL@MTUS5.BITNET>
Source record: 108597

Ahh, Gee, Bill, you didn't know that most 256K+ upgrades have that problem? Very few of the upgrades are 100% 130XE compatible as far as Antic Banking goes. THe CSS upgrade might be one of them, I think the Woolley 1200XL upgrade is another.

Jeff

4651. Re: UnLZH??

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 16:29:45 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92358.112945JJMCWILL@MTUS5.BITNET>
Source record: 108598

Ron,

This came up several months ago on here. As a second hand source of information on this, all I know is that Bob Puff didn't intend for UNLZH to be passed around, it was a beta copy, and he was pretty ticked when he heard about it. If this is still the case, let's show some respect for the current top 8 bit developer (leastways in my book) and not pass around something he doesn't want passed around.

Jeff McWilliams

4652. Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 17:01:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19921223120105MIS0160@MVS.UDEL.EDU>
Source record: 108599

I OWN AN 8-BIT 65XE AND AM QUITE HAPPY WITH IT EXCEPT FOR THE KEYBOARD.
BEING A TOUCH TYPIST, THE XE KEYBOARD DOESN'T HAVE THE 'RIGHT FEEL'.
ANYWAY, I BOUGHT AN OLD USED 800. IT SEEMED TO WORK FINE UNTIL
I TRIED TO SAVE A FILE TO MY 1050 DRIVE. THE DISK LIGHT CAME ON AND
A COUPLE OF BEEPS OCCURRED, THEN THE DISK CONTINUED SPINNING WITH A
BEEP MAYBE EVERY 30 SECONDS. EVENTUALLY, DOS (2.5) TIMED OUT.
I CAN LOAD FILES FINE, JUST CAN'T SEEM TO WRITE TO THE DISK DRIVE
WITHOUT TIMING OUT. IS THERE A CHIP OR BOARD THAT NEEDS REPLACING?
ANY SUGGESTIONS WOULD BE APPRECIATED.
ROGER COLE
UNIVERSITY OF DELAWARE
INTERNET: ROGER.COLE@MVS.UDEL.EDU

4653. Re: * * Wanted: Alternate Reality * *

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 17:02:24 UTC
From: bbs@neb
Message-ID: <1992Dec23.170224.15338@neb>
Source record: 108600

I have an original copy of Alternate Reality (both City and Dungeon). I
have docs and full maps too.

What do you offer - if you have interest?

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4654. Re: Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 17:03:45 UTC
From: bbs@neb
Message-ID: <1992Dec23.170345.15418@neb>
Source record: 108601

Rob Funk:

The MIO is capable of running Scsi, Mfm, Rll and Sasi hard drives via an
interface card (Adaptec preferred). I'm not aware of any way to run an
ESDI or IDE hard drive on an 8bit Atari..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4655. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 17:07:24 UTC
From: bbs@neb
Message-ID: <1992Dec23.170724.15503@neb>
Source record: 108602

PhBill:

True, someone could sneak a floppy drive and SIO cable into my house,
buts its highly unlikely! (grin)

I'm more interested in keeping friends and house guests from accessing
my two HD driven 8bit systems.

Oh well, I'm working on an Action! program right now that will check for
passwords, but since I'm only now learning Action!, I'm a bit slow and
confused (when it comes to all the procs, byte, card, etc.
statements)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4656. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 20:00:20 UTC
From: bbs@neb
Message-ID: <1992Dec23.200020.18009@neb>
Source record: 108604

Bill Marcum:

Any idea how I can access or 'hide' that MIO config menu - so I could
lock it out and add it into my password protection program?

If Bill doesnt know, does anyone else?? What memory location does the
menu load into? Maybe I can capture it or something.

Gads! Sure wish I was a more seasoned programmer. Just a hacker for
now..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4657. Re: PABQWK

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 20:01:49 UTC
From: bbs@neb
Message-ID: <1992Dec23.200149.18069@neb>
Source record: 108506

Dennis:

Pab Sungenis just uploaded his latest revison of Pabqwk to me on
GEnie.

Will report back here once I download it and let everyone know what
changes have been implemented.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4658. Z*mag

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 20:03:23 UTC
From: bbs@neb
Message-ID: <1992Dec23.200323.18149@neb>
Source record: 108505

Per an article in Decembers Current Notes magazine, Ron Kovacs is looking for someone to take over Z*mag, since all his time is now dedicated to his new publication (from Atari Corp.)

Has anyone else BUT ME contacted Ron regarding assumption of that duty?

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa

--

Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4659. Re: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 20:16:53 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92358.151653JJMCWILL@MTUS5.BITNET>
Source record: 108527

Roger,

POKEY I believe handles most of the SIO stuff, so I would suggest start looking there. you could probably even swap your 65XE POKEY with the Atari 800 one, assuming you want to roll up your sleeves and dig into your 800. Another option would be to purchase a Transkey interface for your 65XE. This allows you to connect IBM type keyboards to your Atari 8 bit. Then, it would simply be a matter of finding a keyboard that felt right for you, making sure it works with the Transkey, and off you go!

Jeff McWilliams

4660. Atari 2600/7800 HW/SW at Odd Lots

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-23 20:36:45 UTC
From: fontana@iguana.cis.ohio-state.edu
Message-ID: <1992Dec23.203645.24635@cis.ohio-state.edu>
Source record: 108603
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

I was buying misc. Christmas items at Odd Lots the other day, and
noticed they had a whole shelf of Atari 2600 units (the new style)
for $19 each, and some 7800 consoles for around $25. There were also
several large bins of Atari cartridges- all in shrink-wrapped boxes.
The 2600 cartridges were $1 each, and the 7800 cartridges were $3.
There were many classic games, too, like Pole Position and Dig Dug.

Disclaimer I don't work for Odd Lots and don't know anybody who does.
Just passing along a tip in case anyone's been trying to find these items.
For anyone in Columbus OH, the particular Odd Lots store was the location
on Olentangy River Road.

Mark Fontana

4661. Re: [--- Lunar Calendar ---]

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-24 01:33:09 UTC
From: bmarcum@world.std.com
Message-ID: <Bzqpn9.Bv9@world.std.com>
Source record: 108507

Interesting question. I don't know of any such program for the 8-bit, but a local WWIV BBS has a calendar program in the login screen. I think the sysop wrote it, it shows the date in several different systems including Jewish, Moslem, and Mayan. I could ask the sysop if he's willing to share the source code.

Bill Marcum bmarcum@world.std.com

4662. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-24 02:06:08 UTC
From: bmarcum@world.std.com
Message-ID: <Bzqr68.D30@world.std.com>
Source record: 108508

I think the only way to lock out the configuration menu would be to disconnect the SELECT and/or RESET key. But if you change the hard disk configuration, a user would have to know where each partition begins, to access that partition. Then again, fooling around with that data could be risky. You can write-protect partitions, or disable them, but anyone who knows enough about the computer can undo that. You can put data in password-protected ARCs, if you don't mind unarcing the files each time you use them....
Another idea: the source code for Mydos is available if anyone wants to try adding password protection to it. I forgot: were you worried about people seeing/copying your files, or erasing them? If the latter, be sure you have backups!

One other possibility--it's expensive, and I don't know much about how it works, but CSS makes a device called the Multiplexer, which lets two computers access the same hard drive. I think only one computer has to have an MIO... You would have to ask Bob Puff, or someone who has one, for more information about it.

Bill Marcum bmarcum@world.std.com

4663. K-Products interface (formerly Supra)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-24 04:09:45 UTC
From: bbs@neb
Message-ID: <1992Dec24.040945.23198@neb>
Source record: 108511

J.McWilliams

Yeah, theres an article brewing in that information. Guess I should be a little more hush hush about what I broadcast - as I am loosing a bunch of potential articles (for AC submission) myself (grin)

Got your E-mail, but curious about why you called LD just to leave it here. You could have left it for me privately via your remote site by sending to:

uplherc.upl.com!neb!bbs!1fa and it will reach me -- others have sent me grundles of mail..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4664. Re: Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-24 05:40:08 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1hbifoINNdab@msuinfo.cl.msu.edu>
Source record: 108509

rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:

>As I recall, the Black Box (and maybe MIO) does allow ESDI (or is it
>EDSI?) connection in addition to SCSI. I could be mistaken, but I do
>remember reading that long ago. (I don't have a BB or MIO, or even a
>hard drive.)

BB or MIO will work with SCSI or SASI, but not ESDI.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

4665. Re: My Atari 800 has a power-up problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-24 12:22:11 UTC
From: wa2ise@cbnewsb.cb.att.com
Message-ID: <1992Dec24.122211.5709@cbfsb.cb.att.com>
Source record: 108510

In article <1992Dec22.153843.13260@cbfsb.cb.att.com> wa2ise@cbnewsb.cb.att.com (I) wrote:
> I have an Atari 800 with a power up problem: Sometimes (lately
>very frequently) I won't get a video image at all, or a pattern
>of vertical and horizontal bars for the video image. After flipping
>the power switch on and off several times, I can coax the machine
>to operate correctly. I tried opening the machine up and reseating
>connectors, and chips in sockets, but that didn't clear this
>problem. I also have an Atari 400 I am willing to steal boards/parts
>from, any suggestions?
I can answer my own question now. I took both machines apart, and swapped
out the "CPU" board, this one being the only board common to both (except
for a memory 16K board). Turns out that swapping the CPU board removed
the problem from the 800, and placed the problem in my 400. So obviously
the problem is in the CPU board. Haven't taken the time to identify it
beyond that, as I achieved my main goal of getting the 800 alive.
Can anyone guess what chip or part on the CPU board might cause the
above power up problem?
>==
>"the earthly power sucks shadowed milk from sleepy tears undone
>from nippled skin as smooth as silk the bugles blown as one" Peter Gabriel

4666. Re: zip/unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-25 20:00:51 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5FTcwB2w165w@cyberden.sf.ca.us>
Source record: 108513

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> writes:

> Well, all I heard was that BOB PUFF was working on an Un-LZH or something
> like that, but never fully finished it. A Beta copy got passed around,
> and people started using it, and he wasn't too happy, for a good reason.
> Perhaps I'm getting this confused with something else I read on the
> Inet though, my brain is foggy.
>
>
> Jeff

No... you're right. I just wonder if he's still working on it. I have
a copy, and after I heard (on this net) that he (Bob) didn't want it
spread around, I asked the Sysops to delete it, and I haven't ever
uploaded it anywhere.

hmm

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4667. Re: comp.sys.atari.8bit.archive

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-25 20:04:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FmTcwB3w165w@cyberden.sf.ca.us>
Source record: 108512

bbs@neb (BBS System 801-572-4969) writes:

> together, I'd be all for it, but the way it stands now - this one is
> scarcely getting much use.

Interesting that you mention that. My last call was only the day before
yesterday (23rd) and there are already another 60 (at least) messages!
(this place has a capacity on this particular newsgroup of only 60
messages, which is why I call so often...besides.. I love loading up
BobTerm :))

heh...strange irony, eh? Musta been a 1-time case, just to confuse me!
:)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4668. Re: vblitz demo

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-25 20:09:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <qTTcwB4w165w@cyberden.sf.ca.us>
Source record: 108514

re: woolley's upgrade being Antic XE banking compatible..

well..if so, not the one HE gave me! anyways, like I said, I made a little splitter (takes the Vblitz demo and stores the graphics as seperate files on the ram disk) then a viewer (which is probably quite slow, but oh well..I got the effect....NICE demo)

who rendered that demo?! where DID it come from! (other than that Atari Faire....)

coolness

```
\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP
```

4669. Re: My Atari 800 has a power-up problem

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-26 02:23:27 UTC
From: wookie@terapin.com
Message-ID: <wookie.2xv3@terapin.com>
Source record: 108518

In article <1992Dec22.153843.13260@cbfsb.cb.att.com>, wa2ise@cbnewsb.cb.att.com (robert.f.casey) writes:
> I have an Atari 800 with a power up problem: Sometimes (lately
>very frequently) I won't get a video image at all, or a pattern
>of vertical and horizontal bars for the video image. After flipping
>the power switch on and off several times, I can coax the machine
>to operate correctly. I tried opening the machine up and reseating
>connectors, and chips in sockets, but that didn't clear this
>problem. I also have an Atari 400 I am willing to steal boards/parts
>from, any suggestions?
>==
>"the earthly power sucks shadowed milk from sleepy tears undone
>from nippled skin as smooth as silk the bugles blown as one" Peter Gabriel
I have the same problem one time. In my case it was a bad "lid swith". (switch) I took my 800 apart and found that out. I replaced the mother board ($10) and everthing was fine. I found tho I cound use the board I took out by permanently closing the switch. Hope your situtation is as simple.

Wild Wookie.

4670. Re: zip/unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-26 07:23:14 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec26.072314.19408@mtu.edu>
Source record: 108515

In article <5FTcwB2w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>
>
>No... you're right. I just wonder if he's still working on it. I have
>a copy, and after I heard (on this net) that he (Bob) didn't want it
>spread around, I asked the Sysops to delete it, and I haven't ever
>uploaded it anywhere.
>
>hmm
>
Well, the interesting thing is, I just saw it on the ICD BBS.

Jeff McWIlliams
> \
> /\ / /\ / / /
> /\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
>/ / \/ / \ \ PhBill@Cyberden.UUCP

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4671. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-26 09:05:46 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <72422@cup.portal.com>
Source record: 108516

Rick Michael Cortese here at Portal raises the possibility of an interesting alternative to UUencode.

First, Rick, UUencode turns 3 bytes of original 8-bit data (24 bits) into

4672. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-26 09:23:01 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <72423@cup.portal.com>
Source record: 108517

Oops... sorry about that partial posting! It's 4AM and I'm on an unfamiliar keyboard...

I was starting to say:

First, Rick, standard UUencode takes 3 bytes of 8-bit "original" data (24 bits) and reorganizes it as 4 6-bit "encoded" quantities (also 24 bits). Current computer architectures require an entire 8-bit byte to store any less-than-8-bit quantity, hence a UUencoded file has essentially 4 bytes for every 3 in the original: an "expansion factor" of 1.3333...., not 1.5. Among other things, this reduces the advantage of your proposed base-85 technique from "a significant improvement over UUencode," to "just slightly better," and since base-85 doesn't correspond exactly to a power of 2, i.e. to a particular, fixed number of bits in the UUencoded values, your encoding algorithm would of necessity be somewhat messier than UUencoding which can be implemented just by moving bytes around: NO MATH is needed for UUencoding.

Second, the use of 6 bits for UUencoded data values yields, of course, 64 different possible values. As noted in previous articles in this thread, the values 0-31 would be control characters, some of the very values it is desired to avoid in an e-mailed file, so the UUencode algorithm adds a "bias" value of 63 decimal, shifting the UUencoded values to the range 63-127 decimal, representing ASCII characters "!" through "~". These are ALL "printable" characters, in ASCII anyway. I don't think it should be the encoding program's responsibility to deal with ASCII-to-EBCDIC translation peculiarities; that is the responsibility of file-exchange software: the ASCII-file-reading program on the EBCDIC system, or the EBCDIC-file-reading program on the ASCII system. These exist and have been refined over the years to quite a high state...

Third, I think it would still be interesting to see a base-85 file-encoder, at least as proof that it could be made to work. I don't expect it would make any significant impact on the near-universal use of the existing UUencode scheme, since UUencode is firmly established and the base-85 encoder would be more complex, and therefore somewhat slower, than an equivalent (whatever THAT means) UUencoder, for only about a 8% improvement in file size. Of course, there will be that minority (possibly including me myself) to whom even an 8% improvement will be worth a loss of speed, and such people ought to have the choice.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4673. Parallel Printer Interface Info

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-26 20:14:40 UTC
From: goldman@cork.CS.Berkeley.EDU
Message-ID: <1hiefgINNd2m@agate.berkeley.edu>
Source record: 108519

An acquaintance of mine is looking for a parallel printer interface,
since his Supra MPP1151 died.

Please E-mail me if you have one (Supra, ICD P:R: Connection, 850,
etc.) that you would be willing to sell, or if you know where some
used or new ones are available.

Thank you!

Roy Goldman
goldman@cork.cs.berkeley.edu

4674. GCP(Anyone remember it?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-27 16:32:05 UTC
From: Marc Sasiadek <U24226@uicvm.uic.edu>
Message-ID: <92362.103205U24226@uicvm.uic.edu>
Source record: 108521

Hi!!!
Does anyone remember a really neat telecommunication service called
Games Computers Play? It was available for the 8-bitters and then later
for the ST around 1985-1986. Does anyone remember CyberTank? I kind of miss
playing it, so I was thinking about writing a one player version of it for
Windows. I would like to use the original Cybertank map. Does anyone
have any information on it? I have the old documentation, but I was wondering
if the map was on a file that you got from GCP. Does anyone know what
the map file format might be or what the name of the file might be? Or was
the map on GCP's minicomputers? Thanks in advance.
****
* Marc Sasiadek(u24226@uicvm.uic.edu) *
* University of Illinois at Chicago *
* College of Pharmacy *
****

4675. Re: Parallel Printer Interface Info

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-27 17:50:33 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1hkqdaINN4k0@usenet.INS.CWRU.Edu>
Source record: 108522

I have a P:R: Connection for sale. It is brand new and unused.
I'm selling it for $40 plus shipping. Send check or money order
to: Dennis McGuire 3215 West 25th St. Erie, PA 16506.

4676. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-27 18:57:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72473@cup.portal.com>
Source record: 108520

RE: Point #1, I'll stand by my 1.5 expansion statement. Matter of fact, some of the files I D/L'd were that were in that 1.5 range were done by you. It's more then just a problem with the encoding scheme. I believe the UUE uses a 46 byte line with a two byte checksum for every line which would pump it up, the rest of the expansion I'm not sure about, but it DOES make the file 1.5 times the original. IMO: I'm sure the original authors had something in mind by adding a checksum to every line, but I really doubt if it serves a useful purpose anymore. Since most everything is transfered via Xmodem etc. it's more likely a bad file to begin with. A checksum for the entire file makes a lot more sense to me & apparently the authors of ARC, ZIP, ...

I'm aware of the bias & plan on the numbers being represented by ASCII characters from !-r or !-v, something in that range anyway. No control characters, no extended characters. I've already sent a file to myself on another BBS (ricortes@kludge.com) & I'll double check that everything gets through correctly. It shouldn't matter what character sets another computer uses *IF* (note the big if) they just echo the file as is. Who cares if computer X thinks a 65 in a file means "strip and go nude", as long as it echos the 65, were fine.

Point #3 Speed, I've already got a mutiple precision binary division routine that'll go to 255 significant figures for the operand/divisor. I'm planning on eventually getting it working as an Action! procedure along with maybe some multiplication. It may take me a while to get everything neatly done, but as long as I'm willing to code in M/L, you shouldn't worry about speed. If your really worried, I could run some tests, but even if there is a net loss in speed on the decode end, the online time/transmission/echos for the entire Internet system will be reduced by 15% (Only for files of course!). Who wouldn't take a slightly longer decode time in exchange for a shorter down load time?

BTW: I want to thank Douglas Clement for correcting my terminology on number base systems. My excuse is I was trained as a chemist so...

I guest for the doubters, I should do a little demo. Turns out Atari Basic can just manage to do the job albeit slowly. I'm sure somebody about :-)

4677. Re: GCP(Anyone remember it?)

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-27 19:55:30 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec27.195530.20326@mtu.edu>
Source record: 108523

In article <92362.103205U24226@uicvm.uic.edu> Marc Sasiadek <U24226@uicvm.uic.edu> writes:
>Hi!!!
>Does anyone remember a really neat telecommunication service called
>Games Computers Play? It was available for the 8-bitters and then later
>for the ST around 1985-1986. Does anyone remember CyberTank? I kind of miss
>playing it, so I was thinking about writing a one player version of it for
>Windows. I would like to use the original Cybertank map. Does anyone
>have any information on it? I have the old documentation, but I was wondering
>if the map was on a file that you got from GCP. Does anyone know what
>the map file format might be or what the name of the file might be? Or was
>the map on GCP's minicomputers? Thanks in advance.
>**
>* Marc Sasiadek(u24226@uicvm.uic.edu) *
>* University of Illinois at Chicago *
>* College of Pharmacy *
>**

Marc,

Well, I remember the service, but never subscribed to it. Speaking of which,
how is the multiplayer-multicomputer that Jeff Potter is working on going?
Anybody know? At one time I think I had a tank game you played with anothr
guy on a 2nd atari, with them linked with a joystick cable of some sort.
It was pretty cool. I would like to see more of those games, having
several 8 bits myself.

Jeff

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4678. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-28 07:25:22 UTC
From: winston@merk.com
Message-ID: <BzyKMB.CMJ@merk.com>
Source record: 108525

To All 6502 Programmers Out There,

I have been examining the KERMIT-65 source code files that I FTP-ed from the Atari Archive with a "get". I don't own a MAC-65 6502 Assembler cartridge, and some of the symbols used seem a bit strange. For example, what is the meaning of the pseudo-op ".SBTTL" ? Another interesting expression is "<byte>!<byte>" (...is that supposed to be a Logical NOT of two bytes?). Finally, in the KERMIT-65 "make" file, the "-v" flag is set. Is there a version of the UNIX "as6502" cross-assembler utility that even --SUPPORTS-- a "v" flag ? What assembler was used to generate object code from these sources, does anyone know ? Thank you.

4679. FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-28 12:45:55 UTC
From: jimlynch@netcom.com
Message-ID: <1992Dec28.124555.2212@netcom.com>
Source record: 108526

I wrote one; it's very cool. Problem is, I didn't write a manual...

It has its (traditional) compiler and interpreter rewritten in assembler...
it has its I/O (the FORTH words KEY and EMIT) written so it can be redirected
to different IOCBs...
it has ADA-style exception handling set up so you can redirect particular
error conditions so you can recover (or at least exit gracefully); you can
also define your own exceptional conditions...
the compiler and interpreter can be stripped out of applications (this means
no runtime file and no extra baggage!)

If sufficient interest exists, I will look into writing a manual for the
features I have added and releasing the forth system and the manual as
shareware... for the shareware fee, I will include full source code and
the ability to make stand-alone apps. Runs under OSS-Dos.

4680. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-28 15:39:56 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Dec28.153956.615@exu.ericsson.se>
Source record: 108528

Jeff Potter writes:
>
>Russ Wetmore is alive and working for Apple I believe. I don't remember
>that he was involved with the Action! programming language. He was, of
>course, the author of Preppie!, Sea Dragon, and Homepak. I see his father
>from time to time...

Russ didn't have anything to do with the Action! language itself, but
he was probably its most proficient user. Homepak was written entirely
in Action! and he wrote a few columns full of really obscure (and useful)
Action! tricks for Analog Computing.

Now, what happened to Clinton Parker, the Action! author?

--
James Hague
exuhag@exu.ericsson.se

4681. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-28 16:32:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5R4HwB2w165w@cyberden.sf.ca.us>
Source record: 108529

Well, one thing I noticed is (this isn't off the subject, but it is totally useless information) that ARCing usually trims down a (set of) file(s) enough that when the ARC is UUEncoded, it takes almost exactly the same amount as the unARC'd, unUUEncoded data. Perhaps ALFing may be an even better idea (or does that compress at all? I've only seen a few ALFs in my day, and Bob Puff's SuperUnARC/UnALF 2.4 does the trick... I notice that ALFing stores ARCs, so it may be a better compression.

Don't quote me!

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4682. Re: Need for driver simulator for sleep research project

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-28 20:48:42 UTC
From: FIEL <FIEL@UNB.CA>
Message-ID: <28DEC92.18156682.0036@UNBVM1.CSD.UNB.CA>
Source record: 108530

I have a student interested in studying early signs of drowziness
and fatique in a driving situation. The problem is I do not have
source code for any type of driving simulator or similar real-time
meaningful task (e.g. radar operators scope). I need source so that
we can incorporate special events for assessing various forms of
viglance and responding. I have 6502 assemblers, Action, avariety
of Basics and DOSs. I could probably find any of the languages produced
for the 8-bits in my "warehouse" of Atari materials. Please respond
with any ideas or potential sources you might be aware of. I also have
STs but have not programmed them (except some simple GFA Basic 3.0)
Thanks for any help at all.

Don Fields, UNB Sleep Lab fiel@unb.ca
Psychology Department (506) 453-4707 voice
University of New Brunswick (506) 453-4505 fax
Fredericton, NB CANADA
E3B 6E4

4683. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 00:26:00 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2PPiwB1w165w@cyberden.sf.ca.us>
Source record: 108531

Speaking of Action!... somebody set me straight. Was BobTerm (or any of
Bob Puff's ditties) written in Action!?...

I recall hearing that somewhere.

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4684. Breaktris...

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 00:27:51 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5sPiwB2w165w@cyberden.sf.ca.us>
Source record: 108532

Coming soon: Breaktris. Will require XL/XE and MAY use upgraded XL/XE
memory for addition special FX (like digi-sound...)

No details yet.

(don't hold your breath)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

4685. Need help with Atari Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 13:21:24 UTC
From: rmrin@cbnewsk.cb.att.com
Message-ID: <1992Dec29.132124.5669@cbnewsk.cb.att.com>
Source record: 108533

I"ve committed a lot of information to the "Atari Home Filing Manager"
and now discover I can't repair bad discs or transfer the text information
anywhere else. Does anyone know how to crack this nut (without special
hardware modifications?). Thanks.
--

Dick Rickert AT&T Consumer Products Laboratory

4686. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 14:35:33 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1992Dec29.143533.1824@cs.tu-berlin.de>
Source record: 108534

jimlynch@netcom.com (Jim Lynch) writes:

>If sufficient interest exists, I will look into writing a manual for the
>features I have added and releasing the forth system and the manual as
>shareware... for the shareware fee, I will include full source code and
>the ability to make stand-alone apps. Runs under OSS-Dos.
>
Just Do It !
I speak for three people owning an ATARI 800 XL. We are interested in
all kind of programming languages for the 8 bit computers.

Besides, those programming languages are the basic utilities of people
writing new programs and bringing new energy into the ATARI-8bit-machine.

--==rossi==--

4687. Look out...

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 15:54:16 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1992Dec29.155416.3886@cs.tu-berlin.de>
Source record: 108535

Hey there!

Some of you told me to make a list of products for the little ATARI
coming from Europe.

Well, here it is. But I must say, that none of these product are mine.
I don't sell any of them and I don't know any details about them.
At the end of the list (it is not complete) I will write an address
where you can get information and where you van buy things...

--==rossi==--

Product Info
GTIA MAGIC GRAPHICS 9 painting prg
Minesweeper brainkilling game, no combat
Logistik! conversion of AMIGAs LOGICAL
TAAM Fantasy adventure , joystick controlled
Mystix Part II Adventure Graphics/Text
Mega-Font-Texter create larger Fonts than 8x8
Library-discs I + II Fonts for Mega-Font-Texter
Picture Finder Find Pictures on Discs and in programs
Video-Ordner XXL dBase-like video cassette archive
Monster Hunt 23 level - Mario Bros.-like Game
The Laser Robot Run & Jump , 20 level
Gigablast Spacequest , kill or die
Phantastic Journey I Roleplaying Game
Phantastic Journey II " " "
Soundmachine up to 5000 notes, comes with demo sounds
Monitor XL combines BASIC and machine code routines
Design Master windows,320x192 - resolution, painting program
GREAT !!!
Videofilm-Verwaltung video archive, up to 2000 films, labels,RAMdisk support
Vidig Paint GR.9, 3 discs
Numtris another TETRIS (but different)

HARDWARE
ROM-Disk 512 KB like a disk-drive, fastest way to load prg's
bootable,ultraspeed,with monitor program
put DOS, Turbo-Basic or whatever on it...
Eprom-Burner V1.6 for all types of 2764/27C64 (8 KB) to 27128/27C128
(16KB) to 27256/27C256 (32KB) to 27512/27C512 (64KB)
to burn, to read and to compare them
25K Bibomon Hardware monitor including DOS (37902 BASIC free
memory),ultraspeed for Speedy 1050 and Floppy 2000,
better and cheaper than 16K bibomon
great stuff...

1MB Super-MEGARAM RAMdisk, you're able to switch all 4 256KB banks
and switch all 64 16KB via software.
All software working with 256 KB RAMdisks will work
with it.
Comes with copy-prg (1 MB), Bibo-DOS and a testing
program
Floppy 2000 ready-to-use-delivery,can be used as drive 1-4,
comes with BIBO-DOS, all three densities (SD,MD,DD)
slimline (half the height of other drives)
compatible with all XL/XE software
combines 360 KB capacity of the XF551 with the
ultraspeed of disk speeders
track-buffer and many other features
STATE-OF-THE-ART
Speechbox Speech and Sound combine-able for XL/XE
Sound Digitizer Joystick-port-connected, 30 seconds good sound with
50 KB.
RS 232 Interface for XLs
RS-Interface Expansion XE users need it to connect the RS 232 Interface
to their computers
Centronics Interface II connected to the I/O port

and much more.....

Power per Post (PPP)
Postfach 1640
7518 Bretten
Germany

They have also big archives of PD software. I don't know how many titles
but it is quite a lot.

They have a catalog. Order it.
They also publish the ATARImagazin for the XL/XE...

See ya
--==rossi==--

4688. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 17:00:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72547@cup.portal.com>
Source record: 108536

If you can run MS DOS programs on your UNIX box, TASM may be up to the
task. Stands for (T)able driven cross (AS)se(M)bler or something like that.
I've only used it once to check it out & it produced an exact dup of
a Big Mac ASM. I believe it's FTP'able from some IBM sigs.

4689. *** DOS NEEDED***

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 18:50:09 UTC
From: wvogel@MtHolyoke.edu
Message-ID: <C01AzM.F9o@mtholyoke.edu>
Source record: 108537

i am looking for a dos 2.0 or better for my ATARI 65XL does anyone have
(i think thats the right model i havent had it out in months)
a copy they would like to part with?
also looking for a modem for the same unit
email me wvogel@mtholyoke.edu or post it here

thanx in advance
wayne

4690. EasyStore .dat files

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-29 18:52:42 UTC
From: bbs@neb
Message-ID: <1992Dec29.185242.1813@neb>
Source record: 108538

I'm looking for data files for usage with the magazine database program
EasyStore. I am primarily interested in indexes for the magazines:
Antic, Analog and AIM.

I have been unable to contact the company that originally marketed this
package.
James King aka Kamaro Kid at uplherc.upl.com!neb!bbs!1fa

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4691. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 03:56:08 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec30.035608.22678@mtu.edu>
Source record: 108550

Pardon my ignorance toward Forth folks, but what was the language designed for, and what are the PROS and CONS for choosing FORTH over some other programming language?

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4692. Re: *** DOS NEEDED***

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 04:04:48 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <PiukwB1w165w@cyberden.sf.ca.us>
Source record: 108541

Well... some REALLY good DOSes out there are:

MyDOS (4.53 is the latest version), which is almost 100% Atari DOS 2.0/
2.5 compatible, and supports subdirectories, RAMdisks, high-cap-
acity drives, etc. I use it, and love it, and it's public domain
(getting it to your Atari w/o a modem or disk drive in the 1st
place is a trick, but I'm sure some PD wherehouses and/or 8-bit
stores that sell PD have it...)

SpartaDOS-X (version ??) I don't have it, never've used it or even seen
it. It's cartridged based, not being made any more, MS-DOS-look-
alike, commercial of course, and some 8-bit stores'll definitely
have it. Many people love this DOS.

SpartaDOS (v.3.2?) It's a lot like the above SDX, but is disk-based, and
is also commercial. It's also widely used, although it has some
quirks. I've used it before. I had no idea what I was doing,
and of course didn't like it because of that :).

If you like MS-DOS style DOSes go for one of the Sparta's. If you like
Atari DOS (vanilla-DOS) style DOSes (with menus), get MyDOS or any old
Atari DOS-type DOS, but the most widely used of this type of DOSes is of
course MyDOS. (It's now PD, that's probably why.. also, since it's so
used, many upgrades've been made, making it even more widely used, etc.)

So you have one way to go or another.

Also, for modems, there's the SX212 direct-connect (no interface
required), made by Atari, probably still being made (as it has an RS232
port, making it ST/IBM usable). You can get SX-EXpress!, which is a
disk-based terminal program for it for as little as $3 (it's PD) or as
much as $10 (grr..I got it for that).

For terminal programs, some people go the Express! way, and others (like
me! :)) the BobTerm way. BobTerm is PD, and Express! also comes on
cart. >>>I THINK<<<, which would of course be commercial. (Is there such
a thing as a PD cart!?... I mean, burning Eproms is just like copying
disks, eh? Just charge more for parts for the cart. People charge $$
for disks on PD stuff.. Interesting concept....)

Also there are terminals like DeTerm, which is pretty good (pull-down
menu driven, but not graphical). It can play breakout while doing xfers,
etc.

There's ANSI-Term (in beta, last I saw. v0.3), which doesn't support
color, runs in graphics mode (slow :( ), but does its jon
job

```
oops...a call!
bye!
that's about it

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP
```

4693. Mini-virus for 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 06:36:21 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec30.063621.22902@mtu.edu>
Source record: 108551

There is a sort of virus program located on the ICD BBS, and perhaps
other places as well. It is in the SpartaDOS Utilities section,
and I believe it is called SUPER.ARC.

It deARCS to the following files:

SUPER.DOC
SUPER.BAT
SUPER.EXE
SUPER1.SCN
SUPER2.SCN

the doc file says something about this being a program to super compress
all your hard disk files, and to just execute the batch file, by typing
in something like

-SUPER

well, even the EXE is only a few hundred bytes long, so I was immediately
suspicious of the program. Basically, I think SUPER.BAT copies the two
SCN files to the screen, which says something like "compressing files"
then "removing unwanted files" It then executes SUPER.EXE, which is
another batch file, which contains lines similar to the following in it:

ERASE *.ARC
ERASE *.TXT
ERASE *.COM
ERASE *.EXE
ERASE *.SYS
ERASE *.BIN

You get the idea, the program is nothing but a batch file for SpartaDOS
users designed to wipe out as much of your stuff from your default drive
as possible, and says something to the effect of "SUCKER!" at the end.
Not really a virus, more like a poorly designed Trojan Horse or something.
Nevertheless, there may be some people who wouldn't think to check out
the program before executing it. As an endless servant to fellow 8 bitters,
I thought it best to bring this little gem of a program to the attention
of the netters out there.

The mere fact that such a program even EXISTS on the ICD BBS is testament
to how much they give a darn about the 8 bit computers. Obviously their
BBS SYSOP doesn't check the program uploads before allowing them to
appear accessible to the public. If someone has the time, perhaps ICD
should be given a call to discuss this problem. At the least the program
should be removed from their BBS.

Have fun, and enjoy 8 bit computing.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4694. Looking for source code from Analog

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 06:54:33 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec30.065433.23008@mtu.edu>
Source record: 108552

There is a program in the January 1989 issue of Analog called Edit Magic,
which is for XL/XE machines. It copies the ROM OS into RAM, and then
patches the EDITOR to do all sorts of neat things. Their version
is obviously incompatible with things like SpartaDOS 3.2d, and
TurboBASIC XL, and whatever else. But I am working on a hard ware
hack that will place a STATIC RAM chip where the OS ROM normally resides.
That way, you can copy the ROM OS to the SRAM chip, make modifications to
the OS, and then disable the Write line to the RAM chip. From then on,
it will act just like the Original ROM OS did. What's more, you can still
access the normal RAM underneath the OS, just like you always did,
so that it's compatible with SpartaDOS 3.2d, TurboBASIC XL, etc.
I would like to get the source code to this Edit Magic program
so that I can modify it and use it as a perfect example of the kinds
of changes to the operating system you can make.

This hack will appear in an upcoming installment of Moonlight workship,
after I've debugged the circuit and done a thorough schematic design
and write-up etc. While I am at it, I would like to petition readers
to submit any other OS modifications that could be done to the SRAM-OS,
like high-speed DISK SIO routines, remapped 1200XL function keys,
hidden machine language monitor/debuggers, or whatever else.
One could even replace the diagnostic code with say a printer configuration
program that you call up with a special key sequence, where you could
choose FONT, pitch, spacing, and whatever else before printing a document.
Without divulging too much more about the upgrade, (I do want you folks to
read the column!!), you might be able to have about 16K of program space
hiding in there as well, actually, if you keep the ROM OS enabled, you'll
have 32K of program space!... anyway, so you could put some really
nifty things into this upgrade. Ideas anyone? Gentlemen,
start your assemblers! (varoom!)

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4695. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 07:49:43 UTC
From: bmarcum@world.std.com
Message-ID: <C02B2w.2EC@world.std.com>
Source record: 108539

In article <2PPiwB1w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>Speaking of Action!... somebody set me straight. Was BobTerm (or any of
>Bob Puff's ditties) written in Action!?...
>
>I recall hearing that somewhere.
>
The way I heard it, Express! was written in Action! but Bobterm is
pure assembler. I think BBS Express was also Action!, but not Express
Pro.
Bill Marcum bmarcum@world.std.com

4696. Re: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 07:55:50 UTC
From: bmarcum@world.std.com
Message-ID: <C02BD2.2IM@world.std.com>
Source record: 108540

Unfortunately, on the 65XE all the chips are soldered, which makes it difficult to swap chips. You might just look for a used 800XL at a thrift shop or flea market.

4697. Games for the 8bit....

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 13:35:12 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1992Dec30.133512.6524@mnemosyne.cs.du.edu>
Source record: 108542

Howdy,

I had and Atari 800xl with 256k ram that I gave to my younger brothers, but I had almost no software/info for it. I used to have a ton of disks for it, but lost them in one the various moving expiditions I have had. Anyone out there selling 8bit games and/or programming utils/books? I know there is a lot of stuff on atari.archive, but I have no modem for the 8bit and have no way of transferring stuff from my st to there 8bit. Any pointers? The diskdrive they have is a 1050. It is not happy/doubled etc.

John

P.S. Also I have a couple of things that dont run on it, anybody know where I can get the 8bit translater? Make the roms emulate the older 400/800 systems.

--
John B Bunch * I don't want the world, I just want your
280 Quail St. 1st Floor * half.... -TMBG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

4698. info wanted on MIO,Black Box,Kermit-65 and RS232

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 21:31:22 UTC
From: Raul Romero <ROMBH@CUNYVM.BITNET>
Message-ID: <92365.163123ROMBH@CUNYVM.BITNET>
Source record: 108547

Hello Everebody

Let me start by Thanking every body who help me with my last post.

Can Somebody please tell me what is a MIO and a Black Box and where
I can get them??? Can they connect to an atari 800 and 1050??? If
I get them can I connect a SCSI or MFM hard drive??? What else would
I need to connect the hard drive? Do they have RS232 connection for
a modem??? If not where can I buy 850??? Does that have RS232 connection?
Is it possible to use a 9600 buad modem? :) Where can I get a copy of
Kermit-65 or buy it??? Please do not tell me to down load it from some
BBS. I need the disk. Thanks very much for any info.

Thanks for your time.
Raul

P.S. Have A Happy New Year!!!!

++
+ Bitnet rombh@cunyvm.bitnet + +
+ Internet rombh@cunyvm.cuny.edu + This area is for rent. +
+ At&t net (212)794-5398 + +
+ ++++++++++++++++++++++++++++++++
+ My toys are SNES, Genesis, TurboDou, Game Gear, Atari 800, +
+ IBM Computer and a GameBoy. What toys do you have? +
++

4699. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 21:33:59 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72633@cup.portal.com>
Source record: 108543

Well, if anybody is still lurking. I used some of the files I created with a Basic encoder/decoder to run some checks. I used Express on the Atari end & First Choice (an integrated package equivalent to our HomePak) on my clone. Turns out you run into a number of problems with this set up. Not the least of which is the `'. If your reading this on an Atari, those two characters will<may> look identical. This isn't just a problem with my encryption scheme since the existing schemes use those characters, it's a problem with Atari/Express. Atari uses a diamond <control .> as character 96 so every time Express sees a 96 in ASCII, it translates it to a CHR$(39). Needless to say, this wrecks havoc with the file integrity. There are two work arounds for this; [Xmodem, go to ATASCII]. ATASCII works fine for captures & send from disk *IF* you just remember to use <control>M instead of hitting the return key & you can always switch back to ASCII after the transfer/capture. I never bothered to check what the Atari version of UUDECODE does to avoid it (assume Xmodem?). One other problem I ran into with Express, it doesn't start the "CAPTURE" immediately. I had to send it one Atari <CR> to get it to save the first part of the file. I'm not sure what people do now since what little I do now is done on my ST or clone. It turns out just about EVERYTHING adds line feeds to carriage returns. This means that my encoding/decoding scheme had to allow for LF's just so you could "CAPTURE" posts in addition to Xmodem. The bottom line. It works, but has to suffer a little on efficiency because instead of just an single <CR>, you get [<CR>, <LF>] for every line. I kept my test lines short, 35 characters, so I could print out everything while it was being decoded so this adds 2 bytes for every 35 to the file size. Not really a problem since I could just increase the line length to 75 or so. My test file was 425 bytes long & ended up being 581 bytes or 1.37X the original. This works out because of the overhead & <LF's> the BBS's added: .BEGIN<CR><LF> 15 lines*(35 bytes/line+<CR><LF>) 1 line *10 bytes+<CR><LF> .END<CR><LF> I used UUENCODE.EXE on my clone for a 540 byte file & it went to 958 bytes or 1.77X. Since this was too fair to me, I used some larger files with the clone & got the following: original UUE X
34816 49707 1.43
7168 10389 1.45
So I don't think I was out of line saying UUE produces files 1.5 times their original size. The best it will do with an

infinitely large file would be about 1.43X original & when you get down to files around 8k (The kind that concern us) most of the stuff will be in the 1.5X range. I haven't run any long programs through my encoding scheme yet since it's still in BASIC & runs at a snails pace, but assuming a large file such that the [".BEGIN", ".END", checksum, file size] become relatively small, mine would do: 5/4*37/35 or 1.32 times the original file size. If I pick a more reasonable line length for the final version, like 75, it's only 1.28 times the original. I'm not sure what the maximum line length is on the net, but that seems reasonable (I think I only said about 15% after adding checksum etcetera). I guess it all comes down to what you feel is significant. If there's 2 million people on the net & they spend an average of 6 minutes a year down loading UUE files, it only saves them a minute each. If they're paying an average of $6/hour it's only worth about a dime each, but 2 million dimes is $200,000/year. Besides, who's the last guy to save you a dime without asking for a dollar in return? Anyway, the next 3 messages in this conference will be a SLOW basic program to encode files, one to decode, and the demo file. When I compiled the demo file I was using SDX & forgot to move the program above where DOS 2.5 & DUP.SYS like to go before I compiled it! It'll still load from the menu, & won't trash much if it's done as an AUTORUN.SYS file. I certainly wouldn't use the programs for anything other then testing. They're a pretty bad example & illustrate why I mainly use Action! (warning; confusing code here!). I used a D9: ramdisk for the test, so you'll have to change those lines appropriately for your system & hope I got the right versions of the programs. Thanks in advance to anybody that tries to get this thing to work or let's me know the reason why it didn't. Seems like there's more interest for curiosity sake, but at least I feel like I've proved my point. Besides, I think I just came up with a text compression routine <grin>.

4700. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 21:35:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72634@cup.portal.com>
Source record: 108544

```
4 DIM BASE(4),TRANS(4)
5 DIM SUM(3),BIN(3):X=1
6 BIN(0)=1:BIN(1)=256:BIN(2)=65536
7 BIN(3)=16777216
8 BASE(0)=1
9 BASE(1)=85
10 BASE(2)=7225
11 BASE(3)=614125
12 BASE(4)=52200625
14 CLOSE #3:OPEN #3,4,0,"D9:PRETTY.COM"
15 CLOSE #4:OPEN #4,8,0,"D9:OUT.DAT"
16 ? #4;".BEGIN";:PUT #4,13:PUT #4,10
20 TRAP 90
30 FOR N=0 TO 3:SUM(N)=0:NEXT N
35 SUM=0:FOR N=0 TO 3
40 GET #3,A
50 SUM(N)=A*BIN(N):? A,;
60 NEXT N
65 FOR N=0 TO 3:SUM=SUM+SUM(N):NEXT N
66 ? SUM:GOSUB 100
70 GOTO 30
90 FOR N=0 TO 3:SUM=SUM+SUM(N):NEXT N
93 GOSUB 100:PUT #4,13:PUT #4,10:? #4;".END";:PUT #4,13:PUT #4,10
95 CLOSE #3:CLOSE #4:END
100 REM **TRANSLATION TO 5 CHARACTORS**
121 FOR N=0 TO 4:TRANS(N)=0:NEXT N
140 TRANS(4)=INT(SUM/BASE(4)):SUM=SUM-BASE(4)*TRANS(4)
141 TRANS(3)=INT(SUM/BASE(3)):SUM=SUM-BASE(3)*TRANS(3)
142 TRANS(2)=INT(SUM/BASE(2)):SUM=SUM-BASE(2)*TRANS(2)
143 TRANS(1)=INT(SUM/BASE(1)):SUM=SUM-BASE(1)*TRANS(1)
144 TRANS(0)=INT(SUM/BASE(0)):SUM=SUM-BASE(0)*TRANS(0)
200 FOR N=4 TO 0 STEP -1
205 C=TRANS(N)+33
210 ? CHR$(C);
220 ? #4;CHR$(C);:NEXT N:?
225 REM IF YOU NEED LF
230 X=X+1:IF X=8 THEN PUT #4,13:PUT #4,10:X=1
240 RETURN
tart the "CAPTURE" immediately. I had to send it one
Atari <CR> to get it to save the first part of the file. I'm
not sur
```

4701. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 21:36:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72635@cup.portal.com>
Source record: 108545

```
1 POKE 766,1:POKE 82,0:GRAPHICS 0
3 REM ** A LITTLE CHEAT FOR NOW **
4 REM ** I'LL FIX IT LATER! **
5 FSZ=425
10 DIM BASE(4),TRANS(4),A$(128)
20 DIM SUM(4),BIN(3),WRK$(5)
30 BIN(0)=1:BIN(1)=256:BIN(2)=65536
40 BIN(3)=16777216
50 BASE(0)=1
60 BASE(1)=85
70 BASE(2)=7225
80 BASE(3)=614125
90 BASE(4)=52200625
100 CLOSE #3
105 OPEN #3,8,0,"D9:PRETTY.OBJ"
110 CLOSE #4:OPEN #4,4,0,"D9:OUT.DAT"
120 X=0:A$=""
122 GET #4,A:X=X+1:IF A<>13 THEN A$(X,X)=CHR$(A):GOTO 122
124 REM ** SHOULD BE A LINE FEED **
125 GET #4,A
130 IF A$<>".BEGIN" THEN GOTO 120
140 ? A$
150 X=0:A$=""
152 GET #4,A:X=X+1:IF A<>13 THEN A$(X,X)=CHR$(A):GOTO 152
154 REM ** SHOULD BE A LINE FEED **
155 GET #4,A
158 IF A$=".END" THEN GOTO 500
160 CHUNKS=LEN(A$)/5
170 FOR LOOP=0 TO CHUNKS-1
180 WRK$=A$(1+LOOP*5,5+LOOP*5)
187 REM **** SUBTRACT 33 ****
190 FOR N=0 TO 4:OFFSET=ADR(WRK$)+N
200 POKE OFFSET,PEEK(OFFSET)-33
210 NEXT N:? WRK$
215 REM **** CALCULATE VALUE ****
220 FOR N=0 TO 4:SUM(N)=0:NEXT N
230 SUM=0:OFFSET=ADR(WRK$)
235 FOR N=0 TO 4
240 SUM(N)=BASE(4-N)*PEEK(OFFSET+N)
250 NEXT N
260 FOR N=0 TO 4:SUM=SUM+SUM(N):NEXT N
270 ? SUM:GOSUB 320
300 NEXT LOOP
310 GOTO 150
```

```
320 REM **TRANSLATION TO 4 CHARACTERS**
330 FOR N=0 TO 3:TRANS(N)=0:NEXT N
340 TRANS(3)=INT(SUM/BIN(3)):SUM=SUM-BIN(3)*TRANS(3)
350 TRANS(2)=INT(SUM/BIN(2)):SUM=SUM-BIN(2)*TRANS(2)
360 TRANS(1)=INT(SUM/BIN(1)):SUM=SUM-BIN(1)*TRANS(1)
370 TRANS(0)=INT(SUM/BIN(0)):SUM=SUM-BIN(0)*TRANS(0)
380 FOR N=0 TO 3
390 PUT #3,TRANS(N)
392 REM **** SLOPPY BUT WORKS ****
395 FSZ=FSZ-1:IF FSZ=0 THEN RETURN
400 ? TRANS(N),
420 NEXT N:RETURN
500 CLOSE #3:CLOSE #4:POKE 766,0
you get [<CR>, <LF>]
for every line. I kept my test lines short, 35 characters, so
I could print out everything while it w
```

4702. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 21:37:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72636@cup.portal.com>
Source record: 108546

```
.BEGIN
*p!A$k=d"KE2d4dSIDKt<ZhK2kr=R]D"5j`
*p<S2&EHk7n;+juQtU.;807\F8kMX3WN&Q_
"i-Z0?tcQRTn]4oBGdIs")3FBKnX3=Qq.3k
YlULgaF],!K8"u`W._FsOT;&bp^i75L7j6.
TV@+5d%[?:n=uf_Oeefh!mo#]U;inhs2h"3
UW2KD@,eCMWF2Gk"%&OeB]N2:8HVVVSI>f9
;lKjk3iSd+TW+W=W<5PZ"%Aa\6Ce4X*r[8a
!!!@6!!&;b!!&;b!!!!!!!!!!!&5`+21DK
EZc0tNW5t"V&0:3Kt(i!Bj%:*WM,"RWM>.L
WMP:KTVR;AV4jb/+%m`LBiq2KV4`O`K`u0n
K`e<JK`J*IL&\-KVBDP-+J>R)"0!A8!3)`I
s/DiK+J>Na=J]/tTH?fL+/=bqUWj+E9EVL@
Vl_(Y+01ACN?>(#!2(FCXjd]:)N>iJ+02Nj
ma)f1XZ.E'!U1]8XWP$3J18tUY,/:T4A5k(
+/A6HmN<iMr2h'=d/QZ=+<aD\r/L`Uia?-q
])q!o!!!!@
.END
50 X=0:A$=""
152 GET #4,A:X=X+1:IF A<>13 THEN A$(X,X)=CHR$
```

4703. Quick

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 23:53:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <725788551.AA01381@tdkt.kksys.com>
Source record: 108405

I have been reading with interest your comments about Quick - "that great new language from Germany" - but since I have just recently begun reading this conference, what can you tell me about it? (Where to get it, etc.)

Thanks,
- Dag -

4704. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-30 23:58:16 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72647@cup.portal.com>
Source record: 108548

Man! Did those get trashed! Not sure if it was me, Portal, or my ST! Portal aborted after about 5 tries with Xmodem U/L on the 1st file & somewhere<?> stuff got appended to files. It doesn't seem to be me because when I view the files, they come out normally. When I read message #13 on my ST, the thing hangs & I have to manually disconnect. If anyone has a real problem with the files, let me know & I'll see what I can do. Otherwise, just remove the garbage from the end of the files.

4705. Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 00:13:50 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72652@cup.portal.com>
Source record: 108549

Well, reprinted with Bill's permission:

Message : 12102 [Open] 12-07-92 7:25pm
From : Bill Wilkinson
To : Bill Esquivel (x)
Subject : The 7800
Sig(s) : 1 (General Information Files)
There is 1 reply

The 7800 was developed by General Computer Company back in Cambridge, MA (next door--literally--to M.I.T., with lots of work being done by MIT students/grads/etc.). GCC also did many, many Atari coin-op games back then (example: Ms. Pac Man, some of the driving games, others I don't remember--oh, yeah: Robotron).

As originally conceived, the 7800 would allow you to plug in a keyboard (I think into the cartridge slot, with the cartridge then extended out? But my memory is not clear on this) which would have an 8-bit standard SIO port, so you could hang any device you wanted off of it (printer, modem, etc., etc.).

The OS had hooks in it for all of this. The CIO/SIO was more simplistic than the standard 8-bit stuff: for example, if you wanted to grab any of the interrupts (display list equivalent, etc.) you basically had to take over the entire OS: no hooks a la CIO.

We modified Atari BASIC and Atari DOS to run on this CIO (which was written from scratch by a guy back at GCC). The DOS was much simplified: no command processor at all, only one file open at a time, only one disk drive available (with fully loaded RAM, you could override some of this by loading disk-based extensions...but we never got that far). The BASIC took over all the operations of the DOS command processor (shades of the C64, Radio Shack TRS80, etc.), so it had commands to ERASE, RENAME, PROTECT, UNPROTECT files, etc., etc. DIR of course. Seems to me I ...scratch that...I remember for sure: It even had FORMAT and FORMAT UNCONDITIONAL (FORMAT alone would give an error if the disk already had anything recognizable on it). No COPY, but I remember writing a COPY in the 7800 BASIC just as a demo, since the BASIC had BGET and BPUT built in.

Basically (no pun intended...though enjoyed) it was a neat little REAL beginner's computer. I think it was 24 by 32 character display, but not sure on that. I know the 7800's display list was only capable of 32 (or was it 31?) characters per display list entry. But the unique thing about the 7800 was that it had a "DISPLAY LIST LIST" which was a list of "DISPLAY LIST"s where each "DISPLAY LIST" described only 8 or 16 scan lines of the screen but allowed any number of entries for that segment, so

you COULD do 40 characters across by, for example, using two 20-character display list entries: one on left, one on right. Bizarre video processor; probably most powerful ever put on an 8-bit machine until the Nintendo arrived and wiped them all out.

As for prototype games, etc., they would likely be found back at GCC.

Incidentally, if you didn't know, after Atari folded the operation GCC moved into the Macintosh market and produced (still produces?) laser printers that understand QuickDraw and so do not have to have postscript drivers...cheaper and faster, presumably. Anyway, they lasted a lot longer than the 7800 did.

4706. Re: Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 05:00:56 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1992Dec31.050056.22723@magnus.acs.ohio-state.edu>
Source record: 108553

In article <1992Dec23.170345.15418@neb> bbs@neb writes:
>Rob Funk:
>
>The MIO is capable of running Scsi, Mfm, Rll and Sasi hard drives via an
>interface card (Adaptec preferred). I'm not aware of any way to run an
>ESDI or IDE hard drive on an 8bit Atari..
>-----
>Posted by BBS User: James King
>Mail Path: uplherc.upl.com!neb!bbs!1fa
>--
>Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

I stand corrected. Now I just have to get one of those systems and
really fix up this 1200.

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

4707. Re: info wanted on MIO,Black Box,Kermit-65 and RS232

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 06:24:30 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1992Dec31.062430.9312@news.ysu.edu>
Source record: 108554

Well here goes..I'll try to answer as briefly as possible, if you
have any more questions send me email.
You can't run an MIO or a BB on an 800.
They need a PBI to hook up to so its XL/XE stuff.
They don't make MIOs anymore but you may be able to pick one up
used in a sale from here or Genie or CIS.
Both the BB & MIO have RS232s and printer ports and interface HDs.
The MIO now can be hooked to SCSI, SASI controllers and imbeded
controllers..(with HDFMTPH9.COM) to format imbeded controllers.
The MIO only stores data the standard 256byte blocks and stores
it backwards. The BB can go either way (its switchable) and it
can store in 512byte blocks like the ibm drives. Its compatible
with more drives than the mio.
OH yes..the BB is sold by CSS (716-429-5639 voice).
The BB has a number of attachments that make life wonderful for
the 8bitter like the floppy board that makes ibm high density drives
compatible w/atari and makes them go at lightning speed.
Both MIO & BB support high baud modem rates to 19.2k b.
Send me a disk and I'll put Kermit-65 on it and send it back.
My address is Joe Sabatino, 31 Skoplee, Girard, OH 44420-3308.
If you had access to the archive you could d/l it from there
using the BART mailer.
--
Joe Sabatino-->ab588@yfn.ysu.edu

4708. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 12:58:00 UTC
From: lanmaint@nssdca.gsfc.nasa.gov
Message-ID: <31DEC199207582838@nssdca.gsfc.nasa.gov>
Source record: 108406

In article <1992Dec30.035608.22678@mtu.edu>, jjmcwill@mtu.edu (Jeff McWilliams) writes...
>Pardon my ignorance toward Forth folks, but what was the language designed
>for, and what are the PROS and CONS for choosing FORTH over some other
>programming language?
>
>Jeff McWilliams
>

I haven't used Forth for many years, and this is an "off the top of my head" answer, so I may be wrong.

As I recall, Forth was developed in the 70's by an astronomer. The name Brodie keeps coming to mind, but that could be a book author.(I'll look up the name if anyone really wants to know) From what I understand, it was a SW tool he wrote to control the positioning of large telescopes, and later got some use in the robotics disciplines. It was very "bare bones", and you were supposed to write your own routines for almost everything. In fact, every routine (called a word in forth) became an extension of the language.

It was the main language I used on my 400/800's, I got the 800 back in 1982, and since I was never real fond of basic I got the VALforth development kit. I heard rumors that VALForth was used internally by atari as a game development language. Later A PD Forth calle FIG-Forth was released and its core was as good as the Valpar Forth, but didn't have all the neat pre-packaged routines for things like PM graphics, strings ,trig, and the like, so you had to write your own. I kind of liked it because Forth is an interpreted language rather than compiled, so I could try out ideas without the edit-assemble-debug-edit-assemble-debug cycles that were time consuming with MAC65. (Remember, this is the early 80's before Action!)

Then I switched to C , and did no SW development on my atari for the last 5 years. Recently I started writing some small programs again (for my kids), but I'm using LOGO instead of Forth. I just can't deal with adjusting to Reverse Polish notation again.

Atari Logo is a very good implementation of LOGO, and I have free versions of Xwindows Logo on my unix machine and there's a really amazing free logo for MSwindows. Code portability from atari to X-LOGO or MSWinLogo is very good. If you want to write simple programs or teach your kids about computers, I highly recommend Logo.

Forth Pros:

Its portable to other machines. Of course, you have to write good code in the first place if you want it to port easily. I ported most my stuff to the PC without a lot of work when I started using it as my work machine and made the ataris strictly fun machines.

It's interpreted rather than compiled, so you get instant results.

Forth Cons:

The biggest con was the reverse polish notation. I got used to it, but it wasn't natural. In my opinion, the expression 2 2 + . is not clear as " add 2 and 2 and print the result. Doing anything in basic then became a problem, because the command "20 LIST" in forth will list screen 20, and you get used to it working that way. Then you do something in basic, and want to see line 20, so you type "20 LIST" by habit. Then you get to remember what line 20 was supposed to be, and retype it.

It's not as fast as Assembeler, and not that much easier to use than a good macro assembeler (once you get a few usefull macros in your library) For serious Atari 8-bit development, I think Action is probably a better choice, unless you plan to port to other machines that support Forth.

Dave Yoest
LAN Ops & Engineering Section Supervisor
NASA/Goddard Space Flight Center
Greenbelt, Md. USA 20646

(301) 286-7033

DYOEST@ZAPHOD.GSFC.NASA.GOV

4709. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 13:30:45 UTC
From: jimlynch@netcom.com
Message-ID: <1992Dec31.133045.20708@netcom.com>
Source record: 108407

Forth as it exists today is a combination of a threaded interpretive internal structure with reverse polish notation.

It's a whiz kid at aiding the rapid development of just about anything with its strength being things like device drivers (the SparcStation boot rom is a Forth interpreter). Since it's a structured language, however, it is suited for more general purposes as well.

Its RPN version of 1 * 2 + 3 looks like 1 2 * 3 +; if(condition) then a else b looks like: condition if a else b then. The reason for the basackward appearance is because Forth uses a stack for all parameter passing. The would-be Forther would find him/herself immersed in dealing with the stack. If you plan on learning assembly language, you must deal with its return stack (since being careless when dealing with it almost always results in a crash). In addition, most Forth systems have an assembler (which is also reverse polish: LDA #4 looks like 4 # LDA,)

Forth also has a dictionary structure which holds forth 'words', the operations of Forth. You can add to the dictionary and use your new word immediately; it's now part of the language. The definitions of most Forth words are sequences of Forth words; in fact, 80-90% of most Forth systems is written in Forth itself.

Since you can make a new word and test it immediately at the keyboard, development is quick. Forth isn't like most languages; definitely doesn't look like most anything normal and Forth has been spoken of as the most unreadible languages in the universe, surpassing even C! However, like any other expression, the writer has a chance to write comments so he can remember what he did 6 months ago (if not just yesterday) and do so in a readible style.

Forth takes about a month of fairly solid hacking to learn enough of it to be truely useful. Once at that stage, you can learn the internals of Forth, concentrating perhaps on how the if, else and then words work or maybe on its interface to the machine.

In summary, Forth can be a learning experience to make the transition to assembly programming, a desk calculator (mostly integers), a prototyping environment (where you can see what your - say - game - will eventually look like) or a serious development language.

4710. Re: Looking for source code from Analog

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 17:58:35 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72698@cup.portal.com>
Source record: 108408

Yes! Other then simple stuff like right margin, I'd like another
VBI vector. Since the XL series only have 2 joysticks, they currently
read the first 4 pots, then copy those values into the next 4 pot regs.
I would like that to be replaced with start-up code that puts an RTS
some where in RAM, then jumps to it rather then copy the pot values.
That way, all you would have to do is put your continuation code after
the RTS, a JMP <ROUTINE> or actual routine, then just store a NOP where
the RTS used to be. Your routine would then run every VBI & would be
simplier then the current process.

4711. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 18:15:39 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec31.181539.24608@mtu.edu>
Source record: 108409

Dave,

Hey,thanks for the great insight into Forth. Reverse Polish notation
is something I dread, and hate. I refuse to purchase a new expensive
HP calculator because is uses RPN. Instead, I keep buying the
TI calculators. I guess that is also why I never really looked into Forth.
Yes, I have Action! now, and I like using it better than Lightspeed C, or
Pascal.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4712. Re: Looking for source code from Analog

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 18:24:58 UTC
From: jjmcwill@mtu.edu
Message-ID: <1992Dec31.182458.24701@mtu.edu>
Source record: 108410

In article <72698@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>Yes! Other then simple stuff like right margin, I'd like another
>VBI vector. Since the XL series only have 2 joysticks, they currently
>read the first 4 pots, then copy those values into the next 4 pot regs.
>I would like that to be replaced with start-up code that puts an RTS
>some where in RAM, then jumps to it rather then copy the pot values.
>That way, all you would have to do is put your continuation code after
>the RTS, a JMP <ROUTINE> or actual routine, then just store a NOP where
>the RTS used to be. Your routine would then run every VBI & would be
>simplier then the current process.

Hmm, that sounds interesting. But where would you put the VBI vector?
Down on Page Zero somewhere? You would have to steal 3 bytes, for the
JMP ADDR to replace the RTS. Well, I'll be sure and get the hardware
debugged and built as soon as I get the parts.... so that I can
publish the modification. It sounds like we could see some really
interesting operating system upgrades come out of this hardware project.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

4713. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 21:45:59 UTC
From: rvenable@helix.nih.gov
Message-ID: <1992Dec31.214559.1340@alw.nih.gov>
Source record: 108411

In article <1992Dec30.035608.22678@mtu.edu> jjmcwill@mtu.edu (Jeff McWilliams) writes:
>Pardon my ignorance toward Forth folks, but what was the language designed
>for, and what are the PROS and CONS for choosing FORTH over some other
>programming language?
>
>Jeff McWilliams

Forth was designed by the astronomy community for real-time telescope control.
It is fairly efficient, producing code which runs close to assembly or Action
in speed. It is, however, very different from most other languages in concept
and in practice. There are many public domain implementations of Forth for a
wide variety of platforms, possibly some commercial versions as well.

Forth provides a 'kernel' of defined keywords, and the means to add your own in
an interactive environment. All editing, compiling, and execution are done
within the Forth environment; code is edited on text screens which are compiled
directly into memory at 'load' time. Forth uses an explicit stack for input
and output arguments, and Reverse Polish Notation (2 3 + instead of 2 + 3);
it could be considered object oriented programming, in a way.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

4714. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1992-12-31 23:59:49 UTC
From: sourada@iastate.edu
Message-ID: <sourada.725846389@vincent1.iastate.edu>
Source record: 108412

In <31DEC199207582838@nssdca.gsfc.nasa.gov> lanmaint@nssdca.gsfc.nasa.gov (Dave Yoest) writes:

>As I recall, Forth was developed in the 70's by an astronomer. The
>name Brodie keeps coming to mind, but that could be a book author.(I'll
>look up the name if anyone really wants to know)

Charles Moore is the inventor. Leo Brodie wrote a few good books on it, including "Starting Forth" which is a good one for beginners, and "Thinking Forth" which is pretty good for those planning to use Forth for lots of development.

Just a sort of side note: Personally, I don't think postfix notation is any great barrier to learning Forth. One thing better about postfix (compared to infix) is that it is very orthogonal: every command has the same syntax, which is just a number of arguments on the stack. (Forth does violate this when dealing with a few things like strings, though).

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu